NAPOLEONIC EUROPE



SCENARIO MANUAL

Table of Contents

Introduction....3
Nations of the Game....4
National Profiles....6
More Options....6
Troop Types....8
Locations....11
Research....11
Cards and Production....12
Economics....13
Policies....14
Weather....15
Other Cards....15
Officer Cards....16
Officer Feats....17
Intro to the AI....20
AI Deployments....20
Free Troops....21
AI Supplies....22
AI Policies....22
Editing the Scenario....24

Introduction

The motivation behind making the Scenario: Napoleonic Europe was that there seemed to be a need for a scenario for this era in the VRDesigns Scenario Bank, at least a scenario that was finished and was able to be played by the AI.

I was approached several times by different people, who wanted me to make one. Having no real experience with the topic I politely declined several of these requests. However, I finally took up the challenge when asked by the user Basilhare.

Together we laid out the groundwork for how the Scenario could look. He had his ideas, and I had mine. There were, as I pointed out earlier, some scenarios already in the Scenario Bank. Some of these scenarios were pretty old, and some were incomplete.

The original idea, turned into a beta version, which is still available in that scenario bank, however it proved to have some fatal flaws.

One of the things was the very free movement of units, and the idea that big armies would move around. The Advanced Tactics Gold engine is poor for this purpose, especially since it proved all too easy to cut the supplies and production system by using just small cavalry units.

I scrapped the concept and perhaps this was for the best. The AI was having trouble coping with this kind of warfare. It is built for establishing fronts and fighting along those, and here there were none.

The scenario languished in the Scenario Bank in this beta state for some time. I usually hate having to abandon a project like this. I much prefer finishing them and then moving onto the next project. However another user challenged me to make some changes, and this inspired me to make the Scenario that is before you today.

The scenario would not have been possible to make, had it not been for the inspiration from the users: Sarnold and Cpdeyoung. These two play-tested it thoroughly, and in the case of the latter also made sure I made a few upgrades to make playing it easier.

I hope very much you will enjoy this Scenario. It has been fun making it, and I learned quite a few things.

Claus E. Füssel aka. Ernieschwitz.

Nations of the Game

First, it is worth mentioning that the Scenario is not a historical scenario. It is not even a what-if scenario. It is a scenario that attempts to recreate the era. While it would have been interesting to have all the Nations of the Napoleonic times on the map, this is impractical. A good rule of thumb is never to include more than fourteen nations in your scenarios. I chose which ones this would be.

Without further ado, here they are:

1. France
2. Britain
3. Russia
4. Austria
5. Prussia
6. Turkey
7. Spain
8. Denmark
9. Sweden
10. Germany
11. Italy
12. Portugal
13. Egypt
14. Barbary

Each of these nations have been placed on the map, which encompasses Europe, Asia Minor, the Levant, as well as Northern Africa.

Some of these nations are very hard to play; others are very easy. There is by design, no balancing between them. This is done so you get the feeling of historicity. There would be no legitimate reason to have Denmark be the size of France, nor as powerful.

It is also possible to merge some of these nations into one nation: Sweden & Denmark can be merged into the 2nd Kalmar Union, Prussia & Germany can be merged into Greater Prussia, and finally the Ottoman Empire made by merging Turkey, Egypt and Barbary into one.

A note, before we begin looking at the characteristics of the nations mentioned in the list above. Germany is shorthand for The German States, Italy shorthand for The Italian States, and Barbary is short for the Barbary Pirates. All of these were at best loose conglomerates, more than a single nation.

Each Nation has a number of Victory Points to begin with. The goal of the game is to win by getting as many of these as possible. It is suggested that the first player to get 350 Victory points wins. In total there are 808 total Victory Points (VPs).

Quick math will tell you that this is less than 50%. It is around 43%. Getting to the 350 VP threshold would most likely prove you are the biggest Nation around, and in playtesting, albeit against the AI, no other Nation had near the 350 VPs, by the time the human player got them.

You are free to make up your own victory conditions, as nothing is forced on you. If you believe that surviving with Denmark is a victory of its own, then that will be your victory condition.

In the table on the right the Starting Victory Points for each nation or merged nation. The nations marked with a star (*) are the main nation of the merged nations mentioned in the beginning of this chapter, and they are placed at the end of the table.

Note that if you add the Victory Points for the merged nations, they have a different sum than the merged ones. This is because their Capitols are made into big cities, and their universities are removed from the map. The VPs are therefore smaller.

Nation	Starting VPs
France	127
Britain	63
Russia	86
Prussia*	63
Austria	93
Turkey*	84
Spain	51
Denmark	15
Sweden*	27
Germany	55
Italy	37
Portugal	21
Egypt	27
Barbary	21
Greater Prussia	112
Ottoman Empire	118
Kalmar Union	36

National Profiles

As an optional feature, it is possible to have the Nations mentioned above have special abilities too, or rather characteristics.

These are enabled by choosing the option National Profiles on the start-up screen. They modify movement speed, ability to train to get Experience, and their National Morale. These are as follows.

Nation	Movement	Exp.Limit	Morale
France	+15%	30	60
Britain	+7%	30	60
Russia	+0%	25	60
Austria	+0%	25	60
Prussia*	+0%	25	60
Turkey*	+0%	20	45
Spain	+0%	20	45
Sweden*	+0%	30	50
Denmark	+0%	25	50
Germany	+7%	30	50
Italy	+0%	25	50
Portugal	+0%	25	50
Egypt	-5%	20	45
Barbary	-5%	20	45

* These nations are the ones that count as the merged nations leader, and the countries have these stats as well.

More Options

In the above the option National Profiles was mentioned and described. There are 12 other options, and in this section, I will describe what those are.

First let us get the first three easy options out of the way. You can merge Prussia & Germany into Greater Prussia as described. Likewise, you can merge Sweden & Denmark into the 2nd Kalmar Union, and form the Ottoman Empire. The latter by merging Turkey with Barbary & Egypt.

You can by default have the game start out Turkey (or the Ottoman Empire) to be at war with Russia. You can do the same for Britain and France. That war is recommended, as it will impact France's strategy as well as economy.

Then you can have the game start out with a Three Round Breather. This option is especially recommended if you do not want to have an opponent declare war on you early, or if you are playing against a human player, as it will allow you to present a different setup, than the one that

can be gleaned by peaking at the map in the editor. The wars you can set in the above first begin after the Breather, if active.

There are some nations where a Colonial Trade system makes sense. These three nations are Britain, Spain, and Portugal. If this option is set, then a certain number of Political Points (PPs) are granted at the beginning of some months.

These months are from April to September for Britain, and May to July for Spain and Portugal. The table below shows how many PPs that will ideally be given to these nations.

Month	Britain	Spain	Portugal
April	40	-	-
May	50	45	20
June	55	50	40
July	45	35	20
August	35	-	-
September	25	-	-

These PPs that are given can be intercepted (although not in a great amount) by placing Frigates near the countries that get them if you are at war with that Nation. The only exception to this are the Barbary Pirates, who raid them without needing to be at war.

Now for some more technical settings. These solely concern the AI, and not the human player(s). These are AI War (Vic), which is the algorithm that the standard AI in a regular game of Advanced Tactics Gold use.

In general this algorithm looks at how big a nation is, before deciding to go to war with it. The bigger the opposing nation, the less chance it will declare war.

Another option for the AI to have is the algorithm I have put into the game, AI War (Ernie). It isn't as advanced, and was an attempt at making wars fair, and sort of giving the impression of nations ganging up on each other. The result however is very different, as all nations want to balance out all the wars.

Both options can be chosen at the same time, which will give some fireworks. They can also both be unselected, and that will mean that the AI does not declare war on anyone.

Note that if AI War (Ernie) is selected, then no wars will happen until someone declares war. That someone being you or another Human player.

There is also the option to select RND DOW settings. This setting is ordinarily set to the same for all nations, but with this setting it can be altered for each nation, at random. The setting allows the nations to have different levels of aggression. One may be very peaceful, and declare war less eagerly, and another may be a warmonger.

A button that is worth mentioning also is the one called Set ALL to AI, which sets all regimes to be AI. This is a fast way to do it, instead of adjusting each one individually from Human. When you then have them all set to AI, you can click the text, saying it is AI, to set it either better or worse, or back to human.

A final note: On the left side of the screen is a button called NapEuro. This is used to rename the autosave to have this prefix, instead of just being called autosave. The name NapEuro can be changed by clicking that button. Try and keep it short though.

Troop Types

No wargame can exist without there being some sort of military presence. In ATG this is done by having troops. Troops form units, and the units are the main play pieces. In Napoleonic Europe there are several different kinds of troops.

The main force of any army is its infantry. Infantry comes in three forms in the game. The main one is simply called Infantry, they are the rank & file troops. A better version of Infantry exists, these are Guards, and a worse version exists as well, militia type units.

The European powers have the Infantry troop type, whereas with the three non-European powers (Turkey, Egypt and Barbary) they have Turk Infantry, which is worse. The non-European powers also do not have access to Guards, the elite forces of the European countries.

Militia comes in three different forms. The first is the standard Militia troop type. These are troops that have been recruited locally, from the maybe not so fit for military service elements of the population. All European powers, and Barbary, can build these.

The Turks and Egyptians cannot, they instead have Levies. These cannot be produced and are given to the player every spring and fall. The amount depends on how many you have, and there is a bonus for having a high number of Turk Infantry. The amount only continues to grow or stay the same.

Landwehr, which is the final militia type, is a kind of improved militia, that in strength is somewhere between Militia and Infantry I. Only the Prussians, Austria and Germany can build these.

Nation	Guards	Infantry	Turk Inf.	Militia	Landwehr	Levies
France	X	X	-	X	-	-
Britain	X	X	-	X	-	-
Russia	X	X	-	X	-	-
Austria	X	X	-	X	X	-
Prussia*	X	X	-	X	X	-
Turkey*	-	-	X	-	-	X
Spain	X	X	-	X	-	-
Sweden*	X	X	-	X	-	-
Denmark	X	X	-	X	-	-
Germany	X	X	-	X	X	-
Italy	X	X	-	X	-	-
Portugal	X	X	-	X	-	-
Egypt	-	-	X	-	-	X
Barbary	-	-	X	X	-	-

A small note that bears mentioning Is that Militia and Levies get supplies added to the ones they already carry, each turn. The unit gets 1 supply for each of these troop types present. This means that the supply overview on the Production overview is a bit misleading, if you have any of these.

The most dashing arm of the military force is the Cavalry. They are divided into Cavalry and Heavy Cavalry. Cavalry represents Hussars and Dragoons. They are quick and can hit smaller enemy units well. Heavy Cavalry are Lancers and Cuirassiers. They move at a slower speed but hit harder.

Once again, the non-European nations have a different take on these categories. For them only Mameluks exist. These are heavy cavalry but move at the speed of ordinary cavalry.

Russia also has an interesting cavalry troop type that no other nation has. These are the Cossacks. They cannot be bought but are given in the spring and summer as a tribute to the Tsar. They do not require any supplies, as they provide for themselves. Likely through some light plundering. Their stats are a bit worse than ordinary Cavalry.

The heavy hitting arm of the Military is Artillery. It is divided into regular Artillery and Siege Artillery.

Regular Artillery has no ranged attack, neither did any of the Napoleonic Cannons have that in real life. Instead, they are a kind of close support weapon. Siege Artillery on the other hand, can hit the next hex, but not any further. They are designed to level defenses of cities. In all other cases they are close to irrelevant, when it comes to bombardment.

Britain has a special kind of Artillery, called Rocket Troops. These are faster moving infantry, with rockets. Siege artillery is usually painfully slow, but not so with Rocket Troops. They are not as efficient, especially attacking fortified cities, but against regular cities they are very good. Again, like Siege Artillery they are not great at attacking troops outside of these kinds of locations.

Then there are the Specialist land forces. These consist of three categories, Staff, Pioneers, and Supply Trains. The latter allow for longer distance transfers of troop types. They move faster than regular infantry, but slower than Cavalry.

Staff are the command troops of the General who is in charge. They consist of ordinary officers, and the like. They are essential to commanding large formations. Try not to have too few staff in your HQs compared to what is needed.

Pioneers are a mixture of Grenadiers, Bridging and Road Building Troops. They can assault cities, and are better at this than Infantry I. They can build roads slowly, and bridges too. They come in two varieties. Regular Pioneers which the Europeans can build, and Turk Pioneers, which the non-Europeans can build. They work the same, but Turk Pioneers have a bit worse stats than regular Pioneers.

The final piece of the puzzle is the Navy. There are three kinds of ships. Ships of the Line, Frigates and Troop Transports. Ships of the Line are the battleships of this age. They fight well and can carry some troops for landings.

Frigates are more of a raiding type of ship. They move faster than Ships of the Line but cannot hold their own against these. Frigates can also carry a few troops. Transporting troops are the main way of getting troops across the seas. Unlike regular ATG there is no way to transfer troops this way, out of an HQ.

Locations

There are 14 different types of locations in the game. This may sound like a lot, but they fall into 4 categories, which makes it easier to fathom. Those categories are Cities, Fortified Cities, Universities, and Straits.

Cities and Fortified Cities come in 6 types. To better get an idea of what they are, they are not called Small City, City, Large City, etc. Instead they the first 5 types are called City with a number in parathesis. The numbers represent the production points of each city.

The smallest of these cities are the 200 Production Point ones. Next are the 400-point ones, then 600-point ones, and then the 1000-point ones. The last type is called a Capitol, and it has 1600 Production Points. For shorthand I might write 600+ cities, at some points. This means any city location with more than 600 Production Points, including Capitols. Fortified cities, and Capitols allow for better entrenchment by troops there. This makes them easier to defend.

The City Types also have different amounts of Victory Points attached to them. City 200 types have 1 VP, City 400 types have 2 VPs, City 600 types have 3 VPs, and City 1000 types have 5 VPs. The pattern is, 1 VP per 200 production points. Capitols are more important, but that is something for later and have a VP value of 15. The game awards each player 1 PP for each 5 VPs owned, capped at a lower value of 10 PPs.

The third category of Location is the Straits that exist. These allow for ships to travel through land areas, that would otherwise not be passable. They can be used as ports too, but it is not their main function. They do not have any protection from the effects of winter, and no significant fortification bonuses.

The final category is the Universities. Each nation has one, and only one. They can be used only to produce two things: Research Points (RPs) and Political Points (PPs). Ordinary locations cannot produce Research Points.

Research

As alluded to above, there is something called Research Points. Only these can be used to improve troop types. While research advances during the Napoleonic Era were limited, though there was significant development in tactics. These researches represent that.

All the troop types that have researches attached to them come in four levels. These levels are denoted by Latin numbers, on the counter picture. This is true for all researches. However, some nations, the non-European

ones, have a level 0, troop type. Latin does not have a number for 0, so instead a oval mirror symbol with a Turk officer in it, is used.

Militia, Landwehr, Levies, Pioneers, Supply Trains and Troop ships, don't have a level. Turk Siege Artillery is level 0, as is Turk Artillery. As can be imagined, level 0 troop types are worse than level I.

As the level of the troop type research goes up, the amount it costs goes up as well. The increase is not linear, but it can pay off to focus on a few of them, instead of researching broadly.

Cards and Production

There are two ways to get troop types in the game. One is to produce them like in regular ATG. They cost manpower, and production points. You cannot produce many at a time, for each city type, which is on purpose. Turns are only 20 days, so it is unlikely you would be able to train and raise many troops in that span of time. The manpower cost is a downside to building them. You might run out of manpower. The plus side of producing them in cities is that you can set their HQs to anywhere within supply range and get the troops there fast. They also come in with 5 EXP. Which can be considered significant.

The other way of getting troops is by using the Troop Cards. These Cards are paid for by using PPs, and these can be produced in any City location or University. When played, these cards will place a unit, of predetermined composition in your Capitol or the selected Entry City. If you have no Capitol, you cannot place these troops and will need to buy them the old-fashioned way.

Russia and the Ottoman Empire, being as big as they are, have ways to have troops enter different cities. They are selected via a card, Change Entry Point, and count only for the next land unit you purchase. For Russia these Entry Points are Novgorod, Minsk, Kiev and Taganrog. The Ottoman Empire has Algiers and Cairo as alternative as their cities. Each turn, the card can be used twice.

The troops bought with cards, enter with 0 EXP, and will be subordinate to the nearest HQ. The cost of the card is usually cheaper than the production of the troops themselves, when at war. Getting these troops to the front is the real challenge. So, you can choose either to get troops where you want them now, or later but at a fixed location. This is where long term planning is interesting in this game.

Ships can be bought too. Ships of the Line can be placed in any 600+ city with your own people in it, and Frigates can enter in any city. The card will ask you to click on a map where you want to place it.

Sometimes you will also be able to play a refit card, for these two ship types. They are cheaper than building a complete fleet, or group of Frigates. You get these if you have ships that are mothballed, from before the game, have killed and therefor captured ships, or lost ships that have limped back to a port. These things happened often in Napoleonic times.

Troop ships, Supply trains, Staff and Militia cannot be bought by cards. They need to be produced by cities. Supplies however can be purchased at a discount. It will be sent to the HQs nearest to the Capitol, and work its way up the chain, until reaching the highest HQ. That is if that HQ is within supply range.

Economics

In the game there are several ways that your economy can be affected by events in the game. Some events can be controlled, and some cannot. Let us go over them now.

The first thing to note is that there is continental trade. This is something that may increase your economy or decrease it by meeting certain conditions. To get the increases from continental trade, you must not be at war with Britain. The amount of port cities, and their size determines how much of a bonus your economy gets. This means that if you conquer a port city, or lose one, your economy will either prosper or suffer.

The same goes for Britain. Their economy depends on having trade partners. If they lose one, by being at war with that nation, then they will get a worse economy. If Britain has no ports in Britain, there is no continental trade, at all.

This mechanism is a simulated way of representing the Continental Block that Napoleon tried to use, to hamper the British war efforts during the Napoleonic wars.

There is also a similar mechanism for Turkey, if they are not merged into the Ottoman Empire. In that case they have a production bonus given to them from Egypt, the size of which is determined by how many VPs Egypt owns. The bonus only applies if Turkey is not at war with Egypt.

The Barbary pirates also have a way of gaining production. Here the number of Frigates that they have increase their production capacity. This is to simulate raiding by these. As mentioned earlier they too can get PPs by raiding colonial trade.

POLICIES

One way to control your production is by introducing a policy. Policies are enacted by playing an action card. Each Policy costs 20 PPs, and last for 6 turns. There are four different policies: Recruitment, Confiscation, Innovation and Propaganda.

Of these four, Recruitment influences the production of troops. They become cheaper. In game talk, you gain +100% production on troop types of your own people. You will discover that this immediately feels fantastic if you do not want to produce troops by cards. However, the manpower will go down fast.

Confiscation will allow for troops to locally supply themselves partially. You also get some supplies, to the same HQ you would get it to, if you played the card to gain supplies. This is especially useful if you have troops that would otherwise have trouble keeping themselves supplied because of being out of supply range.

Innovation will give you extra RPs, over the course of 6 turns. Be aware that the additional RPs gained will not show on the menu on the top of the screen. They have not been produced, and only things produced can be shown there. At the end of the Policy an amount is also granted as a final boost from the Policy. If you want to know exactly how many RPs this policy has given, you can see it by playing the action card: Status Report, where your economics are presented as well.

The final policy, Propaganda, is first available when you fail a war weariness check. The first check happens 20 turns after you have declared war for the first time. Then there is a check every 10 turns thereafter. The Propaganda Policy will allow you to get the negative production modifiers repressed. One propaganda policy represses one failed check.

The war weariness check is modified by any negative factors that have arisen due to the usage of Recruitment and Confiscation policies. Neither of those are popular with the people of your nation. At the end of these policies a National Morale check is rolled. Ordinarily, the National Morale

is 50, but can be less or more, if the National Profiles button has been checked.

Once the negative and positive factors (Propaganda) are added together, two rolls are made against your National Morale. The lower roll wins, and if it is less than your National Morale nothing happens. If it is more than it is, you lose 5% economic production, on everything other than Research Points. If you lose enough production percentages, you will begin losing troops to desertion. It is therefore a good idea to not get too low in this category.

Weather

Like in real life, weather can be a factor during a campaign. There are 3 types of weather in the game. These are Clear, Rain/Mud, and Snow. The map is divided into zones, and it is possible to see the weather change in the different zones as the game progresses. Each month a new fixed weather type occurs in each zone.

The main effects of these changes are that combat in Mud & Rain and Snow become more difficult. Supply ranges are shorter, in non-clear weather areas, as are movement speeds, and during the winter, there is a 10% readiness loss, among troops not in cities.

The shorter distances of supply ranges may cause troops that were otherwise able to get supplies, not able to get them. There are ways to solve this. You can for instance move HQs closer to the supply sources, use local cities to produce supplies directly to the HQs lacking supplies, or use the confiscation policy.

A note: Supply ranges are purposely shorter than in standard ATG, because Russia needs to be hard to conquer, as it was in real life. While they may seem long, they fall off quickly towards the end of their range.

Other Cards

In the above three cards that are in the main card window, have not been explained. The first one is the Victory Status card. While there are no victory conditions defined, you can look up some statistics this way. It is a fast way to determine what ranking among powers you have (measured in VPs), how many VPs you have right now, and What your average amount of VPs have been throughout the game, and in the last 10 turns. This information will also be presented to you at certain times throughout the game.

The second card is the Forced March card. Once each turn, you can play this on any HQ. The HQ and troops within command radius of the HQ will gain a bonus of +40 Action Points. This will allow them to move at distances that are longer than usual. This comes at a cost. The units will lose readiness and combat ability until the next turn comes along.

Finally, there is a card, Scorched Earth, allowing the Russians to burn down cities that they own and are of their own people. This too will make it harder to conquer Russia. The city will slowly recover, but the effect of the card is immediate.

Officer Cards

As officers, or Generals as I like to refer to them, gain levels, there is a chance they will get Action Cards that they can play, during a turn, when they are available. These Cards can help in situations to give an advantage that would otherwise not be had. Common for these cards are that they can only be played on a unit that is within the command range of the HQ that the officer is in.

These cards are:

- Offensive Plan
- Defensive Plan
- Rally
- Entrench
- Ready Unit
- Forage
- Conscript
- Drill Troops

Offensive Plan gives the troops in the selected unit a Bonus to attack. The exact amount depends on the officer's combat skill, and his level. Higher levels and better skills equal a higher bonus.

The opposite of this card is the Defensive Plan card. This will give a Defensive Bonus, as well as some entrenchment to the selected Unit. Once again level and combat skill determine the value.

Rally gives the unit some Readiness and Morale. The amount depends on the officer's level and his Morale stat.

Entrench does exactly what the name of the card would suggest. It adds entrenchment levels to the unit and adds some Defense. The amount depends on the level of the officer, and his combat skill.

Ready Unit imparts on the Unit a larger readiness gain and some Morale. The difference compared to the Rally card is that the focus here is on Readiness and for the Rally card is the Morale.

Forage allows the HQs to scrounge up some resources from the nearby area. This is a good way to get supplies in hard to get to places and saves some Supplies, when used. The downside to this card is that the HQ may become overburdened. This will affect movement speed. Best to play the card after the last movement of the HQ has been done.

Conscript will cause a unit to appear in the city selected by you on the small map that the card will open. The larger the city, the bigger the unit. It will contain Militia or Levies, depending on the nation you are playing. This is a good way to get a small Garrison in a foreign area.

Finally, Drill Troops will allow you to select a unit, to get more EXP. As you probably imagine this depends on the level of the officer, and his combat skill.

Officer Feats

Another way officers can influence the game is by feats. A feat is an ability that the officer has. It is determined at random when the feat activates. What they are too is determined at random. Some officers never get them some get more than one.

These are the feats that are in the game:

- Tactical
- Combat Oriented
- Motivator
- Organizer
- Lucky
- Robust
- Fate
- Learner
- Prestigious
- Provisioner
- Tutor
- Infantry Man
- Artillery Man
- Cavalry Man

The first of these, Tactical, increases the chance of getting cards for the officer. It also has the side effect of being able to provide a bonus to the Learner feat, which we will look at shortly.

Combat Oriented makes the officer gain bigger bonuses to his Combat skill than he would otherwise.

Motivator is the stat that makes the officer gain bigger bonuses to his Morale skill, when leveling.

The Organizer feat allows for the officer to gain more staff points every time he levels. Staff points are measured in the same way command points of staff troop types are, except it is multiplied by 10. This means that for every 20 staff points, the officer can command an extra staff troop type and give his full bonuses to the units commanded by the HQ.

Lucky is what it says. The officer has less chance of something unpleasant happening to him. For instance, this could be if he gets wounded in combat, or being sick. The closer to combat an enemy unit an officer is, the bigger the chance of being wounded. Having your HQ overrun, can also kill you just like combat can.

If an officer is Robust, he will recover from Injury, or disease much faster than an officer without this feat. You really do not want this to happen, but it is a nice way to at least have that officer be out of commission for less time.

Fate prevents an officer from ever dying. He is simply invulnerable to deadly blows in combat, and diseases that would otherwise cause the death of an officer.

When the Learner feat triggers it will give the officer that has it, extra EXP. This will allow him to level faster than other officers.

If an officer is Prestigious, he will gain you PPs from time to time. This is due to his fame and the prestige he has amassed. PPs in this game are very important, despite not being able to research with them, so this is a good feat to have.

The feat Provisioner will, when it is triggered, give troops under the command of the officer, and within command range a bonus to readiness. This represents his ability to always seem to find food, ammunition and the like.

Tutor is a powerful feat, that allows the Officer to let troops under his command gain EXP. The amount is random, and never brings the troops to above 100 EXP.

A natural born leader, of Infantry, is what the feat Infantry Man represents. When triggered it will give infantry, under the command of this officer extra combat bonuses, both to attack and defense.

The similar feat Artillery Man will get troops under the command of the officer a bonus to combat, in the form of attack and defense bonuses. The amount, like the Infantry Man feat, is random, but depends on level and combat skill.

Cavalry Man is a feat that allows the officer to impart his leadership skills to Cavalry. Unlike the two previous feats, this one only gives an offensive bonus.

Intro to the AI

One of the main challenges for me, making this scenario, was that I wanted it to be playable by the AI. To make this possible I had to plan a lot ahead. Things players could do the AI should be able to do too, or at least to some degree.

To make that happen, approximately 45% of the code needed to be about how to make the AI function. This is a huge amount. Usually AI is an afterthought, but that is in my opinion a mistake.

The question then becomes, what can the AI do, and not do, and what special rules exist for it. I will try and detail it as best I can in the following. Remember that even though some of it may seem like the AI "cheating", it is all done to improve the experience of gameplay and needed to even make the scenario function.

AI Deployments

A big portion of the code is dedicated to making the AI play with the cards that gives it units. It uses the exact same mechanism to deploy the contents themselves. It pays PPs, and It rarely produces troops of its own.

The entry points for where it can place these troops is not like that of the player. They can deploy troops in any 600+ City, when the algorithm I made to determine what cities are in most danger selects them. This is done because the AI, if given the ability to transfer troops, would keep transferring them around haphazardly and make very small and weak units. Since this ability would ruin the game for anyone playing against the AI, it has been taken from it. No Supply Trains for the AI. Instead imagine the troops being transferred.

Like with the player, and I think I forgot to mention this, deploying close to an enemy will cause some troops not to make it, of the formation you are purchasing. The most dangerous places usually have troops near them, which means the AI is often short changed. If the Capitol of the AI is threatened, it will try and put as many units it is allowed to in the Capitol. This is limited to 5. Everywhere else, it is limited to 1.

The AI works by allocating PPs into three pools. There are the Land unit PPs, the Naval Unit PPs, and Emergency PPs. When placing a unit the amount the Unit costs in PPs is subtracted from the pools. If the AI is in trouble, it will begin using its Emergency PPs, and if it is desperate, it will convert the PPs it was saving for Naval units into Emergency PPs, which then will be used to buy land troops.

If the AI runs out of 600+ cities, it will use any city it has, with its own people, to deploy units. However, it is very unlikely that the AI will have many PPs to do so.

Free Troops

The AI also gets some troops for Free. Yes, it is actually cheating here, but for good reason. The first cheat is that when the AI places a HQs it would make it empty and keep it that way. This is due to it not being able to transfer staff to it. Instead of the Empty HQ, I have permitted it to get 10 Staff in it. Since losing an HQ can cause all kinds of havoc, this seems like a small compromise. An empty HQ can be killed in one combat round.

Another instance of cheating is that it gets garrisons in cities that it does not occupy with troops itself. These Garrisons are Militia or Levy Units, that have been raised in this emergency. The AI is so hellbent on making a front against all nations that it will abandon its cities, to make that frontline.

Originally, I solved this (or tried to) by giving the AI Militia/Levies in these cities. However, this would cause it to abandon them, the next turn. It would use Militia and Levies offensively. I had to limit their amount, and that just led to the cities being empty, once again. I had earlier tried putting Garrisons in cities and giving them 0 APs. This did not solve anything as the AI would transfer these immobile troops to other formations, making almost its entire army unable to move.

I came up with the idea that I could place Militia units in the cities that needed them, at the end of the AI players turn, and then remove these units, before it began its turn. This meant they would not move, and at the same time be there for the player. Since the players had gotten used to, there being Militia purchasable, and wandering around for the AI, it seemed natural to find a new mechanism that would allow for this too. There is a limited amount of Militia, Landwehr and Levies that the AI is gifted, depending on country. This also helps balance out the early game.

Because the AI does not understand how to build roads naturally, and roads are supposed to be a bit of a rarity, Pioneers are not possible for the AI to build. Likewise, Siege Artillery and Rocket Troops are beyond the AI to fathom. It believes they are ordinary artillery and cannot be coerced to only use them against cities.

AI Supplies

Another problem with the AI would be it has the tendency to overbuild. Meaning it builds more troops and ships (in particular) than it can supply.

Supplies that units use come in two forms. There is the amount they carry, and the amount they consume each turn. The first number is bigger than the last. If a unit is not attacked, or loses supplies otherwise, it just drains the amount it consumes ordinarily, to stay in supply. If it has lost readiness, it will "eat" more of the supplies that it carries to get more readiness. Those extra supplies that it "eats" also get deducted form the amount it carries.

For land units, I decided to give them a percentage of the amount it ordinarily consumes, before readiness has been accounted for. If the unit is in full supply already, these get discarded. If not, it will be able to hold out longer without supplies, but not forever, and once it loses readiness it will happen quicker.

For naval units I decided not to use the same mechanism. After all they are at sea. The trouble here was that when they went back to port, they would drain more supplies than the AI had calculated it needed to produce. I could easily have given it the supplies it needed, but instead, to maintain the spirit of not cheating as much as possible, I made it use PPs to get those extra supplies, at the same rate as you would if playing the supply card.

AI Policies

Just like the player, the AI can choose to play policies. It always has a policy active, and there are two it can choose from. Those are a modified version of the Innovation Policy, and a modified version of the Recruitment Policy.

The Innovation Policy is the preferred option. If the AI thinks it can win against its current opponents, it chooses it. If it thinks, it cannot, it chooses the Recruitment Policy.

Unlike the player, the AI uses these policies continuously. It never gains the extra RPs that the ending of the Innovation Policy otherwise would give but can change between that and the Recruitment Policy whenever it needs to.

The Recruitment Policy, instead of giving bonuses to troop production, gives it to PP production. This is because the AI uses cards, more than it ever tries to produce troops of its own. A contributing factor is that it

would also require me to decide what to build and when to build it, to have it run like it does for the player. This is not an easy task. To do it you need to set up rules. Rules that we, the human player, can easily modify on the fly.

A final difference is that it does not check for War Weariness. This is because to do so, I would need to find a way for it to evaluate when to do it, or not, and when to apply it, while the AI was continuously using them. It also makes the AI much more competitive.

The above-mentioned ways the AI works, and "cheats" are the only ways it does this. Everything else works the way it would in a regular game of ATG. Nothing that did not need to be done to make the scenario work, has been done.

Editing the Scenario

This section is mainly for modders that would want to adjust the scenario to their tastes. I almost decided to block editing by requiring a password, but instead I will give out the following warnings.

Do not delete any unit on the map. The pregame assignment of officers to HQs depends on them being the same unit number as they are now. Deleting a single unit will make that number change. An officer cannot be assigned to a normal unit, and if it is assigned to an HQ, by pure luck, it might be from the wrong nation.

Do not add a predefined TO&E or Officers to the scenario. The officers are not generated to begin with. They are made at the beginning of the game. This means they are random, instead of fixed. Each time an officer is made, a Historical Unit number is needed. TOEs and Officers share these numbers. By adding a TO&E or new officers you are thus changing the numbers that these officers need, to be assigned. This means that a TO&E may be assigned to an HQ. This can transform the HQ into a regular unit. You can always add a TO&E you made yourself, to the game you are playing.

Other than that, feel free to add anything. There is no risk in doing so. Reusing the map, or any of the graphics is permitted, as well as the sounds. I do not claim any copyright.