MANUAL

MARCH OF THE EAGLES™

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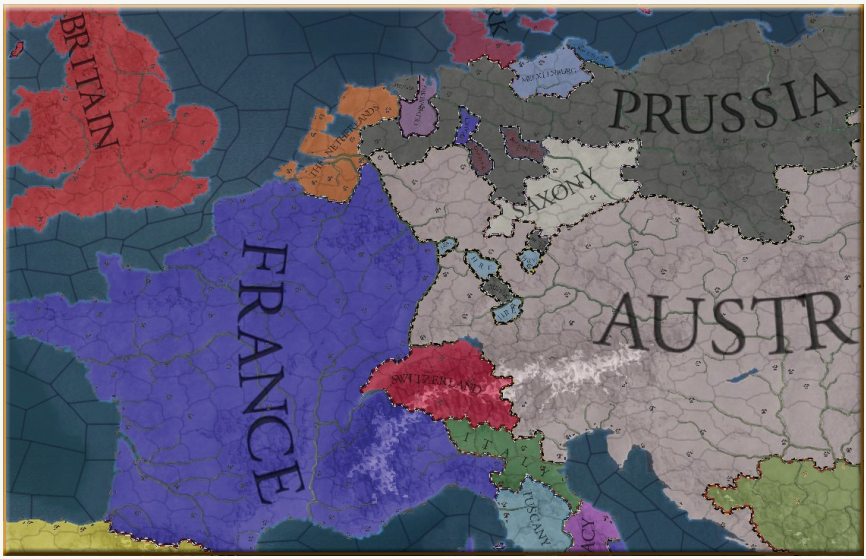
1. INTRODUCTION



Congratulations on your purchase of March of the Eagles, a game of grand and operational strategy set during the Napoleonic Wars of 1805-1820. If you are familiar with previously released titles from Paradox Development Studio such as Europa Universalis and Hearts of Iron, then you will be ready to march one of eight major nations to dominance and onwards to eternal glory.

If this is your first attempt at playing a Paradox game then prepare to take yourself on a journey, through a period of history that was rife with bloody wars and shrewd diplomatic manoeuvring. Take on the role of ruler of one the great nations of the time and oversee control of every aspect of the collective war-effort from: conducting diplomacy, managing the economy, commanding the military, through to adopting key technological ideas, as the race to gain dominance on land and sea begins.

1.1 INTENDED AUDIENCE

This game manual is intended for use by both novice and veteran players. Those unable to wait to unleash the dogs of war on nineteenth century Europe can skip the manual, though it is recommended that tutorials are at least attempted. In-game hints will assist players to pick up how each game component functions. If players gets stuck they can return to the relevant sections of this document if and when required.

1.2 ABOUT THIS MANUAL

This manual has been created to convey the elements that comprise March of the Eagles in an easily accessible, clearly formatted and functional manner. The content discussed has been restricted mainly to game features; what they are, where they can be found and how they work. There are no strategy hints or suggestions within this document.

1.3 SYSTEM REQUIREMENTS

Before beginning a game players should ensure that their PC meets the following system requirements:

OPERATING SYSTEM: XP/Vista/Windows7
PROCESSOR: Intel® Pentium® IV 2.4 GHz or AMD 3500+
MEMORY: 2 Gb RAM
HARD DISK SPACE: 2 GB Available HDD Space
VIDEO: NVIDIA® GeForce 8800 or ATI Radeon® X1900, 512mb graphics memory required.
RESOLUTION AT LEAST: 1024*768
SOUND: Direct X-compatible sound card
DIRECTX®: DirectX 9

CONTROLLER SUPPORT: 3-button mouse, keyboard and speakers
SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection or LAN for multiplayer
MULTI-PLAYER: Up to 32 other players in multiplayer mode

1.4 PRODUCT UPDATES

March of The Eagles allows players to check for updates through the auto-run splash screen. In addition please consult with the retailer where the game was purchased to understand how they distribute updates for the game. Some will provide updates automatically, others may not.

1.5 GAME FORUMS & GAME REGISTRATION

Once purchased March of the Eagles can be registered on the Paradox Interactive forum located at: **HTTP://FORUM.PARADOXPLAZA.COM/FORUM/FORUM.PHP.** An account must be registered to the player beforehand. Registration of the game is completed by clicking on the MY GAMES tab and selecting the correct game through

the drop-down menu. Please be sure to check if the product activation code is the one required for registration. Some retailers provide a different code for registration.

1.6 NEED HELP?

Answers to general gameplay question can be found in the game forum area without the need for registration. However questions of a technical nature are generally only answered in the technical support area of the forum which usually requires registration. Alternatively a support ticket can be raised through the Paradox Interactive Support desk at: **HTTPS://PARADOX.ZENDESK.COM/HOME**

2. GETTING STARTED

Upon starting the game players will be greeted by the **main menu window** which contains a host of options to start playing.

2.1 MAIN MENU SCREEN

When the game is first started players are greeted by the **main menu screen**. From here players can choose to play a singleplayer or multiplayer game, play through the tutorials, configure options, access social media links, view credits showing those responsible for bringing the game to market or the game can be closed down and player is returned to the windows desktop.

2.2 SINGLEPLAYER GAMES

Players wishing to attempt to defeat the enemy A.I. can start a game by pressing the **singleplayer button**.

2.3 MULTI-PLAYER GAMES

Alternatively players can choose to play against other human players by clicking on the **multiplayer button**.

2.4 LOAD GAME

If any previous game have been saved, these can be restarted by clicking on the **LOAD GAME BUTTON**. The resulting **LOAD GAME WINDOW** contains a list of all available save-games which the player can click on, to choose to play.

2.5 TUTORIAL

Players who have never played a Grand Strategy game before or those who would like a refresher on how to play can access a number of step-by-step tutorials by clicking on the **TUTORIAL BUTTON**.

2.6 SCENARIO SELECTION SCREEN

Once the game type has been selected the scenario to play can be chosen. Clicking on the **SCENARIO NAME** in the top left window will bring up a description of the selected scenario, in the bottom left window. The map will also populate with the colours of nations that can be selected to play. Clicking on the **SHIELD** bearing the flag or an area on the map will select the nationality the player wishes to lead to victory. Upon making a choice the **NATION INFORMATION WINDOW** at the top right will provide further details on their choice. Pressing the **PLAY BUTTON** will commence the game.

3. GAME OVERVIEW

MARCH OF THE EAGLES plays in the vein of an old style board-game. Players that are familiar with those or any previous Paradox Development Studio title, or have played strategy games will know what to expect. Those who are not familiar should read on as this section describes the Key Concepts that the game models. These should be learnt and understood before commencing a game in order to be able to experience the best the game has to offer.

3.1 KEY CONCEPTS

This section highlights the important concepts that the game models. Understanding each concept will allow players to comprehend the scope of the game and understand how each of the game components works in terms of the others.

3.2 GAME COMPONENTS

This section details the specific components that mimic the the concepts that have been modelled. Essentially these are the equivalent of playing pieces one would find in a board-game.

3.3 GAME MECHANICS

The final section describes in detail each of the features that are present in March of Eagles. It encompasses ten categories as listed below:

- NATION STATES
- THE ROAD TO VICTORY
- THE ECONOMY
- IDEAS
- DIPLOMACY
- THE MILITARY
- STRATEGIC WARFARE
- COMBAT
- THE HOME FRONT
- ADDITIONAL TOOLS

4. KEY CONCEPTS

Explained in this section is an overview of the most important aspects of gameplay which player's must understand and master in order enjoy their time playing the game.

4.1 MANAGING NATIONS

The significant nations of the Napoleonic era are modelled within the game. There are two main types: Major powers & Minor powers. Either can be played, though only Major have any chance of achieving the game goal of total Dominance both on land and at sea. Nations are represented on the map by a collection of provinces which possess the means of driving all aspect of gameplay that will see players arrive at a victory. These include: income through cities and ports, manpower for military production and supply for military units. Social groups known as Cultures span these nations adding the possibility that friction may cause Revolts and rebellion further complicating matters. The **national overview window** provides some information on the state being played.

Major powers include: Austria, France, Great Britain, the Ottoman Empire, Prussia, Russia, Spain and Sweden. All other nations are considered Minor. Overlord nations can claim domain over Satellite nations and are able to funnel resources from these states to their own war-effort. In addition some Dormant states can only be borne through war or revolution.

4.2 ACHIEVING VICTORY

The overall aim of March of the Eagles is lead one of many European nations to outright victory over other nations during the period of play. There are two ways to achieve this. The first is acquire total Dominance on both land and sea by capturing and owning ten strategic locations across the length and breadth of the map. If total Dominance cannot be obtained by the end of the scenario then, the nation with the highest prestige score is declared the victor. The **victory conditions window** shows how which nation's are closest to winning the game.

4.3 THE CYCLE OF PEACE AND WAR

March of the Eagles has been designed primarily as a war-game. Therefore during the course of each session there will be times when a player's nation will be at war and other times it will find itself at peace. Wars can be fought by individual nations or they can be conducted by many nations joined together to form coalitions. Wars are usually fought over several weeks or months though sometimes they can continue for many years. The longer a war continues the higher war exhaustion will climb affecting the nation's ability to continue the fight. When at peace players can attempt to maximize their nation's ability to arm themselves with the largest and best calibre armies and navies available. While attempting to increase revenue and minimising expenses to tilt the nation's budget to afford to fight protracted wars.

4.4 ECONOMY

The budget is what keeps the wheels of a country turning towards its goals. Income and expenditure are measured in Ducats - the standard trading coinage of the era. The economy funds all aspects of a nation's war-effort including: the army, navy, province improvements and fuels some aspects of diplomacy whether at war or peace. A summary of monthly income and expenditure can be seen in the **BUDGET WINDOW**, together with an indication of whether a nation's economy is making a profit or loss every month. Though not vital to keep a balanced budget maximizing income allows a nation to increase the tools of war it can deploy in a conflict, thereby increasing the chances of achieving its goals. Nations are allowed to develop an Income Deficit, but have access to loans in order to keep funding their wars.

4.5 MILITARY MATTERS

The army and navy are the vehicles to dominate a player's enemies. These must be built up, supplied, reinforced and maintained if a nation is to conquer the provinces needed to achieve dominance on land and at sea. They will also be essential in protecting a player's own interests and especially any captured strategic provinces required to remain dominant, when rival states turn aggressive. Many windows are used to manage military matters, though the **MILITARY WINDOW** provides strategic level information on a player's forces, as well as allowing them to be built.

4.6 ENLIGHTENMENT THROUGH IDEAS

Ideas are the method by which certain strategic abilities can be augmented over the course of a game. There are nine distinct categories available to both major and minor nations. Majors also possess access to an additional category unique only to themselves. Ideas can be chosen by expending idea points, which are gained mainly by fighting battles and to a lesser extent through game events. The **IDEAS WINDOW** is where players can see and select the ideas available to them.

4.7 DIPLOMACY

This is as much a weapon of finesse as warfare is the blunt instrument that achieves victory. Diplomacy is very much a tool best used to manipulate the relations and standing between other nations, so that favourable circumstances may fall into place and allow the player's military an easier time on the field of battle. All requests are made through the **DIPLOMACY WINDOW**.

5. GAME COMPONENTS

This section provides a brief breakdown of the various components the game models conceptually and visually. Its aim is to help player's appreciate which aspects of the game are responsible for what so they can learn to use these functions effectively. If players are familiar with other games made using the Clausewitz engine [TM] or have played other strategy games before, then they may wish to skip this part and go straight to the next section.

5.1 CONVENTIONS

Many of the game interfaces use a convention that draws attention to important information on display. Written text uses five colours to show the significance of the data being presented.

- **red:** These values are a negative influence, likely being a penalty
- **yellow:** These values are a neutral influence, neither a penalty or good
- **green:** These values are a positive influence, like being a bonus
- **black/white:** Informative text with no influence whatsoever

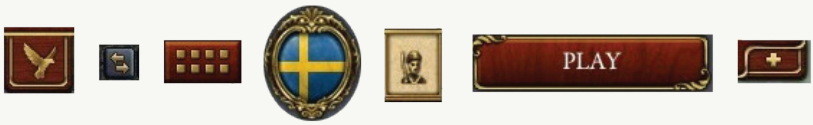
5.2 THE INTERFACE

The game interface consists of many elements each with its own purpose and use. These features are described in basic detail in the following paragraphs.

5.2.1 Windows

Windows are essentially panels that portray an array of key information and features of a corresponding nature together, to ensure playing the game is easier. They come in several shapes and form, each one presenting its information uniquely so that decisions and actions can be taken swiftly and efficiently.

5.2.2 Buttons



The game interface uses many buttons to call up information, take key decisions or allow certain actions to be made. They come in all shapes, sizes and colours. Each button works depending on the way the game is currently unfolding. Some

are persistent in that they always appear on the screen, a toolbar or in a window, others are dynamic as they only appear if certain gameplay circumstances are met. Some buttons have a written description others have a graphical representation. Tooltips explaining what a button's function is can be viewed by positioning the mouse cursor over the object on screen.

5.2.3 Tooltips

Though March of the Eagles should be a straightforward game to comprehend, there is a huge amount of information and detail contained throughout every part of the interface. In order to keep what is displayed to a minimum so as not to confuse the player, a lot of additional information is shown on tooltips. Tooltips can be accessed by moving the mouse pointer over the desired object. Players should make sure they check any tooltips, if they find anything to be unclear.

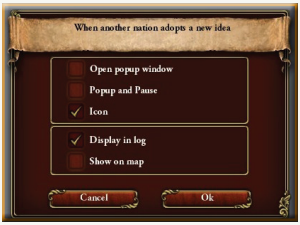
5.2.4 Toolbars

There are four main toolbars in the game and a number of minor toolbars dotted in some of the interface windows. Toolbars are where collections of buttons are organized into relevant groups, so that they can be easily accessed when required. Detailed information on such toolbars as the: **MAIN TOOLBAR**, **DATE/TIME TOOLBAR**, **SPECIAL MENU TOOLBAR**, **OPERATIONAL ORDERS TOOLBAR** and **TACTICAL TOOLBAR** are covered in the relevant sections.

5.3 FEEDBACK

Feedback is the game's way of informing players of what is taking place and how the situation is developing. As in previous games made using the Clausewitz engine, information is provided to the player in several forms including: **AUDIO SIGNALS**, **ALERTS**, **POP-UP MESSAGES** and the **EVENT LOG**. So that players can make the best decision and take the most suitable course of action.

5.3.1 Messages

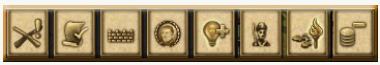


Messages are the fundamental method by which important actions are relayed to players. Specific messages can be configured to appear in one of three ways. To show up as a window on the screen; displayed in the game log or shown as an icon in the **MESSAGE TOOLBAR**. The game clock can also be paused when so that players can then review the situation, make a decision or conduct any required actions.

5.3.2 Message Toolbar

The **MESSAGE TOOLBAR** organizes the all messages into four groups for ease of reference. These are: Military, Diplomatic, Government and Economic categories. Each message is represented by a flag icon of the nation that the event is related to. Moving the pointer over each item will show a tooltip with an overview of the event. Clicking on the flag will display the message on screen in more detail. Messages can be removed one by one by right-clicking on any of the flags. Right-clicking on one of the **MESSAGE CATEGORY ICONS** removes all messages for that category.

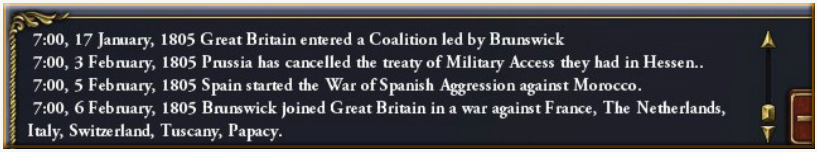
5.3.3 Alerts



During the course of a game many key events can occur which may influence the eventual outcome. There are so many that it would be extremely difficult, even unwise to attempt to keep track of these manually. To assist players in keeping abreast of the ever-changing game situation, a number of alerts or reminders will appear under the **MAIN INFORMATION TOOLBAR** at the top of the screen, when some aspect of gameplay triggers them. There are several types of alert and each has its own icon to bring to your attention, the aspect of game it corresponds to. Move the mouse pointer over these icons to see a more detailed tooltip of the factors being brought to your attention.

5.3.4 Game Log

At the bottom of the screen is the event log which chronicles all important events and actions that have take place during current game.



5.4 IN-GAME HELP

March of the Eagles employs a beefed-up two tier Hint system. Two handy icons provide access to helpful explanations on all aspects of the interface and gameplay.

5.4.1 Hints

The **QUESTION MARK ICON** allows access to standard Hint dialogs providing a summary that explains the purpose of each game window. These are always available to the player in case a refresher is required.

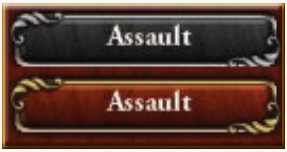
5.4.2 Advanced Hints

The Advanced Hints are accessed by clicking on the **EXCLAMATION MARKS ICONS**. These provide more detailed explanations on game features and concepts. They can be disabled if not required and re-enabled through the **SETTINGS WINDOW**.

5.5 OPTIONS

During a typical game of March of the Eagles players will be asked to make any number of decisions or choices. Some of these will immediately have far reaching effects. Others will only show their effect over the course of time. Either way the game presents options mainly as buttons.

5.5.1 Option Unavailability



When attempting to click on a button; for instance by taking an option from a selection of choices, the player will only be able to take that action if the button is highlighted. If it remains greyed out, then the option or action cannot be taken.

5.6 GAME CLOCK & SPEED

The game is played in real-time with the the date displayed by the game clock at the top right of the screen. The time of day is depicted by the coloured curved bar underneath which represents the change from day to night. Time is measured in segments of two hours. As the game clock ticks the marker moves along the

the bar until it reaches the end and then starts again. The game clock can be paused and unpaused when lots of orders need to be issued or actions taken. The clock ticks along between one and five levels of game speed. This can increased during lulls in the action or decreased during periods of intense play by using the + and – buttons.

5.7 ASSET POOLS

These are the assets that fund every aspect of the war-effort for a nation. They are the sources from which actions such as recruiting armies are allowed and provide the ability to make diplomacy requests. There are five positive resources: Ducats, Prestige, Manpower, Idea points and Diplomats; and one negative; War Exhaustion. Each one must be managed wisely if players are to guide their nation to success.

5.8 BASE RATINGS

Ratings are the values assigned to certain key features that allow the Clausewitz engine to make the required calculations during the game. There a hundreds of such ratings. Most can be seen in windows depicted in black or white coloured text.

5.9 MODIFIERS

Ratings can be modified through various game components. Some can be granted a penalty or a bonus to the base rating. Most will receive both types of modifier. Most of these are temporary and change as the game evolves and circumstances change. Modifiers can be seen on tooltips in either green, yellow or red coloured text.

5.10 THE BATTLEFIELD

This is essentially the game map. It consists of the nations that existed in nineteenth century Europe highlighting the geographical aspects of Europe and the fringes of Africa and Asia. The boundaries of each nation are divided and defined by colourful borders. The map consists of several

objects including: armies, navies, provinces, terrain & rivers, depots, forts, ports, movement arrows and much more. These will be explained in more detail later on in this manual. Most of the action will unfold across the length and breadth of the map, as nations go to war they will need to move their military forces to the theatres of conflict and ultimately capture and take ownership of key objectives that will allow victory to be achieved. During peace time provinces can be improved and; army brigades raised and naval squadrons commissioned.

5.10.1 Map Objects

The map displays a host of objects, most being geographic features such as: terrain, weather, rivers, provinces, cities, improvements and sea zones. Other such objects include: flags, labels, info-bars armies, navies, movement arrows, combat casualties, national borders.

5.10.2 Map-Modes

This feature provides a convenient way of filtering information to focus on a particular aspect of the game. It can be of assistance with decision-making concerning a particular element of gameplay. There are currently ten specific map-modes each bringing its own significance to decision-making. Map-modes include: terrain, political, diplomatic, dominance, culture, revolt risks, economic, manpower, fort levels and supply production.

5.10.3 Map Zoom

The map in March of the Eagles is fully zoom-able allowing players to customize the area they see on screen at any one time. The map can be zoomed in greatly to show a specific region in great detail or zoomed out to maximum, to show an overview of the numerous nations. Zooming in and out is achieved by clicking on the buttons in the Special Menu toolbar or by using the mouse-wheel.

TERRAIN MAP-MODE: *This is the default map-mode depicting the geographical nature of each province in terms of largest type of terrain a province possesses.*

5.11 ARMIES AND NAVIES

These are the main moveable objects of the game. They are used like pieces in chess to be moved across the map to gain and seize the possessions of opponents or to protect player's own. Many factors affect the use of these assets including: speed, supply, morale and attrition which will be looked at in more detail in the following sections. These are critical to eventually achieving a victory in the game.

5.12 OUTLINER

The **OUTLINER** is a toolbar that displays many important elements of a player's nation in an easily accessible menu. Items are grouped together by category. Clicking on any one item in the list will immediately centre the screen on that particular item. Actual categories shown can be configured by right-clicking on **OUTLINER BUTTON** which brings up a list of viewable category types. Ticking or un-ticking an item from this list limits what is shown in the **OUTLINER**.

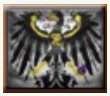
5.12.1 Outliner Details

The **OUTLINER** can be an incredibly useful tool for players. Each item is not only listed by category but provides an indication of some aspect of the game object. For instance; recruiting Brigades shows the number of days left to complete the unit, Sieges provide an indication of how long a Garrison can hold out, while Supply Areas show details on Supply Production and army usage.

6. NATION STATES

In March of the Eagles players take on the role of leading a European nation from the nineteenth century, to dominance on land and at sea. Each nation is represented in several ways, each of which contributes to some aspect of achieving victory. In terms of geography nations are depicted on the game map as a collection of provinces, each providing benefits to the overall war-effort. Rulers and governments provide additional bonuses and penalties in terms of certain gameplay functions. The game models two types of nations: Major and Minor powers. Nations can also exist as two additional nation types: Dormant and Satellites.

6.1 Major States



Major nations are the leading powers of the time. They controlled the largest and most strategic geographical regions of relevance, fielded the largest armies and the most powerful navies; and were held with the highest regard among their peers, through the accumulation of prestige. These are the powerhouses of the time, the states that other less capable nations looked to and feared. These are the nations that all others clamour over to be on friendly terms with. To demonstrate this superiority Majors possess a category of ideas unique only to themselves.

Political map-mode : *This highlights the provinces belonging to each country. The territory of each nation is colour-coded to show which provinces belong to which nation.*

6.1.1 Minor States

These are the smaller states who's power had waned or had not blossomed during the start-time of the game. Minor states are much harder to play as due to possessing fewer resources and assets. It is impossible for these nations to achieve dominance. The best they can hope for is to belong to the winning coalition by the end of the game. Unlike Major powers, Minors do not possess any unique category of ideas.

6.1.2 Dormant States

The Europe of the Nineteenth century is very different from the world of today. Numerous countries did not exist while others were created during the game's tumultuous time period. During the course of a game certain nations can created when the necessary core provinces are taken over. They are formed during peace negotiations with the previous and now defeated owners of those province. The flags of possible Dormant Nations can be seen in the **PROVINCE WINDOW** in the section that shows which nations have a claim to owning it. When created these nation are essentially minor states and automatically become a Satellite of the nation that released them.

6.1.3 Satellite Nations

These are nations that existed or will be created as a Satellite through the conduct of war. In essence the existence of these new state's is owned to the nation that created them. The creating nation is referred to as the Overlord state. This debt is repaid through a unique allegiance between both Satellite and Overlord states. This allegiance is represented in two ways; through tributes that the satellite nation automatically pays the overlord and diplomatic treaties which it automatically grants – such as Military Access. When the overlord state goes to war, the satellite will automatically join in if requested to and will also send any expeditionary forces to the Overlord, if requested.

6.2 STRATEGIC TARGETS

Every major nation has a particular set of provinces which are important only them. These can be thought of as Strategic Targets which must be conquered and owned if the game is to be won. Some of these targets will be significant to other nations as well. Where this situation arises conflict between these nations will almost certainly occur as both nations will want to wage war upon the other, to capture these prizes. The national flag of the country which is the current owner is shown, allowing players to keep track of which country they will have go to war with, to gain the strategic location for themselves.

6.3 PRESTIGE

Prestige is the level of recognition a nation is measured in by other sovereign nations. The current prestige score a nation possesses can be found in the Main Information toolbar. It is gained monthly by default and can be modified from various sources such as: Events, winning Battles and Peace Negotiations. It is used a fair amount in conducting Diplomatic Actions, which can quickly reduce the current total a nation possess. This component becomes vital where Dominance of both land and sea by a single nation, has not been achieved by the end of the current game. In this scenario the nation with the highest prestige score will be declared the winner.

6.4 RULERS

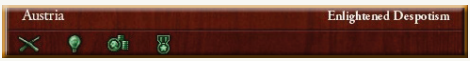
Nations were led by powerful individuals known collectively as Rulers. These were usually monarchs who inherited the position through some method of succession or despots and emperor's who conquered their domains. Rulers are represented in the Overview window as a portrait beside their name. Each ruler possess three skills of governance of which they have a certain level of ability. These are Administration, Diplomacy and Military skills.

6.4.1 Ruler Skills

The ability a ruler possesses in each skill is depicted by a number of stars; from zero to five. Each star represents one or two point actual skill points. Each skill provides a bonus or penalty to some aspect of the game. Ruler skills are fixed in the game, but rulers can change over the course of time through events.

- **ADMINISTRATION:** Can increase base tax and manpower gains for the nation. It also helps boost supply production in all provinces.
- **DIPLOMACY:** Increases blockade efficiency, reinforcement speed of armies and navies and decreases the cost of peace when negotiating.
- **MILITARY:** Increases the default morale of armies and navies. It also increases the starting experience of units by a small amount.

6.5 REGIMES



In March of the Eagles nations are governed by particular regimes. Several types are modelled in the game. Each one can bring benefits, while others confer penalties on different aspects of a nation's war-effort. Regimes can only be changed through Events if triggered during play.

6.6 NATIONAL MODIFIERS

These are rating modifiers that affect some aspect of a nation's war-effort. They are displayed in the OVERVIEW WINDOW as icons corresponding to the aspect of gameplay they affect. Examples include: Prestige, Ideas, Economy and the Military. These modifiers are only active for a limited duration, so any bonuses or penalties they confer should be taken advantage of while they last.

6.7 NATIONAL DECISIONS

In certain situations important actions can be taken in the form of National Decisions. These options become available when certain circumstances occur during the course of a game. Go to the OVERVIEW WINDOW to access the Decisions tab. If the tab is darkened then there are no decisions to choose from at the current time. When the tab is active, clicking on it will present a list of any Decisions that are available for selection. Though only if the conditions are met.

6.7.1 Triggering Conditions

National Decisions do not automatically become active when available. Certain game conditions must be met before a player can activate them during the course of the game. These conditions can be viewed by bring up the tooltip on the CONDITIONS ICON. A list of circumstances which must be met is then shown. Beside each one is an asterisk (*). When the colour of this is green the condition has been met. When it is red it has not. All conditions must have been met in order to implement a Decision by pressing the tick button.

7. THE ROAD TO VICTORY

MARCH OF THE EAGLES measures success in terms of Dominance on land and at sea. Only Major Powers can attempt to achieve Dominance by controlling a number of key Strategic Locations around the map. Victory Conditions show how close a nation is to achieving Dominance in either category. Dominance in on category provides only fifty percent of Victory. Dominance in both categories must be achieved if players are to win outright. Where no single nation manages to achieve this by the end of the game, the nation holding the highest amount of Prestige is declared the winner.

7.1 DOMINANCE

Dominance on land and at sea is achieved by capturing, occupying and eventually taking ownership of twenty key targets (provinces) located across the breadth of the map. Ten location for each type. Only seven from each list are required to obtain Dominance. Provinces that are required can be found in the **OVERVIEW WINDOW**. Naval targets tend to be coastal provinces, while those needed for land can be either inland or coastal. The list of target provinces is different for each playable nation. Some provinces are under the player's control at the start of a game. Those that are not owned must be fought over and seized from the grasp of enemy nations. The progress made towards gaining control of the necessary provinces is shown as a percentage score.

7.1.1 Dominance Gauges

The current front-runners can be seen on the Main Toolbar in the Dominance Gauges. The flags of the most dominant nation on land and at sea can be seen beside an icon representing each category. The nations depicted are effectively the current coalition leaders. Underneath is a yellow coloured gauge that reveals the progress of the player's nation compared to the incumbent leader. When Dominance is achieved these gauges are full of yellow and the flag will change to one representing the player's nation.

7.1.2 Losing Dominance

As the struggle to achieve Dominance ebbs and flows it is possible that no nation will have claimed all the Strategic Objectives required to achieve Dominance. Where this is the case the flags in the Dominance Gauges are replaced with one showing no single national affiliation.

7.1.3 Dominance Meter

The Dominance Meter has been designed to complement the Dominance Gauge and Standard Victory Conditions. This shows the foremost dominant nations on both land and at sea, and the rival nation or nations closest to overtaking them.

DOMINANCE MAP-MODE: *This mode highlights the provinces required to achieve dominance by colour: green for land and red for naval.*

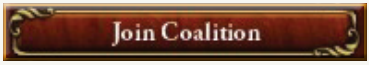
7.2 COALITIONS

In March of the Eagles forming alliances with other nations may well be the key to defeating larger more powerful enemy forces and ultimately achieve victory. There is no way to forge individual alliances between lesser states unless a nation possesses one or more satellite states.

7.2.1 Coalition Leaders

The two nations that currently possess the highest scores in either Dominance category as seen in the Dominance Gauges, are essentially the front-runners. Known as Coalition Leaders these two nations are afforded the special status of being able to form Coalitions to draw other nations into their war on one side or the other.

7.2.2 Joining a Coalition



Nation states can be invited to join one of the two competing coalitions as long as they

are not a member of either one. Only coalition leaders can invite nations to join them. In order to do so the target nation must have zero or less Relations with the nation leader of the other coalition. Only then can an attempt to invite that nation into the coalition can be made, depleting a Diplomat and Prestige points.

INVITE TO COALITION ALERT: *This alert is displayed when a Coalition Leader wants to invite the player's nation to join their coalition. This will only occur when relations between both nations reaches a high enough level and relations with the rival nation are low.*

7.2.3 Leaving a Coalition

Any nation that is a member of a coalition can leave at any time. It can do so by informing the coalition leader of its intention. Leaving a coalition should not be hastily considered as there is a large drop in Relations between both parties. This could eventually see the coalition leader declaring war on the exiting member. It is entirely possible for a nation to leave a coalition if the Relation score between the coalition leader and member drops too low. A common cause of this is can be other nations attempting to use the Sabotage Relations request.

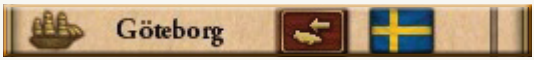
7.3 VICTORY CONDITIONS

Clicking on the **VICTORY CONDITIONS WINDOW** accesses information on which nations are nearest to achieving total Dominance, the current status of objectives required to do so for the player's nation and the current state of Dominance acquired by the front-runners and their immediate challengers both on land and at sea.

7.3.1 Standard Victory Conditions

The flags of the two front-runner nations are shown in the **STANDARD VICTORY CONDITIONS SECTION**. The proximity of each nation to achieving an overall victory is shown as percentage scores. These demonstrate how much combined Dominance they have currently achieved. When the percentage score reaches one hundred percent, the game is won.

7.3.2 Objectives



Under the **VICTORY CONDITIONS SECTION**, is the list of named Strategic Targets. These are the cities and harbours that the player's nation must control for victory to be achieved. Objectives are grouped by Dominance type, and display the flag of the nation currently controlling them.

Next to each location is a button that centres the map directly upon the province, to highlight exactly where it can be found. Each set of target provinces is different for each country but they consist of ten provinces for both land and naval conditions, seven of which must be invaded, controlled and owned in order to win the scenario being played. Wherever they are located they must be seized by armies and then wretched from the possession of the controlling nation.

7.3.3 Prestige Score

At the very bottom of the **VICTORY CONDITIONS WINDOW** is a section that denotes the nations with the top three Prestige scores. Note that the actual prestige scores are not shown, only the relative nature of the score in comparison to each other. In the case that no single nation has achieved total Dominance of both land and sea by the end of the game – 1820, then the most prestigious nation is declared as the winner.

8. THE ECONOMY

Just as the nations of today must gear their economies to fight wars so it is the same in March of the Eagles. Each nation must manage their Budget in terms of the Income they receive from a multitude of sources against their Expenses or the assets they will need to spend on to achieve victory. Any Income over and above expenses is stored in the Treasury as Ducats. Nations can go into Income Deficit if they do not balance the factors over the course of one or several months. Going into deficit can be temporarily solved by taking out Loans, though doing so will eat into any potential income and affect any future plans.

8.1 Treasury (Ducats)

In simple terms a nations economic wealth is defined by the money it holds in reserve. In March of the Eagles money is measured in Ducats, a common form of trading currency of the Napoleonic era. The number of Ducats a nation possesses is indicated by the Treasury rating represented by the coins icon. The current amount of Ducats stored in the Treasury can be seen in the **main information toolbar**. Ducats are a key factor in playing the game as they affect a nation's capacity to recruit armies and commission naval fleets, to maintain them, improve provinces and diplomatically influence other sovereign nations. The gaining of Ducats is referred to as Income, while the spending of Ducats is referred to as Expenses. Every month the total Income and total Expenses are tallied up and a summary is presented in the **budget window** showing whether a nation's economy is in profit or in deficit.

Economic map-mode: *This highlights the provinces where tax income is received. Each province is colour coded to show how much they contribute to the national treasury; red produces the least, then yellow and finally green. Green provinces produce the highest amount of taxes.*

8.2 INCOME

Income is the ability to generate money in this case Ducats, so it can be spent on projects to increase the potential of a nation. There are eight categories of potential Income, each is highlighted in the **BUDGET WINDOW** as a separate item.

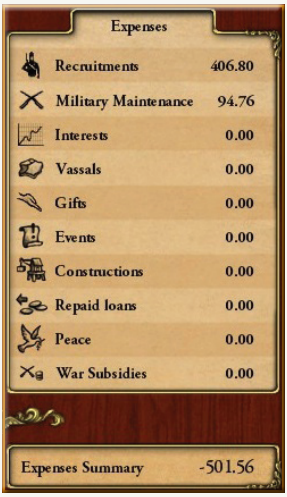
- **PROVINCE TAX:** Ducats taken from provinces owned by a nation based on development, population and most importantly cities.
- **HARBOUR FEES:** Ducats are only earned by the naval dominant power and are the sum produced by all friendly and neutral ports.
- **AGREEMENTS:** The tribute a defeated nation must pay in ducats that form part of a peace settlement.
- **VASSALS (SATELLITES):** Ducats received from satellite nations that must pay a bond towards their superiors.
- **GIFTS:** Ducats received through diplomatic channels as a gesture towards friendship.
- **EVENTS:** Here are listed the ducats earned from game events and the choices made that may be offered.
- **WAR SUBSIDIES:** Any ducats provided by a coalition leader to another nation in the coalition.
- **SPOILS OF WAR:** These are ducats earned from are earned from peace treaties and blockades.
- **INCOME SUMMARY:** The total amount of ducats earned last month is shown at the bottom of the panel.

8.3 EXPENSES

Expenses are the costs incurred of running a nation. These costs are deducted from the treasury immediately or monthly. There are ten such categories of expense in the game and the are listed in the **BUDGET WINDOW**.

- **RECRUITMENT:** The cost of raising new brigades or commissioning new squadrons.
- **MILITARY MAINTENANCE:** The cost of keeping all brigades and squadrons ready for combat.

- **LOAN INTEREST:** The cost of taking out any loans is shown here.
- **VASSALS:** The ducats a nation that must pay as a bond to their vassal lord are shown here.
- **GIFTS:** The ducats received through diplomatic actions of influence are shown here.
- **EVENTS:** Any ducats received as a result of an event are displayed here.
- **CONSTRUCTION:** Any costs of provincial improvements are noted here.
- **REPAID LOANS:** When a loan is repaid the amounts are shown here.
- **PEACE:** Any amounts paid to agree a peace deal with another nation are shown here.
- **WAR SUBSIDIES:** Any subsidy payments made to junior coalition partners are shown here in ducats.
- **EXPENSES SUMMARY:** The total amount of ducats spent last month is shown at the bottom of the panel.



8.4 INCOME DEFICIT

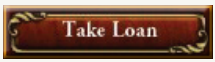
When the amount of Ducats spent through expenses exceeds the amount earned through Income, the Budget has entered an Income Deficit. When this happens the player has two choices; they can choose to reduce the burden of expenses or they can take out a Loan.

INCOME DEFICIT ALERT: *If at the start of any month the nation's budget moves into deficit an alert will appear under the Main toolbar. Highlighting the alert provides a tooltip with information on the nature of the deficit.*

8.5 LOANS

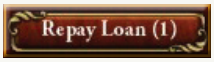
Only the most powerful countries can naturally generate the funds to fight a war effectively and maintain all other aspects of their domain at the same time. Even these or less able nations may require an immediate surge of money in times of emergency. This is where applying for a Loan to help fund any required military action or infrastructure project may become prudent or even inevitable. Taking out a Loan is automatic once the option is taken.

8.5.1 Taking Loans



Taking out a Loan secures funds in the short term allowing the nation to continue its efforts to achieve victory. It is also a great way to fund improvements to infrastructure which in turn boosts a nation's economy.

8.5.2 Repaying Loans



However eventually the entire Loan must be repaid back and all the while interest is paid on a monthly basis until the Loan is paid off. So taking out a Loan is an expensive business one that should only be contemplated if by the desperate or those thinking ahead.

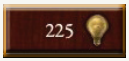
8.5.3 Interest

There is a downside to taking out a Loan. Once it has been taken out interest payments must be made until the the entire amount received can be paid back and leave the player's treasury without an income deficit.

9. IDEAS

March of the Eagles exchanges research and technology for the enlightenment provided by Ideas. Ideas are essentially concepts that become manifest through the adoption and implementation of key subjects through all levels of a nation's identity. These include: matters of state, Economy, Diplomacy, Production and most importantly Warfare. Ideas have five levels of proficiency and are split into two categories. Standard Ideas are available to both Minor and Major nations and are identical for every nation. National Ideas also extend to five levels but are available only for Major nations. Each nation has its own group of unique National Ideas. Ideas can only be adopted after a certain number of Idea Points have been accumulated during a game.

9.1 IDEA POINTS



Ideas can only be chosen when two hundred Idea Points have been accumulated. They are represented by an icon of a small light bulb as shown (on the left). A default number of Idea Points are gained per month. Fighting battles is the easiest way to increase this amount though some events also confer additional points to this pool. The current number of Idea Points in a nation's possession is shown in the **ideas window**. Once enough Idea Points have been earned to choose a new Idea an alert is triggered.

ideas available alert: *At any time during the game if the number of idea points gained by a nation reaches or exceeds two-hundred, this alert will appear under the Main toolbar. Highlighting the alert provides tooltip information on which Ideas are available for selection.*

9.2 STANDARD IDEAS

These were a common set of concepts and ideas during the nineteenth century, available to any nation capable of acquiring the know-how to adopt them. These sets of ideas cover the following areas of gameplay:

LAND MOVEMENT: Bestows the ability to conduct some operational orders as well as providing a bonus to certain army movement ratings.

NAVAL MOVEMENT: Increases the ability to conduct repairs to squadrons and provides a bonus to certain naval actions.

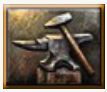
ECONOMIC IDEAS: Affects various aspect of a nation's economy including decreasing interest paid on loans, increased tax revenue and boosting supply production.

SUPPLY & ATTRITION IDEAS: This category provides a boost or limits penalties to factors affecting attrition, supply and reinforcement speed.

ARTILLERY IDEAS: Essentially increases the effectiveness of naval fire-power and artillery brigades, plus some aspects of their recruitment.

FIRE IDEAS: Boosts the combat effectiveness of some infantry brigade types and increases the naval fire-power of Big Ships.

SHOCK IDEAS: Affects the combat abilities of a variety of army brigades and increases the prestige gained from fighting battles.



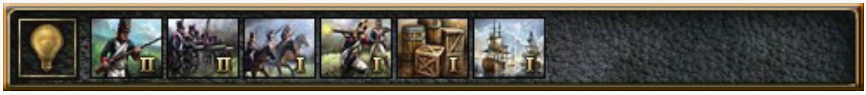
PRODUCTION IDEAS: Reduces various aspects of production and recruitment in terms of build time, cost and increases a nation's capability to repair naval vessels.

COMMAND IDEAS: Augments a variety of gameplay factors such as the number of diplomats received per month and some military aspects such as frontage required by brigades, morale and experience gained through combat.

9.3 NATIONAL IDEAS

Unlike Standard Ideas, only Major nations have their own set of National Ideas. There are five for each nation covering all aspects of gameplay such as: Diplomacy, Economy, the Military, Prestige, Production, Manpower, War Exhaustion, battle Tactics and much more.

9.4 KNOWING WHAT THE ENEMY KNOWS



The game provides the opportunity to view what Ideas opposing nations have adopted. These can be seen in summary form in the **LEDGER WINDOW** or in the **DIPLOMACY WINDOW**. A picture for each category of idea is shown, plus a number which highlights the level currently adopted by the other nation. A tool tip provides an itemized list expanding in greater detail the actual ideas taken on board and their effects.

10. DIPLOMACY

THE DIPLOMACY WINDOW is where all related information can be viewed and actions taken. Diplomacy is the extension of a nation's will when dealing with other nations. It is as essential a tool of statesmanship as the conduct of war. It provides the means by with nations can plot, scheme and manipulate the strategic situation to their benefit. So that when war must eventually be fought circumstances are tipped in the player's favour. This is achieved through various Agreements, Treaties and actions that can be attempted of which going to war or suing for peace are the most basic. Understandably Diplomats are the currency of this art. Without any Diplomats only the most basic of actions can attempted. The ability to successfully conclude diplomacy depends on the Relations rating which is a measure e of how friendly one nation is with another.

10.1.1 Diplomatic Status

Rival nations can posses one of three diplomatic statuses with other nations. The two most important are shown in the **DIPLOMATIC STATUS SECTION**. Nations can be at war with other nations and are said to be Enemies. They can be allied to other nations and thus are part of its Coalition. Additionally nations can be of Neutral Alignment. That is they are neither an enemy or part of the same Coalition. The flags of neutral nations are not shown here.

10.1.2 Diplomatic Overview

The current diplomatic situation a nation finds itself in is provided in the **DIPLOMATIC OVERVIEW SECTION**. This contains information relating to any diplomatic agreements it has made, if it is a member of any coalition and which countries it feels threatened by – thereby most likely to go to war with.

DIPLOMATIC MAP-MODE: *Displays the current relationships between the selected nation and others. Colours are used to show different states: at war (red), coalition members (aqua) and owned non-core territories (dark green). Relations scores between nations are shown in the tooltip.*

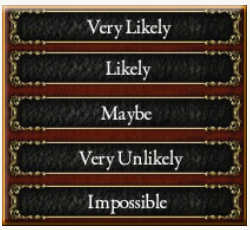
10.2 DIPLOMATIC REQUESTS

Treaties, Agreements and other exchanges between nations are performed through a variety of Diplomatic Requests. Being able to conduct specific requests depends on the status of the target nation; with the player's nation, with an opposing Coalition Leader, if it is a Satellite or whether the nation is currently neutral. Most diplomatic requests will require a Diplomat to be sent to the targeted nation in order to make the offer. Only a few do not.

10.2.1 Diplomatic Requests

All Diplomatic Requests can be initiated through the **DIPLOMACY ACTION WINDOW**. This only becomes visible if a National Flag other than the player's was used to access the **DIPLOMACY WINDOW**. Underneath the range of **DIPLOMATIC ACTION BUTTONS** is a box describing the action that is about to be taken. Beneath this is the Outcome Indicator providing a view as to what the likely response will be from the targeted nation. The **SEND BUTTON** executes the requested action. Some request outcome can be communicated immediately, others require a day to receive any notification.

10.2.2 Outcomes



When dealing with another nation an indication of the potential Outcome is shown at the bottom of the window. There are five possible outcomes ranging from: Very Likely to Impossible. Each reflects the likely response when making a particular request between the player's nation and the targeted nation. When Relations between both parties are high, the potential

Outcome will be Very Likely. When the Relations are low, the potential outcome will be Very Unlikely or even Impossible. Also depends heavily on action and circumstances. Countries evaluate what can be good for themselves.

10.2.3 Diplomats

Diplomats are the vehicle that allow diplomatic actions to be taken during the game. The more of these held the more actions can be taken at any given moment. Diplomats are earned on a monthly basis, though only a Maximum of five Diplomats can be held at one time. Once this limit is reached it is worthwhile to remember that no more Diplomats can be gained until one is used. Every time a Diplomat is sent there is a cool-down period in which no other diplomatic requests can be made to the same nation. This is usually around a period of a week.

10.2.4 Refusing Requests & Cancelling Treaties

Requests can be refused as well as accepted. While existing treaties can be cancelled if no longer required. There will be times during the game when neither accepting a request or remaining in a treaty or agreement makes the strategic sense that it may once have done. However performing either leads to a penalty with a reduction in Relations between both parties. Those that refuse or cancel to often may discover an new enemy in a previous friend.

10.2.5 Relations

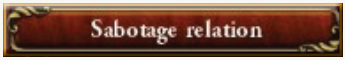
Country				Relation
Baden	0%	0%	0	89
Bavaria	0%	0%	0	49
Brunswick	0%	0%	0	-34
Denmark	0%	0%	50	51
Egypt	0%	0%	0	-34
Italy	0%	0%	0	-99
Great Britain	0%	100%	493	-161

The standing between two nations is defined by the Relations rating. This is perhaps the most important rating in the game ranging from -200 (dislike) to +200 (admire) where friendly nations have a Relations score over zero. Those that dislike each other have a score below zero. The higher or lower the score the greater the amicability or hatred between both countries. Relations are a key factor in the development of Coalitions in that only countries with high relations are likely to be invited or join a Coalition. Those with a low relations score are at best unlikely to join a player's coalition, join an opposing one or at worst have war declared on them.

10.2.6 Increasing Relations

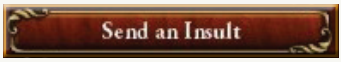
Relations can be increased with target nations by attempting to assert influence with them. Every time an attempt is made a Diplomat from the asset pool is despatched. Attempting such an act also costs that nation a small amount of Prestige, to reflect a small decline in their standing on the world stage. The Outcome of this action is always a success.

10.2.7 Sabotaging Relations



Just as relations between nations can be increased, they can also be Sabotaged. Sabotaging relations will inflate any animosity felt between two nations. Undertaking this diplomatic action also depletes the number of Diplomats available by one. Prestige is also lowered. The Outcome of this action is not one hundred percent assured of success. This is a great way of removing certain nations from a rival coalition. Can only be taken when part of a coalition and will lower relations between the country and the coalition target.

10.2.8 Insulting Another Nation



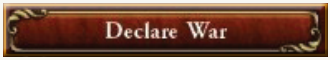
There may come a time when the Relations between a player's nation and another need to be reduced. One such occasion is when the target nation stands in the way of achieving Dominance perhaps for the Coalition Leader or a fellow coalition member. Likely because it controls a strategic province or two which must be taken over. This is a great way of forcing a Coalition Leader to remove the player's nation from its Coalition.

10.3 GOING TO WAR

In order to win the game a player's nation will have to go to war to capture the required provinces that are controlled by opposing sides. Going to war is a straightforward affair if it does not involve Coalitions. Where Coalitions are involved the path to war is a little more complicated.

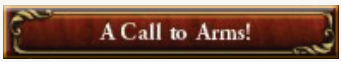
AT WAR ALERT: *When a player's nation is at war the list of those nations they are at war with are shown in the tooltip of this alert, along with the national flags. Making for an easier way of accessing the Diplomacy Actions window.*

10.3.1 Declaring War



If any two nations are at peace one of these can choose to start hostilities with the other. This is just a simple act of making the declaration. Once done military forces can be sent to conduct war with the enemy. Declaring war costs the use of a single Diplomat, but nothing in terms of Prestige. Though if the war does not go well, the cost will manifest in other ways when peace finally comes. Declaring war immediately generates a minimized **WAR WINDOW** which provides details of the conflict for the duration it is fought.

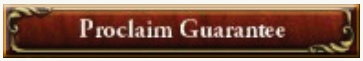
10.3.2 Call To Arms



When a Coalition is at war its members are not automatically involved. Instead the Coalition Leader must make the conscious effort of Calling to Arms each individual nation in the coalition. Nations can Refuse to honour these calls and by doing so will immediately leave the coalition automatically. As a result the refusing nation will also suffer a significant penalty in terms of Relations with the coalition leader and also a loss in Prestige.

CALL TO ARMS REQUEST ALERT: *This alert will notify the player when a Coalition Leader makes a request for their nation to join the Coalition Leader's war. It is seen only if the player's nation is a part of that Coalition.*

10.3.3 Proclaim Guarantee

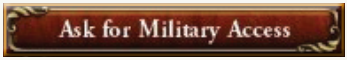


Guarantees are Treaties offered to other nations to afford a certain level of protection against aggression. Essentially the agreement will see the guaranteeing nation likely to declare war against any third-party nation that moves against the nation with the guarantee. This is a useful tool when trying to manipulate a good reason to go to war with another aggressive nation or to protect a neighbouring Minor state from the attention of a Major power hell bent on Dominance.

10.4 MILITARY ACCESS

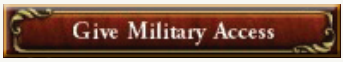
Army movement is restricted to the provinces controlled by the player's nation during peace. Only when war breaks out are the armies on both sides are able to move through each others territories to capture key provinces and battle opposition forces. Military Access changes this by granting permission for a nation's armies to move through another's territory while at peace.

10.4.1 Gaining Military Access



To gain Military Access across the territory of another nation, it must be asked for. The Outcome of making this enquiry depends mainly on the Relation score between both nations and to some extent if the nation is in a Coalition. More so if either nation is not in the same coalition.

10.4.2 Granting Military Access



Under certain circumstances it may well be prudent to grant another nation Military Access without waiting to gain access to their territory. It should be noted that when providing Military Access the military forces of the other nation are effectively gaining unlimited access across a player's own territory and ports for no other reason than to help them along their own road to victory. This also includes the Supply required to maintain those units and it will also potentially affect the attrition of all units in those provinces. Refusal lowers Relations.

MILITARY ACCESS REQUEST ALERT: *The player will see this alert whenever another nation makes a request to receive Military Access across their territory.*

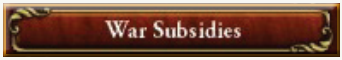
10.4.3 Cancelling Military Access

Once Military Access has been established either gained from another nation or granted to another nation, it can be cancelled at any time. This action also uses up a Diplomat from the asset pool. This action results in a penalty to Relations between the nations involved. The **DIPLOMATIC OVERVIEW** is updated to show this change at the start of next the next game day.

10.5 WAR SUBSIDIES

War Subsidies can be used to help nations without the economic capacity to recruit large armies and effectively engage in war. Players can provide a nation with the economic support to help fund limited wars of aggression that do not involve the player's own nation. War subsidies can only be given to a single nation at any one time.

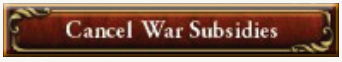
10.5.1 Providing War Subsidies



The player agrees to send regular transfers of Ducats from their treasury to the nation they

wish to assist. The amount given to the target nation can be tailored to suit the player's financial situation. Payments can be set-up to continue for a Duration of up to a maximum of sixty game months. The amount is only given to the target state while it is at war. Attempts to provide War Subsidies are automatically concluded and require one Diplomat.

10.5.2 Cancelling War Subsidies



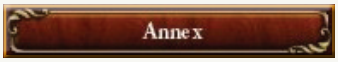
War Subsidies can be cancelled like other diplomatic agreements. Perhaps when it is not economically viable to keep provide the same amount. This action costs an additional Diplomat and is concluded automatically.

10.6 NEGOTIATING A PEACE

At some point every war will come to an end – either through copious amounts of blood-letting or by peaceful resolution. In March of the Eagles there are three possible outcomes to a war; complete Victory or Defeat, a Partial Victory or Partial Defeat or a Stalemate. Depending which of these outcomes occurs, the options a player may consider when negotiating a peace will differ. Peace Negotiations are conducted through the DIPLOMATIC NEGOTIATION WINDOW.

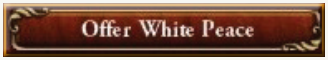
PEACE REQUEST ALERT: *This alert can be seen when an opposing nation is ready to offer a peace deal to end the war with the player's nation. Conditions of their peace offer can be seen by clicking on this alert.*

10.6.1 Annexation



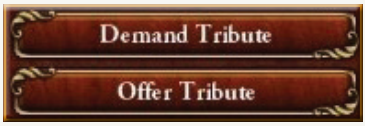
Annexation is limited to nations that are below a certain size. It can only be demanded if the War Score of a conflict has reached one hundred percent. At this juncture one side has completely overwhelmed the other and captured all of the enemy's provinces. Annexation extends the borders of the victorious nation by taking all territory that once belonged to the defeated nation and incorporating into the borders of the victorious nation. This occurs immediately if the target nation accepts as it has no option to fight on. The other nation then ceases to exist.

10.6.2 White Peace

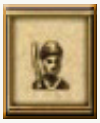


The White Peace is a negotiation where two nations can decide to cease their dispute without any side paying any reparations to the other. This options is likely taken when neither side has gained any significant advantage over the other. It is perhaps the most common result in relation to short conflicts.

10.6.3 Demanding/Offering Tribute



This peace negotiation is conducted when one nation has gained an upper hand over the other. Most likely when neither side has acquired control of all territories required to annex. Alternatively one side has edged the other in capturing some enemy provinces or winning enough battles to force the other side to contemplate ceasing the confrontation. The War Score is then used as currency to purchase any number of political, diplomatic, military or economic gains that can be demanded from the defeated nation.



TROOPS IN FOREIGN TERRITORY ALERT: *This alert informs players that they have armies in territories they are no longer at war with. These armies must be moved back within the borders of the players territories as soon as possible.*

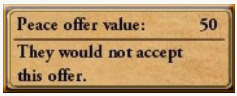
10.7 TRIBUTE TYPES

Once either side wishes to cease fighting compensation can be offered or demanded in return for peace. A nation with negative War-score can offer Tribute, while a nation with the positive Warscore can Demand it. Numerous options are available in terms of what can be offered or demanded.

10.7.1 War Score

War-score plays a pivotal part in negotiations between both parties. The higher the War-score is in a nation's favour, the greater or better terms they can demand or be forced to offer. Every term has a cost in relation to the War-score, which determines the acceptability of the whole request or offer. If the total cost of the terms is the same or less than the conflict War-score then other nation will most likely accept the terms being offered. Otherwise it will refuse and the conflict continue.

10.7.2 Peace Offer Value



The total value of the the current Peace offer is shown and updated here. As more terms are added the Peace offer changes and so does the potential Outcome shown underneath. In relative terms the value of the Peace offer should not exceed the amount of War-score otherwise the offer will likely be turned down.

10.7.3 Cash Tribute

As part of a peace offer the winning nation can demand an amount of Ducats from the losing nation as compensation if so desired. While a defeated nation can make an offer to give to the nation with the higher Warscore. The amount cannot exceed the funds held in that nation's treasury, at the time of the negotiation.

10.7.4 Cede Provinces

A change of Ownership of provinces belonging to the enemy nation can be demanded here. Each province costs or contributes towards War-score percentage and awards a certain amount of Prestige to the new owner.

10.7.5 Cancel Satellites

Demanding the cancellation of satellite agreement between those two states breaks that bond, liberating that nation and losing the Overlord the resources and potential military support they could have once relied upon. At the same time it provides the player a chance to befriend the newly freed nation, perhaps to join the player's coalition sometime in the future.

10.7.6 Release Nations

This option allows a winning nation to demand that a Dormant nation is created from territory that they now occupy. Any nation created this way immediately becomes active on the map and is a Satellite nation of the state that granted its freedom.

10.7.7 Annul Treaties

Another type of diplomatic demand or offer made between the victorious and the defeated nations and a third-party. This option will immediately nullify any diplomatic treaties or agreements between those two nations. Examples include the cancellation of Military Access or the return of Expeditionary Forces.

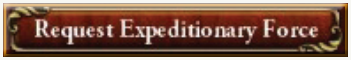
10.7.8 Treaties

The final type of tribute contains a number of miscellaneous agreements such as forcing the defeated party to become a Satellite of the victorious nation or just Conceding Defeat. Both of which provide an additional reward of Prestige points.

10.8 EXPEDITIONARY FORCES

If a player's nation is fortunate enough to start with or have conquered a Satellite nation, their armies or navies can be requested to fight under the command of the Overlord state. These armies are known as Expeditionary forces and can be requested at any time through diplomatic channels. Once control of them is handed over their maintenance must be paid for by the nation they have been granted to for the duration of their assignment. They can be recalled or handed back to the owning nation at any time during the game.

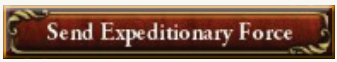
10.8.1 Requesting Expeditionary Forces



Expeditionary forces can be requested from any Satellite states. Once reassigned the force can be given orders through the **OPERATIONAL ORDERS TOOLBAR** and its Tactics chosen by the player. The player can choose which forces are received as seen

in the **EXPEDITIONARY FORCES SELECTION** window. Once this request is sent the the target nation will either accept or refuse the request.

10.8.2 Sending Expeditionary Forces



Conversely as the Coalition Leader it is possible to send Armies as Expeditionary forces to Coalition members. Satellite states can also offer them to their overlords for use in their campaigns, freeing up Ducats, supplies and manpower for other campaigns or projects. Choosing which forces to send is performed through the **EXPEDITIONARY FORCE SELECTION WINDOW**.

10.8.3 Returning Expeditionary Forces

Eventually the need for another nation's Expeditionary Forces will expire. When the time to return them comes this action will restore control of the forces back to the original owner. At this time the responsibility to support and maintain these troops returns to that nation.

11. THE MILITARY

During the wars of the nineteenth century two branches of the military existed that would decide the struggle for power. These were the army and the navy. For some nations such as Great Britain the navy was of paramount importance, defending sovereign possessions around the breath of the globe, as well as being the first line of defence against invasion. For other nations such as France the importance of maintaining a large and powerful army for conquest, was of greater importance.

11.1 MANPOWER

Manpower is the measure of the number of conscripts currently available to man a nation's military forces. It is important in the Recruitment and Maintenance of brigades and naval squadrons. Manpower is accumulated on a monthly basis depending on the output of certain key provinces under the control of the nation. The rate of accumulation can be affected by a bonus or penalty from a range of factors including: the current ruler, the government type and national modifiers. The current available manpower is shown on the **main information toolbar**. It is represented by soldiers silhouette icon.

manpower map-mode: *This highlights the provinces that provide manpower for the war-effort. They are colour-coded to show those that produce the most and least. Orange shows those that provide the fewest, yellow slightly more, then dark green and bright green for those that produce most.*

11.2 ARMIES

They are they lynchpin of a player's military forces on land. Formations of soldiers sent to conduct wars wherever the battlefield may be. Armies are organized into groups called Stacks consisting of one or more Brigades of differing types and abilities. Stacks can be moved across the map collectively or on their own. They are used to fight against enemy armies, siege enemy cities, seize control of provinces and defend those of the player's nation.

11.2.1 Brigades

Brigades are the basic unit by which armies are raised. There are four main categories: Infantry, Cavalry, Artillery and Headquarters. These are further divided into sub-groups. Each brigade type brings its own particular qualities to the battlefield. The range of brigades include:

- GUARDS
- LINE INFANTRY
- CAVALRY
- ARTILLERY
- LIGHT INFANTRY
- IRREGULARS
- SERVICE UNITS

11.3 NAVAL FLEETS

Fleets are the sea-faring equivalent of armies conducting warfare in the sea zones of the game map. They are represented on the game map as ship models. Just like armies they are organized into stacks, one per fleet. They can be selected and moved around the map individually or collectively.

11.3.1 Squadrons

As with army brigades, navies can comprise of different types of squadrons. There are several squadron types each one has its own role to play in naval combat. Most ships are built for battle upon the seas; Ships of the Line and Frigates for instance. While others such as galleys and transports exist to ferry armies across the waters to the fight wars overseas.

- 1ST SHIPS OF THE LINE
- 2ND SHIPS OF THE LINE
- FRIGATES
- GALLEYS
- TRANSPORTS

11.4 UNIT SPRITES

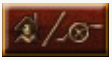
March of the Eagles uses Sprites to represent the military forces of the era. These can be found in provinces and come in different coloured uniforms depending on the faction being played and ship models depending on the class of the ships. An Info-bar below each stack displays:

- THE FLAG OF THE OWNING NATION
- THE TOTAL NUMBER OF SOLDIERS OR SHIPS PRESENT IN SELECTED STACK OR STACKS
- MORALE IS INDICATED BY A VERTICAL GREEN BAR WHICH TURNS RED AS MORALE DROPS
- THE COLOUR OF THE HORIZONTAL INFO-BAR DEMONSTRATES IF THE UNIT IS FRIENDLY (GREEN), AN ENEMY (RED), IN THE SAME COALITION (BLUE) OR NEUTRAL (GREY).

During battles all stacks currently located in a province automatically fight alongside each other against any opposition that is encountered in the same province. Unless of course they are fleeing or have other Operational Orders set such evading combat or retreating into fortresses.

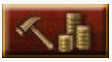
11.5 UNIT ABILITIES

All units fulfil a certain role within the game. Their primary role of course is to take part in combat and secure the victories needed to achieve Dominance on land or at sea. Details of a unit's abilities are shown in the UNIT INFORMATION WINDOW and the UNIT RECRUITMENT and UNIT COMMISSION WINDOWS.

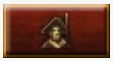


UNIT TYPE: Names the class of brigade or squadron. Useful in understanding what its main role is.

UNIT SIZE: The troop numbers that comprise the army brigade or the number of ships that make up a squadron.

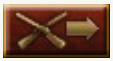


UNIT COST: The cost in ducats that pays for the construction of a brigade or a squadron.

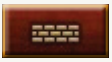


MANPOWER COST: Shows the required manpower to man a brigade. Manning ships in terms of manpower is negligible.

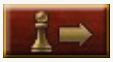
BUILD TIME: The amount of time required to complete recruitment or commissioning of a ship. Building ports and forts in a province can decrease the required time.



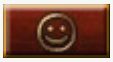
ATTACK: The base rating used when attacking an enemy. Three ratings are used, one for each combat phase. These are added together and the total shown here.



DEFENCE: As with attack but this value depicts the total of the three defence ratings used for every phase of combat.

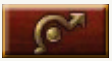


INITIATIVE: The order in which a unit is likely to take part in battle. Checked for each phase of combat the unit takes part in. This applies only to army brigades.



MORALE DEFENCE: Indicates the resistance a unit possesses to avoid any reduction in morale when receiving casualties. The higher this is the better able a unit is to face up to losses and continue to fight.

FRONTAGE: This rating is used to determine how much frontage it requires in order for the unit to take part in combat.



EVASION: Determines success when an army or fleet attempts to avoid combat.

SUPPLY COST: Indicates the cost in supplies a unit requires in order to operate at full capacity. This applies only to army brigades.

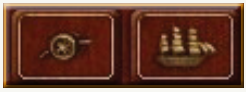
11.6 RECRUITMENT

Brigades can be recruited from two places: the **MILITARY WINDOW** or from the **PROVINCE WINDOW** of a specific core province. If the **MILITARY WINDOW** is used, the unit list can be filtered to allow players to focus on a preferred type. Clicking on any of these brings up a secondary screen where the Build Location can be chosen. The total cost of units to build in Manpower and Ducats is displayed at the bottom of this panel.

11.6.1 Recruiting by Unit Type

The **MILITARY WINDOW** now changes to show where units can be built by province location. Players can also see the Rally Points where newly built units will move to when completed, to join the ranks of other newly formed brigades. At the very bottom of the window are a number of **QUICK SELECTION BUTTONS** that either allow for mass construction across provinces by a particular type of unit, if the necessary funds are available in the player's treasury. Alternatively if funds remain a little on the light side the **SELECT AFFORDABLE BUTTON** limits the number of units to build, to only the provinces where there are enough funds to recruit in.

11.6.2 Recruiting Units by Province



Brigades and squadrons can also be recruited directly through the **PROVINCE WINDOW**. Selecting a province gives access to the **RECRUIT BRIGADE AND SQUADRON BUTTONS** which when pressed display the **PROVINCE RECRUITMENT WINDOW** as seen below. Additional information on the available units is shown here. Clicking on any unit in this window will send one of them to the Construction Queue (as seen on the right of the image below) which shows those units that have already been selected for production. These units will then be constructed one after the other until all are completed.

11.6.3 Recruitment Factors

Recruitment consists of three main factors: the cost in ducats, the cost in manpower and the build Time required to prepare these units. Certain modifiers can affect the cost and speed at which brigades are recruited. It is deployed directly in the requested province.

11.6.4 Cancelling Recruitment

The **CANCEL BUTTON** can be used if at any time a player wishes to stop producing an item in this queue. Brigades that are placed in the queue can be Cancelled but not all ducats will be returned to the asset pool.

11.7 MAINTENANCE

Land Maintenance	35.928
Naval Maintenance	97.395

Once a brigade or squadron is built it will require a certain amount of Ducats to keep it operational and ready for battle. This cost is deducted from the treasury automatically each month. The total cost of Maintenance is divided between both branches of the military and can be seen in the **MILITARY WINDOW**. The cost of the previous month's maintenance can also viewed in the **BUDGET WINDOW**. If maintenance reaches unmanageable levels the player can either take out a Loan or two, or disband any unessential brigades or squadrons.

12. WARFARE

This section outlines the spectrum of features that together form the aspects modelled as Warfare.

12.1 BEING AT WAR

Once war is declared by one side or another a conflict is deemed to have in effect been started. Information concerning a specific on-going conflict can be viewed by clicking on the **war score icon** to access the **war window.** This provides a breakdown of the nations arrayed against one another and the total number of troops involved on both sides by type and a chronology of the battles fought throughout the conflict. In addition several Warfare factors are shown for each

nation involved providing players with an idea of which nations are contributing to the war-effort and where any potential cracks may exist in either side.

12.1.1 War Capacity

This indicator provides an easy way to compare and determine which nations are able to carry on the fight and which ones may be vulnerable and likely to capitulate. A low score could mean that they are more likely to agree to any peace negotiation demands that are made.

AT WAR ALERT: *When a player's nation is actively engaged in war against at least one opponent, this alert will be shown beneath the Main Game Toolbar. Highlighting the alert will list all nations who are at war on the tooltip.*

12.2 WAR EXHAUSTION

War Exhaustion represents the negative aspects of going to war. These affect both the civil population and the war-effort. When wars are initially started War Exhaustion is minimal, but as time passes the effect of war increases it. These effects are exacerbated the longer a war is fought, the number Blockaded Ports and the number of Casualties taken in battle. Aspects of gameplay that are affected include:

- **INCREASED REVOLT RISK**
- **DECREASED MAXIMUM ARMY AND NAVY MORALE**
- **DECREASED AVAILABLE MANPOWER**
- **INCREASE REINFORCEMENT TIME**

War Exhaustion can be found in the **MAIN INFORMATION TOOLBAR** and is indicated by an icon of a soldier's bandaged head. War Exhaustion continues to rise steadily for every passing month a nation is at war. While at peace it quickly returns back to zero. It can rise quickly when battles on land and at sea are lost. Though it can be lowered slightly by winning battles.

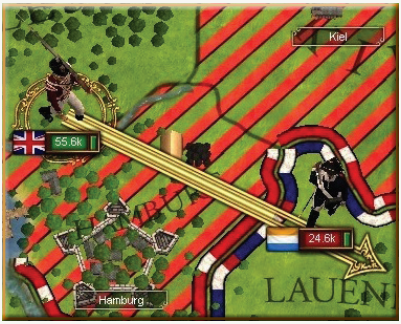
12.3 UNIT SELECTION

Armies and naval fleets can be selected and moved individually or in groups. Clicking on a single stack will select it. Additional stacks can be added to the selection by holding the shift key and clicking on them. Alternatively holding click and drag-selecting

the cursor around a group of units will select all the stacks within the box being drawn on screen. Army stacks will have selection precedence over naval stacks when attempting this. To click drag-select naval units, select a fleet then hold down shift and click drag-select over the area where the desired navy stacks are located. Once the required stacks are selected the **ARMY OR NAVY WINDOW** will change to show the headers of all the stacks selected, as seen here (on the right).

12.4 MOVEMENT

Armies and naval fleets are moved across the map to significant locations the player wishes them to occupy. Movement is measured by the Speed rating of the moving unit as it progresses from the current location to a new destination. In the case of armies this can be from one province to another. For naval fleets it is from a port to a sea zone or vice-versa or from one sea zone to another. Movement is conducted by selecting a unit or units and right-clicking in the target location. Information on the arrival time to the next province and the final location is updated on tooltips.



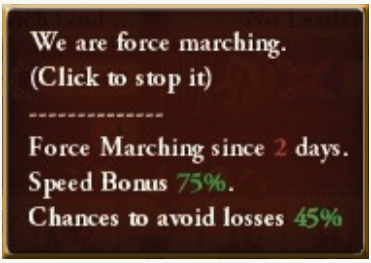
12.4.1 Evasion

This is the order that allows armies and navies to avoid encounters with enemy forces when travelling through provinces or sea zones. In order to attempt evasion the unit must be given the order through the **OPERATIONAL ORDERS TOOLBAR**.

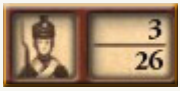
12.4.2 Forced March – (Army Only)

When an army needs to arrive at a location faster that it ordinarily would, it can be given the Force March order. Before it can be used it must first be adopted as a Movement Idea. Like Evasion this action is set in the **OPERATIONAL ORDERS TOOLBAR**. The order lasts only a few days, so its potential benefits are limited

and should be used at the moments it can make a difference. When the order is given the unit in question is then afforded a bonus to speed depending on the manoeuvre rating of the C-I-C. The higher this value is, the faster a unit can move. Clicking on the same button cancels the order before its effect expires. There is an increased chance that while on a Forced March to its destination the army, will sustain more losses if it enters combat with an enemy.

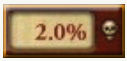


12.4.3 Naval Transportation – (Army Only)



Naval fleets can be used to transport armies from one landlocked area to another. Only those naval fleets that include at least one squadron of Transports can do this. The fleets Transport Capacity indicates how many brigades can be loaded onto a particular fleet. More than one army stack can be loaded onto a naval fleet if it has the available Transport Capacity. Loading armies onto ships can be achieved immediately using the **OPERATIONAL ORDER TOOLBAR**. Otherwise an army can be moved manually from a coastal province to a fleet that is located in an adjacent sea zone but is not in port. Selecting a fleet that is carrying one or more armies aboard will display an icon showing the number of stacks and the total number of brigades it carries.

12.5 ATTRITION



This factor measures the rate at which armies and navies lose cohesion as they move through provinces and sea zones. Attrition is measured as a percentage and is graphically represented by the skull icon in the **ARMY OR NAVY WINDOWS**. Its effect is to reduce the numbers of soldiers and sailors in a unit so that their ability to fight during combat is lower than what it would otherwise have been.

12.5.1 On Land

On land attrition is basically measured by comparing the Weight of all brigades in a province and comparing it to the Supply Limit of that province. Attrition is suffered by any and all units in a province, if their combined Weight exceeds the Supply Limit of the province they are located in or moving through. In addition some forms of Terrain can naturally add to the attrition being suffered. The amount of attrition suffered by units is limited by the province's Maximum Attrition rating. By default this is five percent, though it can be increased by fac-

tors such as: the Weather, if it has no provinces with Adjacent Control. Attrition effects can be further reduced by adopting the Expert Foraging idea, or it can be increased by having armies use the Scorched Earth operational order. The Forced March operational order increases attrition considerably when it is issued to an army stack.

12.5.2 At Sea

Attrition at sea is calculated very differently from that on land. When At Port or in Home Waters a naval fleet does not suffer any attrition whatsoever. A fleet located or travelling through any other sea zone suffers a minimal amount of attrition. If this sea zone does not border land i.e. it is Open Sea, then a sizeable amount of additional attrition is automatically suffered. This can be reduced by the leader's manoeuvre rating, if a known leader is assigned.

12.5.3 Weather Effects

The level of Attrition a unit suffers is affected by adverse weather conditions. During the Winter season every province affected by the cold sees the possible Maximum Attrition of a province increased. There are three levels of Winter weather: Mild, Normal and Severe. Each of these levels affects the Maximum Attrition rating by an increased amount.

12.5.4 Replacements – (Army Only)

As the numbers of fighting men are reduced by attrition, replacements are sent automatically to the affected units. The amount of replacements sent varies depending on whether the armies are on a Owned province or merely a Controlled one. The number of replacements sent is deducted from the Manpower pool determined by the current daily replacement rate. The ability of armies and naval fleets to receive replacements is sent in the Operational Orders toolbar by this button. This can be turned off to save on Manpower.

12.5.5 Repairs – (Navy Only)

Unlike armies, naval squadrons require repairs to recover their ability to conduct combat. Repairs are normally conducted when a fleet enters and remains in a friendly port. However there is a Naval Movement Idea which allows naval repairs to be conducted at sea, if the Idea is unlocked. The rate of repairs that can be conducted on fleets depends primarily on the Port level of the province the fleet is resting in. The higher this is, the quicker repairs can be affected.

12.6 SUPPLY

Supply is the measure of the equipment and materiel required to keep armies fighting battles. In game terms navies do not use or require supply.

12.6.1 Supply Production

Supply is produced throughout every province that contains a Depot. The amount produced varies from province to province. This supply is then sent to a local Supply Centre for distribution. Certain other factors such as a Ruler's administration skill can increase the Global Supply Production across all a nation's territories.

12.6.2 Supply Areas

Every autonomous area owned by a nation is essentially a Supply Area. Each Supply Area has one source of supply that is usually the most important city province in that region referred to as the Supply Centre. Supply Centres are generally created in the city that provides the most supplies within a single Supply Area, most times this will be a capital city. Any armies in a Supply Area that can track a direct line friendly territory, is supplied from this Supply Centre. Further information regarding Supply Areas can be seen in the **OUTLINER**.

12.6.3 Supply Usage

Every army requires supply. Each one can retain up to a maximum of hundred percent of the Supply it requires. This will keep the unit supplied only for a certain amount of days. If the army is unable to trace a line of supply through friendly territory through a Supply Area to its nearest Supply Centre it will resort to obtaining whatever supply it can from the province it is in. If this is not enough it will be Out of Supply. The total usage for all armies fielded by a player's nation can be seen in the **MILITARY WINDOW**, in the Supply Balance tooltip. The Supply Balance provides a good indication of whether the current amount of Supply Production can support the total required Supply Usage of all armies. When this turns to a negative number more Depots need to be constructed.

SUPPLY MAP-MODE: *This highlights the areas of territory whereby supply is being produced in green. Provinces that are serving as supply centres where armies trace back their source of supply are shown in blue.*

12.6.4 Logistical Support

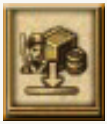
Supply trains provide a certain amount of logistical support to the formation they are currently assigned to. If there are enough supply trains assigned to that army they receive a bonus to attack in any combat they take part in.

12.6.5 Out of Supply

Armies that are out of supply will use twice as much of the Supply Generated in the province as they scavenge the landscape to replace the lack of vital support. This in turn increases attrition in the province, depleting armies and making them much less effective in battle. While Morale recovers more slowly and Replacements for casualties arrive less frequently. An army low on supplies receives a negative modifier to their attack power in combat, so it will lose more often and will also be less effective when besieging hostile fortresses.

12.6.6 Lack of Supply

When troops are Out of Supply they are not receiving enough weapons, ammunition or equipment to fight in a sustained manner. When this factor is in effect these troops receive a penalty to attack. This factor manifests when the formation enters combat.



OUT OF SUPPLY ALERT: *When one or more armies have run out of supplies and cannot trace a supply line to a production centre, this alert will be shown. Moving the cursor over this alert will show a list of all units that find themselves in this situation.*

12.7 MORALE

Land Morale	1.751
Naval Morale	2.101

Morale gauges the psychological ability of a unit to engage in combat and remain there. On screen morale is depicted by a green coloured gauge sometimes shown vertically, other times horizontally. Aside from defeat through combat losses, an enemy can be defeated by destroying its will to fight. There are two components to morale, the current maximum limit which is shown in the **MILITARY WINDOW** and the Current Morale rating which all units possess at a given moment in time. Current Morale changes as and when it is involved in combat or just resting idle.

12.7.1 Morale Modifiers

Several aspects of gameplay can alter the maximum value of army and naval morale. It can however only be permanently changed by adopting certain Ideas. Events, Rulers and Regime types on the other hand can temporarily modify these ratings with a bonus or penalty. War Exhaustion can decrease the maximum morale rating, while the nation currently achieving Dominance on land or at sea can increase it in the category they are dominant in.

12.7.2 Losing Morale

Current morale possessed by a unit changes dynamically when casualties are suffered during a battle. The higher the casualties suffered, the greater the drop in morale. This is a temporary set-back, but if morale drops to a threshold greater than the C-I-C or Admiral can manage, the army or navy will flee from combat. In terms of land combat if the brigades in a flank lose too much morale the brigades will withdraw, potentially causing the flank to fail.

12.7.3 Morale Defence

Any unit affected by morale possesses this rating. It is used during every combat phase to reduce the amount of morale damage would ordinarily unit suffers from taking damage. The higher this value is the less Morale is reduced during each combat phase.

12.7.4 Regaining Morale

Morale is regained naturally simply by having the unit not involved in any combat. When a unit has been routed it may be a good idea to move it to the rear of any battle-lines, into a nearby fort or port until maximum morale can be regained. Alternatively they can be instructed to avoid combat by using the Evade Operational Order.

12.8 LEADERS

These are the battlefield commanders that lead the nation's armies and fleets in the conduct of warfare. Generals and admirals schooled in tactics and strategy employed to make the difference in combat. They can help turn the tide of battle by imparting their experience, knowledge and sometimes frailties onto the men under their command.

12.8.1 Assigning Leaders

Leaders can be assigned to either armies or naval fleets. Generals for armies, admirals to navies. Assigning leaders is achieved by clicking on a leader portrait and selecting one from those which are available. In most cases the leader with the highest particular rating in one abil-

ity or another should be considered. Alternatively the best candidate for the job could be the one with above average ratings in general, shown by the Expertise rating. Sorting the list of available leaders by the ability which is most required, will help identify the best candidate.

12.8.2 Commander-in-Chief (C-I-C) – Army Only

These leaders possess overall command of a stack. Only one general can be assigned to lead a stack. They are in charge of all the brigades mustered under each of the four flanks. They also play a vital role in the success of Operational orders given to an army. When in combat their attack and defence ratings are added to those of each of the flank commanders. By default they are positioned in the Reserve flank, where they can take an active role in the movement of troops from the rear to the forward line. Though they can also be assigned to command troops in any of the front-line flanks.

12.8.3 Flank Commanders – Army Only

Only armies can assign leaders to Flanks. Flank commanders are the sub-ordinate leaders of a stack. In charge solely of brigades mustered within one of the four flanks. Unlike the Commander-in- Chief, these leaders only convey their abilities on the brigades directly under their command.

12.8.4 Admirals – Navy Only

These are the equivalent of C-I-C's but rather than commanding armies they command naval fleets. Since naval fleets do not use flanks in their organization there is only one commander of a fleet and the admiral is it.

12.8.5 Leader Abilities

All leaders have three abilities that they confer to the squadrons or brigades under their command. These are the: Offensive, Defensive and Manoeuvre ratings. Depending on the action or stage of combat these abilities are added to other factors to determine such things as; casualties inflicted or taken, whether operational orders are carried out or the likelihood of tactical events occurring. Each leader has two additional rating used to gauge the overall ability level.

- **OFFENSIVE:** this is the modifier applied to the attack combat ratings of brigades under the command of a leader.
- **DEFENSIVE:** This is the modifier applied to the defence combat ratings of brigades under the command of a leader.
- **MANOEUVRE:** This rating is used to determine the success of numerous Operational and Tactical actions a brigade or army may be asked to undertake in the course of moving across the map or during combat.
- **NUMBER OF TRAITS:** Provides a count of the total combat traits a leader currently possesses.
- **EXPERTISE RATING:** This value is a general indication of the combined abilities of a particular leader compared to that of his peers. The higher the three combat abilities and the more traits a leader possesses, the higher this rating will be. The higher this rating is, the better the leader is at carrying out his responsibilities.

12.8.6 Leader Traits

After two opposing forces engage in battle there is a chance that one or more leaders may gain a particular trait. A sign that they have gleamed some new found military knowledge from their experience on the battlefield. There are two type of traits; one for generals and one for admirals. The way by which Leader Traits are awarded depends on several factors that define the combat action including:

- **TROOPS OR SQUADRON COMPOSITION UNDER THEIR COMMAND**
- **THE TACTICS ADOPTED PLUS ANY BATTLE EVENTS THAT OCCURRED**

UNUSED LEADERS ALERT: *This alert is displayed when a player has at least one leader be it a general or admiral waiting to be assigned. Highlighting the tooltip will list the number of unused leaders and the names of the first few.*

12.9 OPERATIONAL ORDERS

These orders are issued to army and naval stacks using the buttons located in the centre bottom of the **OPERATIONAL ORDERS TOOLBAR**. There are ten different types some are available by de-

fault, others must be unlocked by activating certain Ideas. Others require certain pre-requisites or conditions to be in play before they can be used. Not all of these are available to naval units.

12.9.1 Create New Unit

Armies and naval stacks can be created from an existing one by clicking this button. Doing so will automatically create a second stack allowing players to move units between one and the other. If either stack is left empty then that stack will dissolve once the window is exited.

12.9.2 Embark / Disembark Unit onto Ships – (Army Only)

There will be times an army must be transported across the ocean to reach its destination. The army in question must be moved to a coastal province, one with a port and a naval fleet already located there and loaded from there. The total number of army brigades in the stacks about to be loaded cannot exceed the transport capacity of the fleet. Otherwise some armies may have to be split or left behind. Additional fleets can be used to ferry any excess numbers.

12.9.3 Replacements

Casualties through attrition and combat can have a huge impact on the effectiveness of military units in the field. Replacing these losses can be a high priority for some units, though not so for others. Especially if the Manpower pool is straining to keep up with demand. Clicking this button will determine if a unit is to receive Replacements or not. When the blue border is visible replacements are set to on.

12.9.4 March to the Sound of the Guns – (Army Only)

This order must first be adopted as a Movement Idea in order to be used. Units with this order will attempt to join any battle being fought in an adjacent province, more quickly that it otherwise would have. It occurs naturally wherever an army finds itself next to a province with an ongoing battle. Success is dependent on the C-I-C's manoeuvre rating.

12.9.5 Retreat into Fortress – (Army Only)

An army may in some cases find itself outmatched and isolated from any friendly assistance. When such circumstances occur it may be prudent to have that army retreat into the safety of a fortress and delay any impending battle. At least until help can arrive. This Operational order allows armies to retreat into a local fort. It can be set at any time but only takes effect if a local fort is present in the province the army is located in.

12.9.6 Scorched Earth – (Army Only)

This Operational order can only be directed to troops in a province that has not previously been scorched. When this action is set Attrition is increased, while tax Income and Supply Generated are decreased. Those units attempting the Forage action (Supply Idea) will not receive any benefits.

12.9.7 Force Marching – (Army Only)

This Operational level order allows the brigades in a stack to achieve a faster rate of travel over the map. It is limited to a few days and requires the (Land Movement IV) Idea to be adopted before it becomes available. The increase rate of speed for each army depends on the manoeuvre rating of the army C-I-C. During the period that an army is Forced Marching, any attrition suffered by the unit is increased.

12.9.8 Evade / Avoid Battles

Sometimes during a long and bloody struggle some military formations become heavily depleted. At other times small mobile forces may find themselves alone, out-gunned and outmatched. In these circumstances the option to Evade battles with enemy forces should be considered. Selecting this action instructs the army to attempt to avoid any encounters with enemy forces. The chance of success is determined by the manoeuvre rating of the C-I-C leader. The higher this is, the better chance the army will slip past any enemy formations. This order can be adopted by naval fleets.

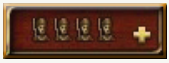
12.9.9 Detach Supply Guard – (Army Only)

This order splits off one of the brigades in stack to remain behind in province to guard it. This is useful when the enemy is attempting move small armies behind the front-lines perhaps in an attempt to cut off supply lines to the player's army. The chosen brigade will initially be taken from the reserve flank, if one is located there.

12.9.10 Disband Unit

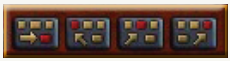
At some point during the course of a game a player may wish to remove a military unit from their roster. One example would be to reduce the cost of maintenance, another to free up manpower for other brigade types. The Disband button works on both naval and army stacks and is instantaneous.

12.10 ARMY ORGANIZATION



Armies are organized into one of four Flanks. Each Brigade can be placed into one of these when the unit is not engaged in combat. The left, centre and right flanks are immediately committed to battle when combat begins. The reserve flank (far right of window below) is the area where any remaining brigades are kept ready to intercede if the situation deteriorates. Organizing an army can make the difference between what if any Tactical orders can be given, giving that flank the potential to inflict more casualties than they otherwise could.

12.10.1 Assigning to Flanks



Brigades must be assigned to one of the four flanks. They can be moved from one flank to another using these buttons. The number of brigades that can be assigned to a particular flank is determine is fifty. Though not all of them may be able to enter combat at the same time.

12.11 TACTICS

These are military orders issued to any number of military formations to outmanoeuvre, outmatch or outfight an opposing force. They are assigned to any of the left, centre or the right flanks and can be issued when the army is not involved in combat. Tactics can mean the difference between winning a battle or losing it. Assigning tactics to a flank is dependent on several factors known as Conditional Pre-requisites.

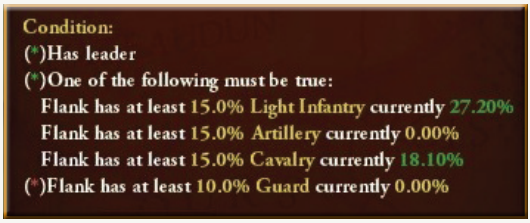
12.11.1 Setting Tactical Orders

These orders can only be assigned when the military force is not engaged in battle. They are set in the **ARMY DETAIL WINDOW**, using the **TACTICAL ORDERS TOOLBAR.** They can only be assigned when certain conditions called Pre-requisties have

been met. Setting a Tactical Order only increases the chance of it being performed in combat. The commander in charge of the flank will choose the tactic most appropriate to the developing combat situation, though favouring the choosen tactic before others. Choosing the regular strategy gives the commander the freedom to choose exactly the best option without placing any restriction.

12.11.2 Conditional Pre-Requisites

Certain conditions must be adhered of Tactics are to be set for a flank. In most cases these are that a leader is assigned and a combination of different troop types and allocated to that flank. Individual pre-requisites are identified by a bulletpoint (*). When this is coloured red, the condition has not been met. When it is green then it has. With the requirements met the tactic is elected for use during the battle, where certain Battle Events may trigger as a result. The only tactic that does not require any pre-requisites is the Regular Strategy available to any army flank without a commander or the means to attempt any other.



12.11.3 Tactic: Regular Strategy

This is the default tactic assigned by every flank in every army unless the player chooses otherwise. When this flank is selected no special bonuses are conferred on the troops within that flank, nor will any battle events trigger during the course of the battle. It is tactic to use when no other tactics can be chosen.

12.11.4 Tactic: Delay

The Delay tactic is an excellent choice if the desired effect is to gain a defensive advantage over an opponent on a particular flank. Attempting it requires a combination of cavalry and light infantry to be at the disposal of the flank leader.

POTENTIAL BATTLE EVENTS: *Raid*

12.11.5 Tactic: Counter-Punch

The Counter-punch tactic is a balanced option in terms of turning defence into attack. It is best selected when an enemy's flank is expected to go on the offensive to restrict casualties on the player's side and then go on attack to inflict casualties of their own. This tactic requires a leader and a good number of cavalry brigades.

POTENTIAL BATTLE EVENTS: *Push Forward, Cavalry Charge, Limited Retirement.*

12.11.6 Tactic: Deliberate Assault

Where the battle rages against a player's forces and the other side appears to be winning, this tactic can muster all the forces in the flank and charge them directly at the enemy. Likely to cause many casualties on the player's side, there is just as much chance that the enemy will suffer a greater number. This tactic requires a leader and a mix of Infantry, Cavalry and Artillery.

POTENTIAL BATTLE EVENTS: *Massed Bombardment, Cavalry Charge, Prepare Assault*

12.11.7 Tactic: Hold

This tactic is best employed when fighting a superior or more powerful force. All brigades will adopt a heavily defensive posture in the hope of revealing the enemy's intentions and inflict whatever casualties they can, while restricting those suffered by the their own forces. As well as a leader, a small number of light infantry brigades or a mix of light infantry and cavalry brigades is required.

POTENTIAL BATTLE EVENTS: *Harass, Counter-Attack, Aggressive Probing*

12.11.8 Tactic: Entrenched Defence

As the name suggests this tactic is one selected by a cautious commander. One who will try to reduce the casualties a flank may suffer and maximize those inflicted on the enemy during the forthcoming battle. Requires a leader, a fair number of light infantry and a small portion of cavalry brigades.

POTENTIAL BATTLE EVENTS: *Harass, Massed Counter-Attack, Aggressive Probing*

12.11.9 Tactic: Feint

This manoeuvre is used to distract and mislead the enemy into thinking something is planned which is not. The brigades on this flank will perform either an offensive or retreat manoeuvre depending on the circumstances they have encountered. This tactic requires a leader and a small batch of light infantry and cavalry.

POTENTIAL BATTLE EVENTS: *Massed Bombardment, Cavalry Charge, Threaten Assault, Harass*

12.11.10 Tactic: Refuse

This tactic relies heavily on using cavalry. The troops on this flank are set-up to attack less aggressively than for other tactics. The commander then hopes to employ a Screen of cavalry to shield the bulk of his forces from attack, thereby allowing them to be relocated to other flanks. They can then be used to shore up failing flanks or to reinforce flanks on the attack.

POTENTIAL BATTLE EVENTS: *Screen*

12.11.11 Tactic: Up The Guard

This is crème de la crème of fighting tactics, used to deliver devastating results. It encompasses a set-piece attack consisting of all elements of the army to systematically destroy the enemy's capability to fight. First infantry are sent in. Followed by cavalry. If the enemy has any fight left, then the Guard is called upon to finish them off.

POTENTIAL BATTLE EVENTS: *Massed Bombardment, Cavalry Charge, Ready The Guard.*

12.12 BATTLE EVENTS

In addition to the bonuses provided by employing certain Tactics, all bar the Regular Strategy have the potential to trigger Battle Events during combat. These Battle Events can provide additional bonuses at key stages during the combat, thereby increasing the number casualties inflicted on the enemy. When an event occurs it will

be seen next to the tactic icon in the Flank section of the Battle window. Some of these events can be triggered by more than a single tactic. The potential events can be seen here:

AGGRESSIVE PROBING: Increases the defence of all units in a flank. Increases the attacking potential of light infantry for a slight cost in defence.

CAVALRY CHARGE: Can increase the defence of all units in the flank, increases the attacking potential of cavalry units, while lowering their defence capability.

COUNTER-ATTACK: Increases the attack of regular infantry brigades, while lowering their ability to defend.

HARASS: This event increases slighting the defence of all brigades in the flank. Cavalry receive a moderate bonus to attack in exchange for a penalty to defence.

LIMITED RETIREMENT: This event provides a fair increase to the defence for all brigades in a flank, while reducing their ability to attack slightly.

MASSED BOMBARDMENT: Provides a huge boost to the attacking potential of all artillery in the affected flank.

MASSED COUNTER-ATTACK: Increases the attack capability of regular infantry, light infantry and artillery. Though it reduces the effective defence of infantry.

PUSH FORWARD: This event increases the general defence of the flank. Provides a greater increase in the attack for light infantry brigades at a slight cost to defence.

RAID: Increases the effectiveness of cavalry attacks against the enemy in exchange for a penalty to their defence.

SCREEN: Increases the defence of all units in a flank and increases the attacking potential of light infantry and cavalry, but for a slight cost in their defence.

THREATEN ASSAULT: This event boosts the attack of light infantry and artillery, in exchange for a slight decrease in their defence capability.

PREPARE ASSAULT: Light infantry and artillery are given a moderate bonus in attack, but their ability to defend is reduced by a small amount.

ASSAULT: Greatly increases the attacking ability of regular infantry, for a slight decrease to their defence.

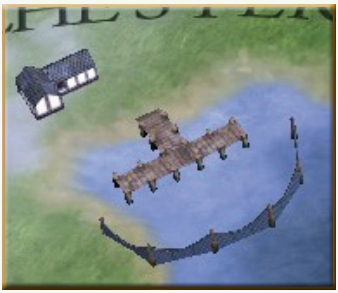
GUARD ASSAULT: Increases the attacking potential of light infantry and artillery in a flank, but reduces the defence of both.

MAJOR ASSAULT: This event increases the attack of regular infantry at a slight cost to defence.

READY THE GUARD: Provides a bonus in attack for all cavalry units in the flank, resulting in a penalty for defence.

UP THE GUARD: Any and all guard units receive a massive boost to their attack for just a small penalty in defence.

12.13 BLOCKADES



Another extremely important aspect of warfare is the blockading of enemy ports. A Blockade is initiated when an fleet moves into an sea-zone belonging to the enemy nation containing a port. As long as it remains there unopposed the icon of the port will change to show fence around it, depicting that the port is closed off from normal operation. Effecting a blockade reduces the Income generated for the nation who's ports are being blockaded.

12.13.1 Lifting Blockades

There are two ways to lift a Blockade both require that the offending enemy fleet is engaged with one that belongs to the player. The player can then try to break the Blockade by forcing the enemy fleet to flee or they can engage it in battle and destroy it, or force it to withdraw.

BLOCKADED PORTS ALERT: *When at least one of the player's ports are blockaded an alert will be triggered. The alert tooltip will name all the ports in the player's domain that are being blockaded.*

12.14 SIEGES

A Siege automatically occurs when an army moves into the province containing a City or a Fort, owned by enemy nation it is at war with. Once a Siege has begun clicking on a province will show the **SIEGE WINDOW** rather than the standard **PROVINCE WINDOW**. The **SIEGE WINDOW** provides details of are the besieged Garrison (at the bottom) and the besieging army (at the top), along with an overview of the siege status in the centre.

12.14.1 Siege Leader

Only one nation can take charge of a siege. This is normally the nation of the army that arrived at the location before any others. Even if this army is smaller than any subsequent armies to arrive.

12.14.2 Besieging Armies

At the top of this window the nation flag of the army leading the siege is depicted, along with the C-I-C, the combined army numbers, morale and current attrition rate of all armies present.

12.14.3 Defending Garrison

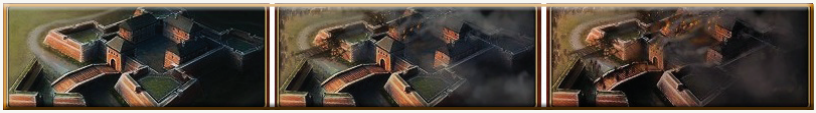
At the bottom of the window information is shown detailing defender numbers, supply and any attrition, along with the composition of military forces and military improvements present in the province.

12.14.4 Siege Outcomes

There are two possible outcomes to a siege. Either the defender will hold out and retain control of the province or the attack will force the defender to surrender and allow the besieging nation to take control of it. The defender can be defeated through attrition, by starving them of supplies and thereby eventually winning by default. Alternatively if a quick resolution is required the garrisoned fort can be assaulted and the siege won through direction action.

12.14.5 Siege Stages And Status

Splitting information on both forces is the illustration of the Siege Status. There are three stages to a siege. Each is depicted with a separate image which changes as the situation changes over its duration. Initially the siege begins with the defending location at maximum strength and capacity (as shown in the left most picture).



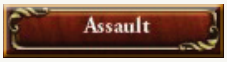
After some time as the situation deteriorates the (middle) image changes to show light damage. This is followed by the final picture (on the far right) which demonstrates that heavy damage being taken. When this occurs a breach in the defences

has been created by the attacking force, making an assault much easier to undertake. Sieges can have one or more of the following statuses:

- **FORT HAS RECEIVED LIGHT DAMAGE**
- **FORT HAS RECEIVED HEAVY DAMAGE**
- **FORT HAS BEEN BREACHED**
- **DEFENDING GARRISON IS OUT OF SUPPLY**

As these status changes will have an accumulative adverse effect on the defenders ability to repel any assault.

12.14.6 Assaulting the Garrison



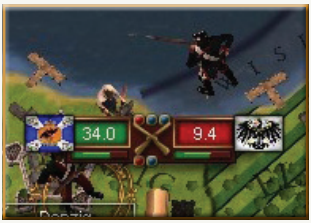
Most sieges will end when one side or another can force a battle to an attempt resolve the outcome of the province. A besieging army can initiate an assault to breach the enemy defences and annihilate the defending Garrison. In order to commence an assault the besieging army must have a minimum number of brigades present at the location.

The **ASSAULT BUTTON** initiates what would otherwise be a standard battle but with one main difference – the terrain. During an assault combat the terrain can be one of two types: Fortress and Breach. Fortress terrain provide large bonuses to the defender's attack and defence, and significantly reduce the amount of frontage an army's brigades can fight on. Breach terrain provides slightly less of a bonus. In order to achieve a breach the attacking force must have at least one thousand artillery for every fort level. Assaulting a fort without a breach will be extremely costly in terms of casualties and lost manpower.

13. COMBAT

Ultimately some strategic provinces must be prised away from other nations in order to achieve victory. These prized possessions will not be handed over without a fight. So combat will inevitably ensue. Combat takes place in the form of battles between armies on land and navies at sea. Both types are divided into phases. Outcomes are determined in two ways; decimating an opponents morale so that they run away or decimating an opponents numbers so they have no men to fight on with.

13.1.1 Battle Overview Icon



When two armies engage in combat, the unit sprites representing those armies change to depict both shooting at one another. The info-bar beneath each unit also changes to include a depiction of two crossed muskets. Above and below are coloured circles each representing the three fighting flanks on each side. When a circle is missing then no troops are fighting in that flank. As seen in the example, the Russian army only has troops fighting on its left and centre flanks, while the Prussian army has troops on every one. The colours of each circle represent the combat phase a flank is currently in. Black for bombard, red for combat and blue for pursuit.

13.2 LAND COMBAT

Information on an ongoing battle can be viewed by selecting a unit sprite in combat. Alternatively clicking on the item in the Army Actions section of the **outliner**. This brings up the **battle window** revealing detailed information on the progress of a battle. Among the information shown is:

- **name of the battle location**
- **the terrain being fought upon**
- **a summary of each military force**
- **a breakdown of the troops**
- **base combat ratings and modi-**

FIERS

- OVERVIEW OF THE FORCES ON EACH FLANK
- COLOURED CODED ARROWS DEPICTING FLANK MOVEMENT AND CURRENT COMBAT PHASE

Each of these plays a pivot part in demonstrating the action as it transpires.

13.2.1 Battle Terrain

Combat can take place on a multitude of terrain types. Terrain primarily affects the length of frontage that each flank can field in terms of brigades. In addition the combat ratings of certain brigades such as attack, defence, initiative are also affected.

13.2.2 Force Summary

A portrait of the C-I-C and flag of the leading army is shown next to the number of individual army stacks and the total amount of soldiers involved in the encounter. Beneath this is a breakdown of numbers by brigade type.

13.2.3 Flank Overview

The Flank Overview provides a view of the important aspects of each flank. If a flank section does not display anything, then that flank does not consist of any troops. The three front-line flanks display:

- THE TOTAL NUMBER TROOPS INVOLVED IN THE COMBAT
- A GREEN BAR WHICH DEPICTS CURRENT VERSUS MAXIMUM MORALE
- A PORTRAIT OF THE FLANK COMMANDER
- THE ICON OF THE ELECTED TACTIC FOR THE FLANK
- ANY BATTLE EVENTS THAT MAY TAKE PLACE
- LEADER ATTACK AND DEFENSIVE RATINGS CONFERRED TO UNITS IN THE FLANK

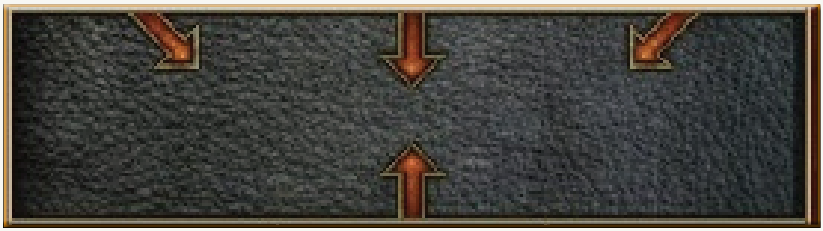
The reserve flank on the far right shows:

- THE NUMBER OF TROOPS AVAILABLE FOR REASSIGNMENT
- THEIR CURRENT VERSUS MAXIMUM MORALE
- AN INDICATOR SHOWING THE ACTIONS OCCURRING ON WHICH FLANK INVOLVING THE RESERVE

13.2.4 Leaders

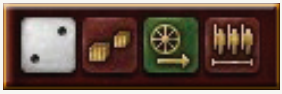
All four leaders can have an affect on an ongoing battle. The generals in command of a flank provide a bonus directly to the brigades under their leadership. In addition the overall army commander (the C-I-C) lends their attack and defence rating to all the flanks under his command. The C-I-C also plays a pivotal part in the outcome of the battle by moving troops to and from the reserve to and from the other flanks, when there is no room for all brigades there to fight or to support a flank when it is failing.

13.2.5 Flank Movement & Combat Phase Arrows



These arrows provide a two-fold function. Most importantly they are colour-coded to represent the phase of combat. In addition they reveal the direction of the attack, thereby indicating which enemy flank is being attacked by the opposing flank. Highlighted these will produce a tooltip showing the casualties that can be expected from a flank during each phase.

13.2.6 Combat Modifiers



Combat modifiers affect the abilities of all brigades across every flank for the duration of battle. Each side has their own modifiers displayed in their own section which are updated as the battle progresses. Red coloured icons depict penalties. Green coloured icons depict bonuses to base ratings.

- **DICE:** Represents all random factors in an encounter. Added to the attack rating. This changes periodically with every new round.
- **LOGISTICS:** Provides a bonus or penalty depending on whether enough service units are included in the army to support the number of troops
- **RIVER CROSSING:** If an army has to cross one of the many rivers on the map to take part in the battle, it will greatly reduce the attacking abilities of the army.
- **SUPPLY:** If an army is out of supply this will confer a penalty to the attack rating of the armies.
- **LEADER QUALITY:** Confers a penalty or bonus to attack depending on the abilities of the leaders.

13.3 FLANKS

In March of the Eagles combat is conducted along a line of four flanks. Three of these are considered front-line flanks where the actual fighting takes place. While the reserve flank contains the remaining elements of the army that are not initially involved in the fighting, due to a lack of frontage or were deliberately held back for use at a later time.

13.3.1 Front-Line Flanks

Combat flanks consist of a left flank, a centre and right flank. Each brigade can only be positioned in one flank and conducts combat against brigades in the opposing flank. The left flank will battle against the right, the right against the left and centre against centre. These can change if a flank from one side fails, that is there are no more troops left to continue the fight or if the morale of all units there is reduced to zero they fleet. In this case one or more of the unopposed flanks can look to gain a significant advantage by attacking from another direction. Brigades in the reserve flanks are unable to take part in combat initially, but depending on circumstances may be called upon to move into a front-line flank. Thereby adding its capabilities to the effort of the existing forces there.

13.3.2 Reserve Flank

Unlike front-link flanks the reserve flank has no specific leader assigned. It is commanded directly by the C-I-C. The purpose of this flank is to support the front-line flanks and hold any service units not capable of fighting. The C-I-C has a number of options available to him in this regard. Successfully achieving these actions depends on the leader's manoeuvre rating. The C-I-C will attempt to perform one of three actions during the course of battle. These are:

- **OBSERVE THE BATTLE:** do nothing and wait to see how the battle develops
- **REORGANIZE A FLANK:** move brigades from a front-line flank to the reserve, when not enough frontage is available for all brigades to fight there
- **REINFORCE A FLANK:** move brigades from the reserve to a front-line flank, either to boost an attack, or stop a flank from failing.

13.3.3 Frontage

This is the width an army formation is arranged within when lining up to fight in a battle. Each flank possesses its own Frontage value. This is determined by a base value (terrain),

though its eventual length can be changed by a number of other factors. Each brigade requires a certain amount of Frontage in order to take part in fight. If the combined Frontage of brigades in a flank exceeds the Frontage of the flank then the brigades in that flank will fight at a disadvantage. Only those brigades that can take up position before the flank frontage is exceeded will take part in the combat, until one of those brigades is destroyed or routed. Combat efficiency is lowered by having too many soldiers fighting in the same flank. Frontage can be improved by keeping more soldiers in the reserves or fielding smaller armies.

13.3.4 Empty Flanks

There will be a time during the combat when the picture of a flank is empty. One possible reason is that is no army has arrived with brigades located on that flank. This can change as more armies arrive in the province over time. Additionally as combat takes place the brigades in some flanks may be destroyed or have their morale severely reduced forcing them to flee from combat. When this occurs, the flank will become blank if all brigades are defeated or routed. Unless of course reinforcements from the reserves are reallocated by the C-I-C.

13.3.5 Flanking

When an army flank populated with brigades is faced by a opposing flank without any enemy formations, then that flank can be used automatically in a flanking attack. Troops in these free flanks can attack a neighbouring flank and bring to bear not only the brigades in the directly opposing flank but the brigades in unmatched flank as well. Flanking will likely cause substantially more casualties then a normal attack.

13.4 COMBAT PHASES

There are three phases during a battle: Bombardment, Combat and Pursuit. These occur sequentially one after another. Certain units excel during certain phases. Artillery is great during Bombardment, infantry excels during Combat, while cavalry reign on the battlefield during Pursuit. Having a mix of brigades in every flank increases the chances of success during each phase.

- **BOMBARDMENT:** the first phase of battle shown by dark arrows, is where artillery is best employed.
- **COMBAT:** the second phase of battle depicted by red arrows, is where infantry is best employed.
- **PURSUIT:** The third phase of battle represented by blue arrows, is where cavalry is best employed.

13.4.1 Initiative

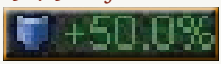
Initiative	0	1	1

Each brigade has an initiative rating which is used to determine the order by which it enters battle during a particular phase. The higher the rating the quicker the brigade enters the fight. If two opposing brigades have the same initiative neither side gains the upper hand. Both conduct each phase of combat at the same time as the other.

13.4.2 Attack

This is the rating that determines how many casualties are inflicted during each and every phase of combat. Several factors may affect this rating, though the two most common are combined by default. These are the attack abilities of the army C-I-C and flank leader, if either is a recognized leader. The higher this number is the greater the casualties inflicted on the enemy.

13.4.3 Defence



Defence is used against the attack rating to reduce the calculation of casualties suffered by an army. The higher this rating is, the less casualties that are taken. Like attack many factors can affect defence though by default, the army C-IC and flank commander have their rating added together by default.

13.4.4 Morale

As a battle progresses the morale of both armies or navies will fall according to the number of casualties being suffered. The side suffering greater casualties will likely lose morale faster. The green bar moves from right to left as the morale of a flank begins to falls. The enemy can be defeated quickest by reducing its will to fight.

13.4.5 Casualties

As each phase of combat takes place, both sides will lose numbers from the brigades taking part in combat. Inflicting casualties is an alternative way of defeating the opposition instead of reducing their morale.

13.4.6 Replacements

Whenever casualties are experienced through combat or through attrition the affected brigades will attempt to call on Replacements to bring their numbers up to full strength. Any Replacements summoned to affected brigades are deducted directly from the Manpower pool.

13.4.7 Captured Flags

When one brigade overwhelms an enemy brigade in combat and utterly destroys it, the victorious unit is deemed to have captured the flag of the defeated unit. The number of flags a brigade has captured can be seen in the Army Detail window. Clicking on the Brigade Section provides additional information including the captured flag's nation, unit type and the date of the battle.

13.4.8 Experience

During the course of a game brigades and squadrons will fight each other over many weeks, months and even years. The knowledge learned from these encounters will increase the overall battle prowess of brigade in terms of its ability to defend itself.

13.5 NAVAL COMBAT

Naval combat is similar in the way it is resolved compared to land combat. When the navies of two opposing nations or coalitions meet in the same sea zone and they are at war naval combat occurs, unless one side chooses to evade the other. It is seen through the **NAVAL COMBAT WINDOW**. To view this simply click on the unit icon depicting the combat taking place, or click on the item in the **NAVAL ACTIONS SECTION OF OUTLINER**.

13.5.1 Force Composition

The make-up of both forces is shown at the top and bottom of the **NAVAL COMBAT WINDOW**. The flag of the nation in charge of the battle is displayed next to the leader

in charge, as are the number and types of squadrons involved in the action. As casualties are taken, these will change accordingly.

13.5.2 Squadron Deployment

This section lists all the naval squadrons involved in the currently selected combat. There is one for each side involved in the combat. Along with the name of the squadron, the number of ships able to muster for combat, is an icon showing the squadron type. Highlighting any one of these entries will show which enemy squadron being targeted and how much morale it has remaining.

	Start	Lost	End
	10420	-143	10277
	35808	-353	35455
	5775	-2598	3177
	12705	-1797	10908
	963	0	963
	65671	-4891	60780

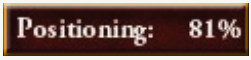
13.5.3 Combat Phases

Naval combat only has two phases; Bombardment and Combat. Different ship types excel during either phase, so having a mix of squadrons in a fleet will maximize the fighting capabilities of that fleet during naval combat.

13.5.4 Combat Modifiers

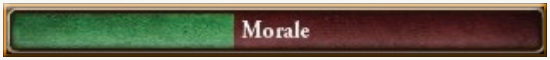
Any modifiers affecting combat can be seen grouped together in this section. The dice roll represents the random factors that affect each segment of combat.

13.5.5 Positioning



Positioning is the key factor for fleets looking to gain an advantage over the opposition. The higher this value is the greater the advantage gained. The bigger the ships and the greater the number of squadrons present the greater this factor is reduced, from the default maximum of a hundred percent.

13.5.6 Morale



The morale indicator demonstrates the combined will of all fleets engaged in a naval encounter to fight on. As combat progresses and casualties are taken by each side, this factor will fall from the current value to zero. The side that takes more casualties than the other is likely to flee combat first, allowing the other side to achieve victory.

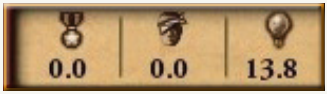
13.6 RETREATING FROM COMBAT

When two opposing forces enter combat there is a short period where neither force can retreat. During this time **RETREAT INDICATOR** can be seen in the **ARMY & NAVAL COMBAT WINDOWS**. Until this icon changes players are unable to withdraw any armies or fleets out of combat. Retreating fleets will move to the nearest friendly port, armies to the nearest province.

13.7 BATTLE REPORTS

All battles both on land or at sea must eventually come to an end. When combat ends the Battle Report window is displayed providing a detailed breakdown of the actions that transpired during the encounter.

13.7.1 Rewards of Battle



As well as the result for the player's side, the name of the battle and a portrait of C-I-C is shown at the top. Underneath are any changes in Prestige, Idea points and War Exhaustion gained, as a consequence of the battle.

13.7.2 War-Score Changes

With every battle comes the chance of being rewarded with an increase in War-score. At least for the victor. This amount is added to the overall War-score for the current conflict.

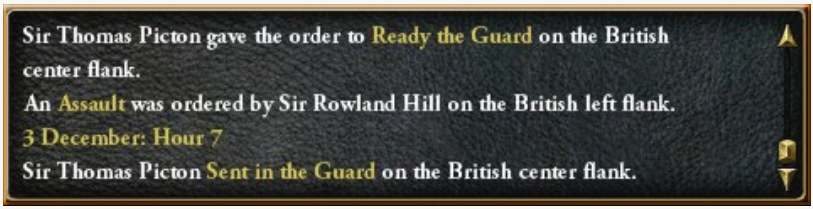
13.7.3 Battle Statistics and Casualties

A breakdown of the combatant and casualty numbers involved in the engagement is shown below. Information is provided in terms of initial numbers committed to battle, the numbers lost in and the number of combatants that remain.

Start	Lost	End
10420	-143	10277
35808	-353	35455
5775	-2598	3177
12705	-1797	10908
963	0	963
65671	-4891	60780

13.7.4 Battle Log

The Battle Log provides a commentary of the key actions to have occurred in the encounter. Listed in chronological order entries include the names of any leaders involved in key manoeuvres, the names of tactics used, together with the names of any Battle Events that where conducted. Important entries are highlighted in yellow text. General narrative is shown in white.



14. THE HOME FRONT

Though **March of the Eagles** is mainly a game focusing on conducting military campaigns against rival nations, a number national aspects that support the strategic war-effort have been modelled. If victory is to be achieved then these must be manipulated and managed accordingly.

14.1 CULTURE

Culture is an important factor in terms of defining the population groups that existed during the game's time period. In game terms it represents how people of a certain social group viewed those from other groups and more importantly what effect this had on the way a province supported their nation's war effort.

14.1.1 Culture Groups

Each Culture belongs to one and only one Culture Group. They can never change groups. Each group contains more than one Culture, those of a similar nature. The groups that are modelled consist of the following:

- **Anglo-Saxon**
- **Cosmopolitane**
- **Scandanavian**
- **Germanic**
- **Iberian**
- **Latin**
- **Greek Orthodox**
- **West Slavic**
- **South Slavic**
- **East Slavic**
- **Turko-Semitic**

14.1.2 National Culture

Each nation can only possesses one and only one predominant culture. This national culture is the same as the one possessed by the province where the capital city is located.

14.1.3 Province Culture

Every province consists of one culture which is either the same as the national culture or belongs to the same culture group.

14.1.4 Culture Acceptance

Where different cultures are forcibly required to co-exist and work together friction can occur. This is represented by three levels of acceptance which measure how each culture interacts with the same specific culture, cultures in the same group and cultures from other groups.

- **WHERE BOTH THE NATION'S PRIMARY CULTURE IS THE SAME THEY ARE ACCEPTED**
- **SECONDARY CULTURES WHICH BELONG TO THE SAME CULTURE GROUP ARE TOLERATED**
- **PROVINCE CULTURES THAT NEITHER MATCH THE NATIONAL CULTURE NOR BELONG TO THE SAME CULTURE GROUP AS THE NATIONAL CULTURE ARE NOT TOLERATED**

14.1.5 Culture Effects

When a province's ownership changes hands and the two cultures do not match, nor do they belong to the same Culture Group, then the province can experience certain penalties to its capabilities to support the war-effort. Effects include:

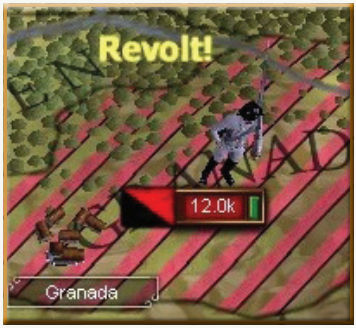
- **INCREASED REVOLT RISK**
- **LESS PROVINCIAL TAX INCOME**
- **LESS PROVINCIAL MANPOWER AVAILABILITY**

14.1.6 Changing Cultures

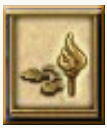
The culture of a particular province remains the same for the most part. A province's culture can only change through Events. Though this is fairly rare, there is more chance it is likely to happen when control of the province changes hands.

CULTURE MAP-MODE: *Depicts the culture groups that exist across the nations of nineteenth century Europe. Whenever the culture of a nation or province changes, the map will be updated.*

14.2 REVOLTS



Revolt risks are the method by which population dissent is measured by. It is represented by a percentage from zero to a hundred. Revolt risk affects individual provinces not nations as a whole. Revolt risks rise due to a number reasons, mainly through War Exhaustion and cultural difference. They can however be lowered slightly by posting garrisons where possible. Players must be wary as when the revolt risk rises, it is possible that rebel movements may gather momentum and eventually spawn rebel armies.



REVOLT RISK ALERT: *Any provinces that contain the sparks of revolt in other words gain the slightest revolt risk, will generate this alert. Highlighting this alert will list all the provinces in the player's domain that could potentially rebel. Shown in the corresponding tooltip.*

REVOLT RISK MAP-MODE: *This highlights the potential revolt risk posed in all provinces. Green shows the smallest risk, while those highlighted in yellow show a moderate risk and Red coloured provinces are volatile and are most likely to sprout rebel formations.*

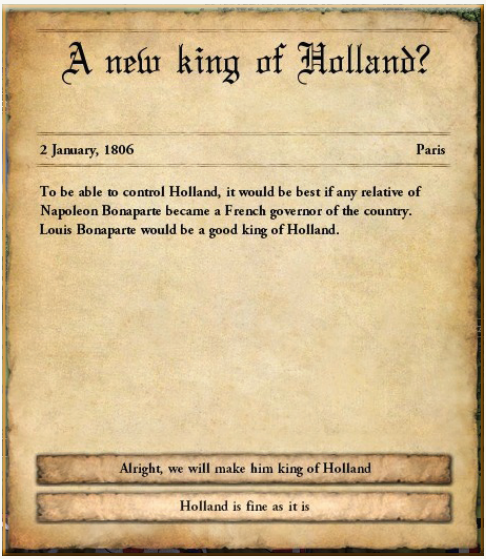
14.2.1 Rebel Armies

The risk of revolt in a province will continue to grow as long as its population remains unhappy. As the days pass and the risk increases it will eventually reach critical mass. When this occurs a rebellion will be formed and a rebel army will spawn in the each of the provinces when the revolt risk rises to unmanageable levels. Any rebel armies are depicted with a rebel flag in their info-bar.

14.2.2 Revolt Effects

There are three primary effects when a province has a revolt risk. Tax income is reduced, ship construction and brigade recruitment times are increased. The higher the revolt risk, the higher these penalties will be.

14.3 EVENTS

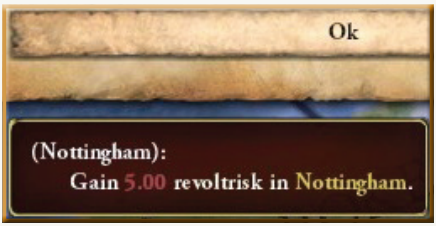


The years at the beginning of the third coalition war saw great upheaval Many important events affected the political world influencing the prestige of nations. Some technological advancements affected all manner of areas especially the realms of the Military. While Economic agreements buoyed the financial stability of some nations while to others they were a burden. These key occasions are represented as Events. They occur depending on a mix of factors known as Triggers. These Triggers can include the following and more:

- **THE NATION BEING PLAYED**
- **HISTORIC DATES**
- **THE POLITICAL OR DIPLOMATIC SITUATION**
- **EXISTING NATIONAL MODIFIERS IN PLAY**

When an Event is triggered it can provide a bonus to some aspect of gameplay. Alternatively it can result in a penalty or even a mix of both.

14.3.1 Event Options

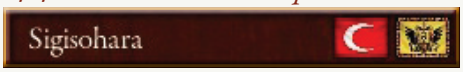


Some Events have only one outcome representing an actual historical outcome. However there are those that have two or more options, providing different outcomes. It is up to the player to choose which of these they wish to see happen. The tooltip for each option provides a clear indication of the benefits or penalties they may bring. Scrutinizing these first would be a wise course of action before a decision is taken.

14.4 PROVINCES

They are the basic building block of nations providing everything required for the war-effort from ducats to Manpower, Supply and ultimately the locations need to gain victory.

14.4.1 Province Ownership

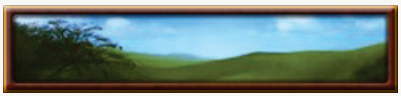


Provinces can be Owned or Controlled. Only one nation can own a province and usually controls it, at least during peacetime. Another nation can move one of its armies and take control of a province it does not own during war-time, as long as it remains unopposed. Ownership of a province can only change when negotiating peace at the end of a war. Though the losing nation can always try to recover it by going to war at a later date.

14.4.2 Cores

Provinces are described as Cores if a nation has a legitimate claim to owning the territory. A province may have more than one nation with a claim on it causing these areas to be hotly contested in any wars that may manifest, during the game. Furthermore any dormant nations that are created can only be done so if all of their Core territories have been conquered during a conflict. Thereby allowing the Release Nation peace negotiation option to become active.

14.4.3 Terrain



Each land province comprises of a number of different terrain types modelled on the geographic nature of the region in question. Terrain plays an important part predominantly in terms of movement by armies across land. Possible terrain types include: Coastal, Desert, Forest, Hills, Marsh, Mountains, Plains and Steppes.

14.4.4 Cities

Some provinces contain a principle city that is large enough to be recognized and depicted on the game map. These are indicated as icons and possess a plaque bearing the name underneath. They can be garrisoned like Fortresses. Capital cities are denoted with a star next to the name. Capital cities possess no

distinguishing attributes other than providing greater amounts of resources to the war-effort and determining the primary culture of their nation.

14.4.5 Supply Limit

The Supply Limit is upper amount of supply a province can provide for any military forces occupying it. Checking the tooltip shows the factors affecting the Supply Limit.

14.4.6 Maximum Attrition

This is the limit an army can suffer in a province if affected by Attrition. Every province has a base limit of five percent. The weather can increase this further, when the seasons cycle and winter comes.

14.4.7 Supply Generated

This rating indicates how much supply a province produces locally and for the regional Supply Area. Provinces with depots generate more supplies.

14.4.8 Revolt Risk

This indicates the likelihood of a Revolt occurring in a province. It is checked each month to see if a Revolt occurs. The higher the Revolt Risk the more effect it has on recruitment, ship commissioning and tax income.

14.4.9 Culture

Every province has a leading Culture representing the principle members of indigenous people that live in a particular province. There is one leading culture per area, usually the same as the majority culture of the owning nation. Most provinces will also have a number of subordinate Culture Groups which will form the basis for any Rebel forces that may spawn when a Revolt occurs.

14.4.10 Manpower

Only certain provinces contain a large enough population to provide Manpower for conscription into the armed forces, namely the same provinces that contain a city. Each of these provinces provides a base number of Manpower depending on the Development Status of the province. The greater this level is the higher the number of men provided. Additional factors that can enhance or decrease available Manpower in a province include: whether a Depot is present, if the province hosts the Capital City, the current Ruler, the Government Type and War Exhaustion.

14.4.11 Tax

This rating shows the amount of monthly tax revenue produced in a province. As with manpower, only those provinces with cities possess enough population

to contribute taxes. Other factors that modify the tax income of provinces are: Development Status, Government Regime, Dominance on land or at sea, Revolt Risk or whether the Culture is accepted.

14.4.12 Road Types

Roads indicate the type of transport infrastructure in place within a certain province. There are three levels each providing a certain amount of benefit to the amount of Supply Generated. The road levels can be: Tracks, (normal) Roads and Major Roads. Road levels can be augmented by building Province Improvements.

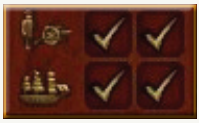
14.4.13 Development Status

This status refers to the level of civilization present in a province. There are four levels: Wild, Cleared, Developed and Civilized. Each level increases this factor's contribution for: Local Tax Income, Supply Limit and Army Movement Speed.

14.4.14 Straits

Ordinarily naval transports must be used to move armies across bodies of water. However some provinces are connected by Straits. These narrow strips of land that connect both provinces due to their proximity to each other. A province can possess a Strait connection to more than one other province. Where Straits connect two provinces, an army can move from one location to the other as per normal, but only if no enemy fleets is present in the sea zone connecting the two. Where an enemy fleet is present no crossing can take place using this feature.

14.4.15 Rally Points



Rally points are locations that can be set in provinces for armies and fleet to gather in. They can be set for either the army or the navy or for both sets of forces to rally to. They can also be configured so that any forces congregating there will automatically merge together and form a single entity.

14.4.16 Provincial Modifiers

Just as there are events that affect National Modifiers such a monthly Prestige, Ideas points or Manpower, provinces can also gain these. On such an occasions the Event which bestows such bonuses or penalties will indicate the province or provinces that are affected.

14.5 PROVINCE IMPROVEMENTS

The infrastructure of provinces can be improved by the construction of certain upgrades. Building these improvements costs a certain amount of Ducats to fund and take a certain amount of time to build. Once completed any bonuses they confer are applied immediately. At the bottom of each province the current level of each type of improvement can be viewed at a glance.

14.5.1 Forts

Forts are a military structure, enhancing the local military capabilities in the province. They can be built in any province owned by the player's nation. There are three levels of fort which can be built and upgraded to. Every level provides additional bonuses to; the production of monthly manpower, the defence bonus of armies, the reduction of local revolt risk and the defensiveness of the fort.

FORT LEVEL MAP-MODE: *This particular map-mode highlights the fort currently existing in provinces across the map. The tooltip lists the current fort level and any cities that are present.*

14.5.2 Ports

Like forts this is another military structure but one that allows ships safeharbour. Ports provide a reduction on squadron Construction Time and Cost, and the Reinforcement Speed to conduct naval repairs. Ports are also a vital source of income as they generate a small amount of Ducats through harbour taxes, unless they are being Blockaded. Ports can be increased up to three levels, each one increasing the capabilities of the site more than the last.

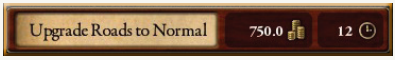
14.5.3 Depots

Depots are akin to staging areas for the army. They are inexpensive to build and can greatly increase the military productivity of the province where they are built. Factors these buildings affect include: Manpower, Brigade Recruitment Time and Cost, Supply Limit and Reinforcement Speed. These benefits are limited to the locality of the province the Depot is built in. Depots have only one level, so cannot be upgraded further once built.

14.5.4 Development Status

Provinces provide a certain amount resources to the war-effort depending on the level of the Development Status. Essentially these should be thought of as the overall density of population in a province. Upgrading these will influence the growth of the population inhabiting a particular province. This in turn brings an increase in benefits such as: increase Tax Income, more available Manpower for military use or a higher Supply Limit for armies that move through its location.

14.5.5 Roads



Just as the Development Status of a province can be upgraded, so can the transportation infrastructure. There are threes levels of construction each increasing the Supply Limit a province can provide a friendly army.

14.6 CONSTRUCTION FACTORS

Every type of improvement construction is dependent on two factors before they can be built. These are the initial Build Cost and Build Time. Once constructed no maintenance is required to keep them operational.

14.6.1 Build Cost

Being able to construct any of the game's units or improvements depends on being able to afford them. Each item costs a certain amount of Ducats. These funds must be available in the player's Treasury before work on them can start. If there are not enough funds available the player can always request a Loan and repay this back at a later date. Several factors can reduce the cost of construction; such increasing the level of ports for instance reduces the cost of squadrons.

14.6.2 Build Time

Just as every constructed item must be funded, a certain amount of time is required to construct, commission or recruit each item. This is measured in game months or days. Furthermore each province can only focus on building one particular item of each type at any one time. So any other items of the same class are queued and work on these is commenced only after the foremost queued item is completed.

14.6.3 Build Requisites

Upgrades to improvements can only be performed sequentially. Upgrades to Roads for instance must occur in the following sequence: Tracks, Roads and Major Roads. So in this case; Major Roads cannot be built in a province with just Tracks. First they must be upgraded to Roads and finally to Major Roads.

14.6.4 Cancelling Projects

Once a construction project has been ordered and the funds deducted from the treasury it cannot be cancelled. So any decision to begin creating any improvement should be considered before building starts.

15. ADDITIONAL FEATURES

In addition to the core features outlined in previous sections, March of the Eagles employs a few miscellaneous tools designed to allow players to tailor their gaming experience and help them review important game information in order to make key decisions at the most appropriate time.

15.1 FINDING A PROVINCE

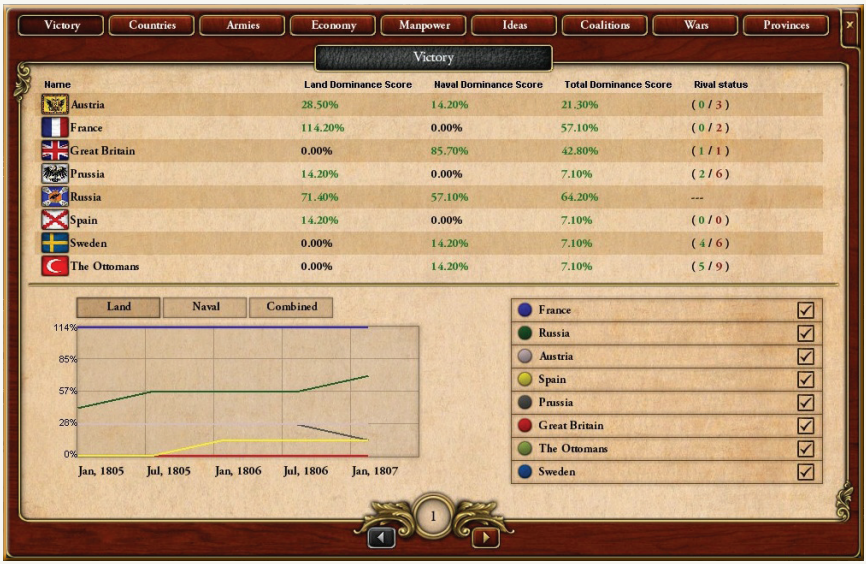
For players without a keen grasp of geography this button is a god-send. It will allow them to search for a province they want to examine or manage but are unable to locate. Clicking on the button brings up the **find province window**. The name of the provinces can then be typed one letter at the time, updating a list of possible candidates to choose from. Clicking on a name will centre the map on that location.

15.2 SETTINGS MENU

This feature allows the player to customize various game settings such as video, audio, gameplay and controls for ease of play. If Hints are turned off they can be reactivated here and message settings can be reset. The period by which the Auto-save is triggered can be configured from here to.

15.3 GAME LEDGER

Crammed full of every sort of conceivable information is the **GAME LEDGER**. This should be thought of as the player's companion in terms of providing information on every aspect of gameplay from Victory, to Economy through to War. The presentation of information is varied to include tables, graphs and charts. All of which are organized logically and updated as progress is made in the game.



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