

PLAYER'S GUIDE

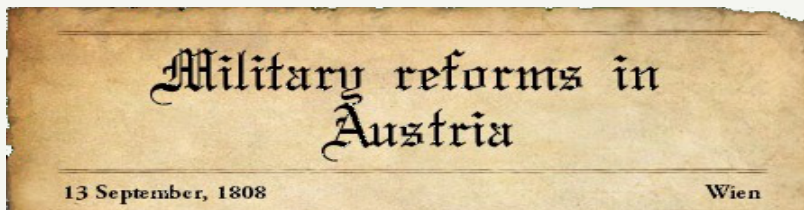
MARCH OF THE EAGLES™



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2. INTRODUCTION

Once more welcome and congratulations on your purchase of **March of the Eagles** [TM] developed **Paradox Development Studio** and published by **Paradox Interactive**. Creating this game has been a labour of love, one which we hope you will all enjoy playing for many months and years to come.



If you didn't know already the game is based on a period of human history rich in character, encapsulating numerous military conflicts, contested by the great military powers of the era. It was a period in history that saw countries enter coalitions of necessity and convenience. To fight alongside one another one day, only to switch sides and fight against each other, under a different coalition another day. For the powerful few their aim was to conduct wars to gain dominance over rival nations. For others their goal was merely to survive.

If you haven't already been made aware we have made available numerous materials to help you understand; 1) what the game is about and 2) how to play it. These include the following written manuals and guides:

- **QUICK START GUIDE:** Describes what to do to begin your journey
- **BEGINNERS GUIDE:** Explains the basic principles of the game
- **MULTIPLAYER GUIDE:** Explains how to set-up and play a multiplayer game
- **GAME MANUAL:** Provides information on all game features and what they are used for

You can locate these on the game forum and read them before or during your first few games. Especially if you are new to Paradox games or strategy games in general.

2.1 ABOUT THIS GUIDE

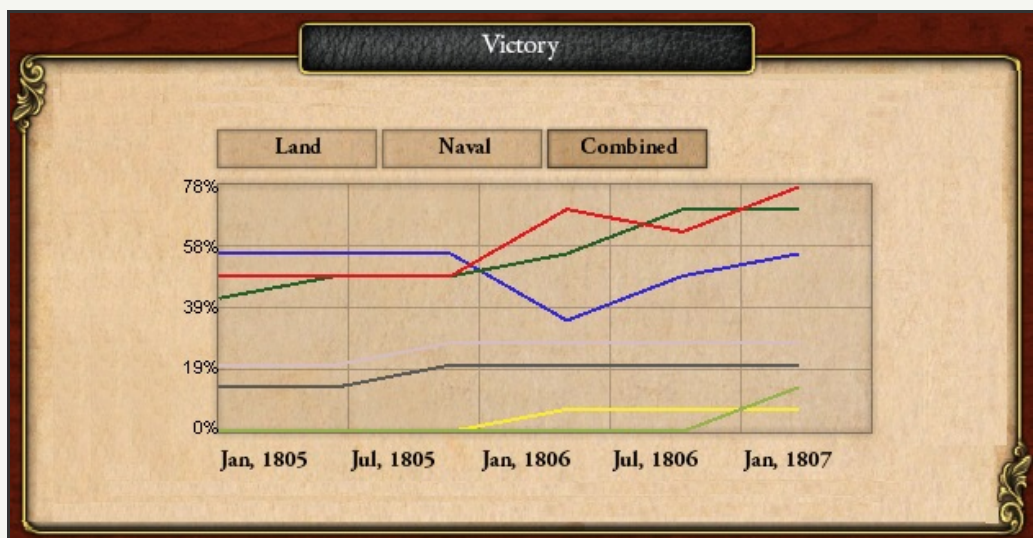
This guide attempts to build on the **Beginners Guide** and **Game Manual** to explain what the game mechanics are and how they work, so you know what to look for when making important decisions during play.

Unfortunately this guide does not provide any strategy tips as we believe that part of the fun is playing, making mistakes and learning to develop your own strategies. After reading this guide you should possess all the information necessary to form and plan how you wish your strategy to develop during your games.

2.2 WHAT CAN YOU EXPECT?

For the most part you can expect more information on the following:

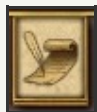
- Each of the main game components such as REGIMES, UNIT TYPES, PROVINCE IMPROVEMENTS that were mentioned in the manual are expanded within these pages.
- The gameplay FACTORS that make up each of these components are covered, so you will be better informed on what aspects determine which outcomes.
- The way in which COMBAT and TACTICS works is further broken down and expanded upon.
- The RATINGS and MODIFIERS; attributes that the game engines uses to makes its calculations are listed together.
- The starting attributes of the eight NATIONS know as Major Powers are depicted to help you decide any future strategy.



3. MANUAL ADDENDUM

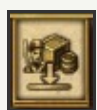
This section provides a description of any features that have been added to **March of the Eagles [TM]** since its release.

3.1 NEW ALERT – CREATE COALITION



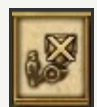
The COALITION ALERT now informs you when it is possible to create a coalition through the appropriate actions in the *Diplomacy window*. It will be displayed only when there are no existing Coalitions and can only trigger if the player is dominant on land or at sea.

3.2 NEW ALERT – OUT OF SUPPLY



This new alert provides you with information when one or more armies are OUT OF SUPPLY somewhere across the map. Mousing over the icon produces a tooltip listing all armies affected by this condition. This list is arranged by the source of supply i.e. the Supply Centre responsible, for the armies affected.

3.3 NEW ALERT – ENEMY OCCUPIED CORE PROVINCE



When the nation you are playing has attained dominance on either land or at sea, this alert will trigger if an enemy army takes control of one of your core provinces. When you see this alert you should look to retake control of the province as soon as possible.

3.4 MAKE COALITION LEADER - DIPLOMACY OPTION



This option is now available through the *Diplomacy window*. Being coalition leader requires that you automatically provide a certain amount of war-subsides to ALL your coalition members. If this is not something you wish your nation to suffer, you can now pass on the mantle of COALITION LEADER to another nation thus removing the economic burden from your shoulders. Be warned that this offer will not be automatically accepted by the targeted nation.


3.5 NATIONALISM


Previously referred to as Rebellions in the **Game Manual**, this is the term used to describe when the threshold of revolt risk has been exceeded and revolt turns to violence. As NATIONALISM mounts, a rebel army is likely to spawn.

- **Local Revolt Risk: +0.2% / year**
- **Minimum Revolt Risk: +0.2% / year**

3.6 ARMY WINDOW DISPLAY CUSTOMIZATION

The army window now contains a number of interface upgrades that have been made available since release.


There are now two configuration buttons that will allow you to configure how you want to view the selected army window. Click the  button to close the lower part of the window.


Clicking the  button on the window header will reshew the lower part of the window.



3.7 ARMY QUICK CUSTOMIZATION OPTIONS

There are two additional quick use buttons which allow the composition of the army stack to be changed depending on the situation the army finds itself in.

 The DETACH SLOWEST BRIGADES button lists all the brigades in the army that have a speed below the highest rating of all brigade types. This is shown in the tooltip when you mouse-over the button. Clicking the button will detach all of the brigades listed into a separate stack, so that the brigades remaining in the army can move at their optimum speed.

 The SPLIT ARMY button allows you to divide an army into two equal forces with just one click. This is a useful option in the case of transporting large armies through unfriendly terrain where attrition may be very high and very costly to your manpower reserves.

3.8 INHERENT GARRISONS

Two types of garrison exist in the game. There are those that act essentially like regular armies made-up of garrison type brigades. In addition every city on the map has the capacity to automatically generate and retain a permanent garrison. These cannot be moved or used like regular armies. AUTOMATIC GARRISON GROWTH is dependent on having manpower available. The largest size a garrison can reach is dependent on the size of a province's city level.



- **Garrison Growth: +0.1% / day**

3.9 NATIONAL DEFENCE

During play the nation that finds itself fighting a DEFENSIVE WAR on home soil (core provinces) will receive a small reduction to the revolt risks in those provinces. The amount of risk receives a modest reduction. Though only for those provinces belonging to the same culture group.

- **Local Revolt Risk: -5% / year**

3.10 RALLY POINTS

The use of RALLY POINTS is now graphically depicted on screen to make it easier to see where armies and naval fleets will converge when built. Army rally points are represented by the ARTILLERY ICON. Navy rally points are represented by the SAIL SHIP ICON. The icon is split when a province has been set to have rally/merge points for both branches of the military.



When these icons are coloured BLUE, they are also set to merge newly arriving units with any unit already within the province. If an icon is BROWN then the merge function is set to off, so any units that arrive at these rally points will remain separate. Merging units must be performed manually.

3.11 BANKRUPTCY

This occurs when you cannot afford to pay your nations expenses for a particular month and at the same time cannot increase your income or reduce expenditure any further. BANKRUPTCY brings the following changes:

- **National Revolt Risk: +1%**
- **Interest: +10**
- **Land Morale: -2**
- **Naval Morale: -2**
- **Army Reinforcement Speed: -25%**
- **Land Maintenance: -20%**
- **Naval Maintenance: -20%**

3.12 SCORCHED EARTH

This is a option that becomes available to Russia's armies once the fourth NATIONAL IDEA is selected. It is available through the *operational toolbar* in the army selection screen. This order helps deny an enemy any assistance it can gain from the provinces it conquers and attempts to use to supply and fund its war-effort. Thereby denying it these vital assets as it marches through the depths of the Russian motherland. Be advised through that once this action is taken its results are irreversible:

- **Maximum (Local) Attrition: +10**
- **Local Tax Modifier: -0.75%**
- **Supply Limit: -2000**

3.13 ENEMY OCCUPATION

When a nation you are at war with moves an army into a province you own, that province is said to be under ENEMY OCCUPATION.

When this occurs the map colours in the province show a striped pattern. For as long as the enemy unit stays within the province's borders a number of penalties will apply to the following factors of the province:



- **Local Revolt Risk:** -1% / year
- **Garrison Growth:** -0.03
- **Supply Production:** -5

3.14 SUPPLY STORAGE

SUPPLY STORAGE is a factor that represents the amount of supply that an army can carry at any given time. As each game day progresses a certain amount of supplies are used up. As armies sometimes only receive a limited supply from the nearest supply source, this storage can run out pretty quickly.

- **Default Army Storage:** x days / unit
- **Additional Storage provided by each Service/supply unit:** +10 days

3.15 PROVINCIAL INCOME

When a province produces some TAX INCOME (namely those with cities in them), the province receives these additional bonuses:

- **Supply Limit:** +100
- **Brigade Recruitment Speed:** -1%
- **Ship Recruitment Speed:** -1%
- **Supply Production:** +5

3.16 LAND DOMINANT

Nations that are currently LAND DOMINANT receive the following bonuses until they lose that standing:

- **National Tax:** +10%
- **Land Morale:** +0.25

3.17 NAVAL DOMINANT

Nations that are currently NAVAL DOMINANT receive the following bonuses until they lose that standing:

- **National Tax:** +10%
- **Naval Morale:** +0.25

3.18 ISOLATED PROVINCES

Small (single province) islands and provinces that have no neighbouring friendly provinces are said to be isolated. If there are NO ADJACENT CONTROLLED provinces next to one of the provinces you own or control, the following penalty is applied:

- **Maximum Attrition: +3**

3.19 TOTAL OCCUPATION

This occurs when ALL core provinces of a nation have been taken over by enemy forces and are under their control. When this happens the following penalty is applied:

- **War Exhaustion: + 1%**

3.20 TOTAL BLOCKADE

Like TOTAL OCCUPATION this situation occurs when all ports in a nation have been BLOCKADED by enemy fleets. This is more difficult to achieve with larger nations that have more ports. The penalty applied is:

- **War Exhaustion: + 2%**

3.21 BLOCKADED PORTS

When a fleet moves into and remains in a sea zone with an enemy port in its borders, that port is deemed to be BLOCKADED. When this occurs the province where the port is situated receives the following penalties:

- **Local Tax: -90%**
- **Brigade Recruitment Speed: +33%**
- **Ship Recruitment Speed: +33%**

3.22 NON-ACCEPTED CULTURE

Some of the predominant cultures of captured/ceded provinces will undoubtedly belong to different culture groups, to that of the nation being played. When this occurs the following penalties are received by the province(s) that are deemed to NOT to have an ACCEPTED to the culture group of the players nation:

- **Local Tax: -30%**
- **Local Manpower: -30%**
- **Local Revolt Risk: +1%**

3.23 SAME CULTURE GROUP

Any provinces whose ownership is taken over, may not have the same culture but may possess a culture from the same group. Those provinces with the SAME CULTURE GROUP receive the following reduced penalties:

- **Local Tax: -10%**

3.24 FRIENDLY TROOPS

When the revolt risk of a particular province continues to rise, one course of action is to move a friendly army there. By doing so the friendly army acts to quell the risk of of nationalism rising. FRIENDLY TROOPS in any province confer the following reduction to any revolt risk:

- **Local Revolt Risk: -1% / Brigade**
- **Minimum Revolt Risk: -1% / Brigade**

3.25 CROSSING STRAITS & RIVERS IN BATTLE

When a battle takes place in a province that contains a river or, a strait was used to move there, the following penalties are received by the *attacking* side. Obtaining the Pontooneer's Land Movement idea reduces river penalties:

<u>River Crossing</u>	<u>With Pontooneers</u>
• Artillery attack: -30%	• Artillery attack: -20%
• Cavalry attack: -20%	• Cavalry attack: -15%
• Cavalry defence: -20%	• Cavalry defence: -10%
• Guard attack: -20%	• Guard attack: -10%
• Infantry attack: -10%	• Infantry attack: -5%
• Light Infantry attack: -10%	• Light Infantry attack: -5%
• Militia attack: -10%	• Militia attack: -5%
• Land Morale: -0.1	• Land Morale: -0.05

<u>Straits Crossing</u>	
• Artillery attack: -20%	• Infantry attack: -5%
• Cavalry attack: -50%	• Light Infantry attack: -15%
• Cavalry defence: -20%	• Militia attack: -25%
• Guard attack: -20%	• Land Morale: -0.05

4. HOW DOES THE GAME WORK?

The following section attempts to provide detail all aspects of gameplay and demonstrate how they interact with one other so you better understand how the game models the complexity of strategy and tactics that were prevalent during the Napoleonic era.

During your time spent playing **March of the Eagles**[TM] you will move game pieces across the board, and click buttons to move objects and make decisions. As you do this the game engine processes vital data to interpret gameplay and provide the result to any action. If you have played other computer games before you should already have an idea how the game engine does this. Especially if you have played the type of deep strategy game such as those made by Paradox Development Studio and Paradox Interactive.

4.1 FACTORS, RATINGS & MODIFIERS

March of the Eagles [TM] models various aspects of the great wars of the Napoleonic era as game components such as: armies, province improvements, leaders, etc.

Every game component uses one or more gameplay FACTORS to determine the outcome of many of the key actions that take place, for whatever aspect of gameplay it may cover such as: DIPLOMACY, the ECONOMY, PRODUCTION or some aspect of WARFARE.

Though the complete answer is fairly complicated the **Clausewitz**[TM] game engine represents most if not nearly all of these FACTORS with a basic numerical value called a RATING (seen in the example as *Base*).

In additional certain game components add MODIFIERS to these ratings making them better or worse than their original value (seen in the example as *Marsh, Coastal, Wild, Enemy*).

The game engine then uses these RATINGS and MODIFIERS to interpret and calculate what is happening during a game. RATINGS and MODIFIERS can be seen by clicking on an item or mousing over an object on the screen, to reveal a tooltip.

- **Yellow text** represents: Base or final ratings
- **Green text** represents: Positive (Good) modifiers
- **Red text** represents: Negative (Bad) modifiers



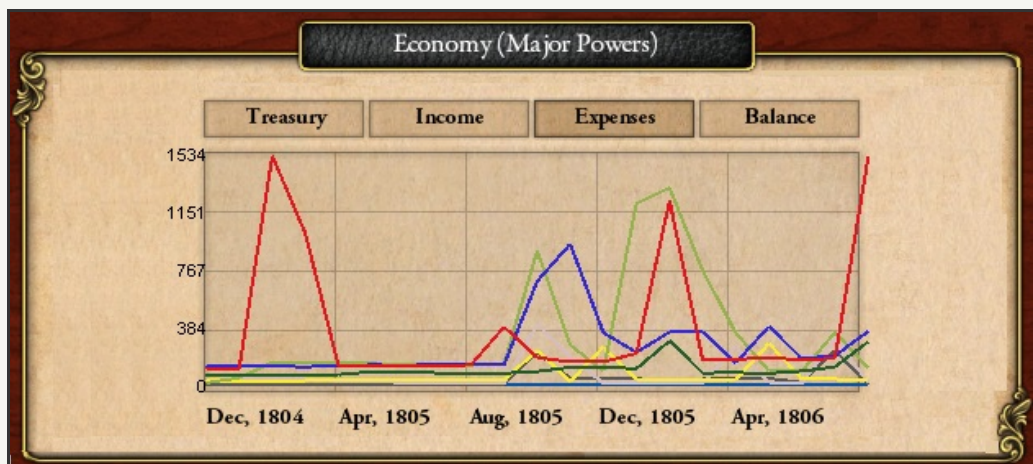
Base:	1000
Marsh:	+2000.00
Coastal:	+3000.00
Wild:	-1000.00
Total:	5000
Enemy x:	
Final:	5.00k

RATINGS have the following attributes:

- They are derived from some basic game component such as an army brigade (cavalry attack), a resource pool (idea points) or Ruler Skill (diplomatic skill).
- They form the basis of what the engine uses to calculate which actions happen in game and the success or failure of any outcome.
- Some ratings provide a maximum or upper limiting value.
- Others are just a measure of ability in some context or another.
- Every factor in the game has only one base RATING which remains constant. Only MODIFIERS can affect this value.

MODIFIERS have the following attributes:

- They affect basic RATINGS permanently or temporarily, enhancing or penalising them by applying additional values to their score.
- They are only applicable to the rating that belongs to the same FACTOR.
- For the most part they also remain static in value, though some modifiers can change depending whether the factor they belong to is dynamic or not. Leader traits and some province improvements are examples of DYNAMIC FACTORS.
- MODIFIERS can be both positive or negative in the way they affect the ratings they are applied to.
- One or more MODIFIERS can be applied to a RATING. These usually belong to different factors, but some factors may possess more than one modifier.
- Some MODIFIERS provide a percentage bonus/penalty, while others a bonus to some measure of ability.



5. GAMEPLAY FACTORS

Contained within this section is a list of all major gameplay factors and a description of how they are used by the game engine. Knowing what the function of each of these is, will aid you in understanding how to best determine the course you set for yourself and the nation you have chosen to play.



GOOD: Try to achieve, attain or increase these gameplay factors.



BAD: Try to avoid, remove or decrease these gameplay factors.

5.1 VICTORY



MONTHLY PRESTIGE: Unlike most other factors prestige is not awarded on a monthly basis. However in some circumstances certain events will provide a small measure of prestige on a regular basis over a short duration of time. It is gained from winning battles, diplomacy and peace.



PRESTIGE FROM LAND BATTLES: This represents the value of prestige awarded after taking part in and winning a battle on land. Losing the battle reduces the prestige a player had earned previously.



PRESTIGE FROM NAVAL BATTLES: Just as prestige is gained from winning land battles, this factor determines how much prestige is received from winning battles on the high seas.

5.2 ECONOMY



NATIONAL TAX: This is the total amount of tax taken from ALL controlled provinces with cities.



LOCAL TAX: The amount of tax taken from a single controlled province with a city.



NAVAL DOMINANT: This provides additional tax income to the nation that is currently the dominant nation at sea.



LAND DOMINANT: Like its counterpart, this factor provides a small additional tax income for the nation that is currently dominant on land.



INTEREST: This is a monthly payment that must be made when one or more loans have been taken out. The more loans you have, the greater this will be.



NATIONAL MAINTENANCE: This is the combined amount of ducats required to keep ALL armies and navies fighting on the battlefield.



LAND MAINTENANCE: This is the combined amount of ducats required to keep all army brigades fighting on the battlefield.



NAVAL MAINTENANCE: This is the combined amount of ducats required to keep all navy squadrons fighting on the seas.

5.3 REVOLTS



NATIONAL REVOLT RISK: The measure of ALL provinces looking to take up arms in the name of nationalism, against the owning or occupying nation.



LOCAL REVOLT RISK: The measure of a single province looking to take up arms in the name of nationalism, against the owning or occupying nation.



NATIONAL DEFENCE: This factor is in play when a nation is fighting a defensive war on home soil. All core provinces with culture belonging to the same culture group as your nation receive a reduction in revolt risk.

5.4 PRODUCTION



BUILD COST: The amount of ducats required to fund the construction of a province improvement.



BRIGADE COST: The amount of ducats required to fund the recruitment of an army brigade.



SHIP COST: The amount of ducats required to fund the commissioning of a naval squadron.



BRIGADE RECRUITMENT TIME: This is the amount of time a brigade will take to build in any core province owned by you.



SHIP CONSTRUCTION TIME: This is the amount of time a squadron will take to be commissioned and ready for action in any province you own with a port.



IMPROVEMENT BUILD TIME: This the amount of time an improvement will take in order to be built in any of the provinces you own.

5.5 PROVINCES



CAPITAL CITY: This is obviously the most important city in a nation. The province that holds the capital city receives a few extra bonuses in terms of gameplay factors.



CITY: Though the map has a great number of provinces, those that contain cities are the most important ones a nation can possess. For these provide numerous bonuses to many other gameplay factors such as tax and manpower.



DEVELOPMENT LEVEL: There are four levels of possible development a province can be said to have: WILD, CLEARED/NORMAL, DEVELOPED and CIVILIZED. Each of which provides a bonus or penalty to several other important gameplay factors.



TRANSPORT NETWORK: This represents the capacity of the province to move people across its borders. There are four levels of network: NONE, TRACKS, ROADS and MAJOR ROADS. The higher the transport level the faster armies can move through a province and the higher the limit of supply that can be provided to armies in the province.



IMPROVEMENT LEVEL: This factor represents the ability of any buildings contained with a province. Forts and ports can be built and upgraded from 0-3 levels, while depots can only ever reach an improvement to level 1.



WEATHER: This represents three possible weather situations that can be present in a province; MILD WINTER, NORMAL WINTER, SEVERE WINTER. Weather only exists in provinces during the winter season of the year. Weather can be seen on the map by using the *Terrain mapmode*.

5.6 IDEAS



IDEA POINTS: When enough of these have been accumulated you can choose to adopt a new idea from any of the standard forty-five, or in addition if playing a major power, one of the five national ones.

5.7 DIPLOMACY



DIPLOMATS: These are required to enact most of the options in the Diplomacy window.



DIPLOMACY SKILLS: This ability corresponds to the ability of the ruler of the nation being played. It is used to determine if any diplomatic action taken ends in success or failure.



RELATIONS: These scores are the measure of how ones nation sees others in terms of friendliness or hatred. The ability to use most diplomatic actions and the possibility of success of are based at least in part on this factor.

5.8 PEACE NEGOTIATIONS



PEACE COST: This is used in conjunction with the warscore of a certain conflict to determine what tribute is demanded or offered in order to make peace. The lower the rating this, the more items that can be demanded or offered in order to agree a peace deal.

5.9 WARFARE



NATIONAL MANPOWER: This is the total number of men that can be used to recruit brigades to build your armies. This value is totalled from the provinces that you own across the map where a city is present.



MAXIMUM WAR EXHAUSTION: This is the highest value war exhaustion can rise to during a conflict. The higher this climbs the greater the effect it will have on aspects of your war-effort.



MONTHLY WAR EXHAUSTION: This is the amount War Exhaustion will rise per month. You will want to keep this value as close to zero as possible. Unfortunately while you are at war this value will keep rising on a monthly basis.



GLOBAL SUPPLY PRODUCTION: This factor represents the combined value of all supply generated across all provinces owned by you.



GENERATED SUPPLY: This is the amount of supply generated in each province on the game map. It is used when determining how many supply points are added to a supply centre for supplying your armies.



SUPPLY LIMIT: This value indicates the upper limit of supply that a province can provide for all armies located within its borders. When applied against the supply weight of a particular army, this factor helps determine if that unit is suffering from attrition.



SUPPLY USAGE: This is the current amount of supply a particular army is using at any moment during play. This value can alter depending on the size of the army.



SUPPLY TRAIN CAPACITY: This is the ability of service units (army brigades) to increase the amount of supply an army can carry by a small amount.



MAXIMUM ATTRITION: This value represents the highest level of attrition damage any army will take in a particular province. Even if potentially all other factors point to a higher value, with some factors having a negative effect on this upper limit.



LAND ATTRITION: This value indicates the current amount of attrition being suffered by an army. Any army on a land province where their supply weight is greater than the supply being received will take attrition damage in the form of casualties.



NAVAL ATTRITION: Similar to the Land Attrition value, this factor represents damage to the capability of naval squadrons during their time at sea. Unlike land attrition, the factors that affect this form of attrition do not include supply but rather naval range (or the time spent at sea by the unit). Damage inflicted by this value is measured as a percentage.



FORCE MARCH ATTRITION: Unlike the previous forms of attrition this aspect of warfare does not come into play through province attrition but, when the order to Force March is given to an army. Thus making them move faster, but potentially lose cohesion more quickly and thus more soldiers from the front-line.



ARMY MARCH SPEED: This value measures how quickly an army can move from one province to another across the map.



NAVY SAIL SPEED: This factor represents the speed of at which a naval fleet can traverse from one sea zone to another across the map.



NAVAL RANGE: This is the distance a naval fleet can move across the seas without setting into a friendly port to take on more stores. If this is exceeded the fleet in question will begin to suffer attrition.



UNIT EVASION: This factor represents the ability of an army or fleet to evade an enemy force that is present within the same province or sea zone. It comes into effect when the Evade order is given to the unit in question.



BLOCKADE EFFICIENCY: When a fleet is blockading an enemy port, this value is used to calculate just how much of the tax income is lost by the port owning nation.

5.10 COMBAT



ARMY [FLANK] FRONTAGE: This is the value that determines how many brigades can fight during a given phase of combat. This value is offset against the frontage values of each brigade, fighting in a particular flank, during a particular battle.



FRONTAGE AVAILABILITY: This is the amount of additional or less frontage provided by terrain when applied to the default value of 50 as determined under standard conditions.



UNIT FRONTAGE: This is base factor of frontage required by a particular brigade in order to line-up on a flank and participate in an ongoing combat.



NAVAL POSITIONING: This value helps provide a idea of which fleets have gained an upper hand over their opponents in terms of their location at sea during a naval battle.



GENERAL OFFENSE: This factor applies a value to the attacking attribute of all military units under the command of the nation.



GENERAL DEFENSE: Just as the General Offensive attribute but applied to the defending capabilities of all military units under the command of the nation.



UNIT ATTACK: This factor is actually named according to the unit in question (i.e. Cavalry attack, Galley attack) and is used to calculate how much potential damage it can inflict against opposition forces.



UNIT DEFENCE: Like its counterpart this value applies to a specific unit. It helps determine its capability to protect itself against attack, reducing the casualties that can be inflicted upon it by the other force.



UNIT INITIATIVE: This important attribute determines how quickly a unit will be employed in battle during a particular combat phase. The lower this is, the sooner a brigade or squadron will attack their opponent.



ARMY MORALE: This value represents an army's fighting spirit, determining their capacity to stay in combat against an opponent on the field of battle.



NAVY MORALE: Like its army counterpart, this factor provides an indication of a fleet's desire to remain in combat and defeat the enemy navy.



GLOBAL SHIP REPAIR: This value determines how much and how fast a naval squadron at reduced fighting capacity can be repaired. It impacts both repairs in port and repairs at sea.



LOCAL SHIP REPAIR: This factor determines how quickly a squadron can recover when it is docked in a friendly port. It applies only to the repair capacity of the province in question, namely where the ship is docked.



REPLACEMENTS NEEDED: This indicates the amount of manpower replacements a particular army requires in order to return the men under its command to 100% capacity.



DAILY REPLACEMENT RATE: This is the amount of replacements currently being sent to a particular army that has a REPLACEMENTS NEEDED value of more than one.



REINFORCE SPEED: This factor represents how quickly an army is to receive replacements to any casualties suffered by its ranks either through combat or through attrition.



CASUALTY TRICKLEBACK: This value determines the amount of casualties able to return to the fight as retrospectively their injuries were not serious enough to keep them from fighting in the next battle.



UNIT EXPERIENCE: This factor indicates the current experience a unit has so far managed to accumulate during the current game. This value is applied during combat to provide additional bonuses to defence as a result of all they have learnt.



STARTING EXPERIENCE: This represents the amount of experience a particular brigade is created with. Some other game factors can increase this, making these new units better able to defend themselves.



EXPERIENCE GAIN: This factor is used to determine how many experience points a unit will gain depending on a particular action such as taking part in combat.

5.11 PROVINCIAL BENEFITS



NON-ACCEPTED CULTURE: This factor is triggered in provinces where the culture does not belong to the same culture group of the nation being played. A number of penalties are received in those provinces.



SAME CULTURE GROUP: Conversely when the culture from a province belong to the same group they receive lesser penalties to certain aspects of gameplay.



BLOCKADED: A port is said to be blockaded if a fleet from a warring nation is present in the same sea zone the port occupies and is not being challenged by a friendly fleet.



NO ADJACENT CONTROL: This factor applies to the attrition level of a province. It is in effect when no other friendly province can be found next to the province in question. Therefore it is isolated and cannot expect any help from a neighbour province.



FRIENDLY TROOPS: When a province contains a friendly army of troops this factor comes into play. It affects the level of revolt risk in whatever province those friendly troops find themselves in.



OCCUPIED: A province is said to be occupied if an enemy army is located within its borders and there are no friendly troops to fight it or force it to retreat. The province will change to show striped colours if it is occupied.



MILITARY ACCESS: This factor is active if the diplomatic agreement to allow access to another nation's military. It applies to the supply limit of a province owned by another, friendly nation.



ALLIED: Similar to military access this factor also applies to the available supply limit of a province. Though it provides a greater bonus to this limit.



ENEMY OWNED: Yet another factor that applies to the supply limit of a province. On this occasion the province is not owned by you or a friendly nation and therefore the available supply limit from this province is greatly reduced.

6. GAMEPLAY MODIFIERS

The core aspects of gameplay highlighted in this section will allow you to achieve victory. Alongside each one is a breakdown of the individual Base Ratings and Modifiers that contribute to the value a certain factor provides.



Ratings and modifiers can affect gameplay on two levels:

- GLOBAL or NATIONAL affect aspects across your entire nation.
- LOCAL ratings refer to those factors affecting only a specific province within the players control, for instance the cost or build time of units purely at that location.

6.1 INCOME



The economy works by using a simple framework. Income is the aspect of economy which gains you ducats, the monetary value used in the game. There are only so many ways you can receive income:

NATIONAL TAX	Base: Modified:	National Tax = Owned provinces with cities Land Dominant, Naval Dominant, Events, Regimes, Rulers, Ideas, AI Setting
LOCAL TAX	Base: Modified:	Province with a city Development Level, Events, Blockade, Capital City, Same Culture Group, Non-accepted Culture Group, Scorched Earth, Revolt Risk
HARBOUR FEES	Base: Modified:	Naval Dominant + Owned provinces with ports n/a
LOANS	Base: Modified:	One-off amount received when loan taken n/a
AGREEMENTS	Base: Modified:	Ducats received through peace negotiations n/a
GIFTS	Base: Modified:	n/a n/a
SUBSIDIES	Base: Modified:	Ducats received through diplomacy per month n/a
SPOILS OF WAR	Base: Modified:	n/a n/a

6.2 EXPENSES



Receiving income is only one half of the economy. The other is spending it. With lots of ducats in your treasury, you can essentially fund all aspects of the war-effort you wish including: Production, Diplomacy, Military Recruitment and Military Maintenance.

UNIT	Base:	Unit Recruitment Cost
RECRUITMENT	Modified:	Brigade Recruitment Modifier
MILITARY	Base:	Maintenance Cost / Unit
MAINTENANCE	Modified:	National Maintenance Modifier, Land Maintenance Modifier, Naval Maintenance Modifier, Regimes, Ideas, Bankruptcy
INTEREST	Base:	Interest
	Modified:	Bankruptcy, Ideas
VASSAL	Base:	n/a
PAYMENTS	Modified:	Satellites
GIFTS	Base:	n/a
	Modified:	Diplomacy
PROVINCE	Base:	n/a
IMPROVEMENTS	Modified:	Province Improvements
REPAID LOANS	Base:	n/a
	Modified:	Loans
PEACE	Base:	n/a
AGREEMENTS	Modified:	Peace negotiations
WAR SUBSIDES	Base:	Coalition leader
	Modified:	Diplomacy

6.3 PRESTIGE



Another vital aspect of gameplay is the accumulation of Prestige, both in terms of determining victory in the case of a draw when the game end date is reached or in terms of currency when a diplomatic action is taken.

PRESTIGE	Base:	n/a
	Modified:	Ideas, Events, Winning battles, Peace Negotiations

6.4 IDEA POINTS



In order to unlock the precious bonuses Ideas provide Idea points are collated every month and spent in the *Ideas window*.

IDEA POINTS	Base:	15 / month
	Modified:	Taking part in battles, Ideas, Events, Difficulty Setting, AI Setting

6.5 WAR EXHAUSTION



Unlike all other game factors you will want to keep this at its lowest possible score, for its effects are negative to a wide variety of other gameplay factors.

MAX. WAR EXHAUSTION	Base:	At Peace (20), At War (20)
	Modified:	AI Setting, Ideas, Regimes
WAR EXHAUSTION	Base:	Fighting battles.
	Modified:	AI Setting, At Peace, Difficulty Setting, Regimes, Rulers, Total Blockade, Total Occupation

6.6 MANPOWER



This is perhaps THE key element of the game. Without manpower new brigades cannot be formed or any soldiers lost in battle replaced. Compared to the other attributes manpower is the most difficult attribute to be increased over time.

MANPOWER	Base:	(Total) Local Manpower
	Modified:	AI Setting, Difficulty Setting, Events, Ideas, Regimes, Rulers
(LOCAL) MANPOWER	Base:	Province with city
	Modified:	Capital City, Depot, Development Level, Events, Road Network, Non-accepted Culture, Regimes, Rulers, War Exhaustion

6.7 WAR & PEACE



Unlike the other fundamental attributes warscore cannot be used during the majority of gameplay. Instead it comes into play when one nation or another is ready to conduct peace negotiations.

WAR SCORE	Base:	n/a
	Modified:	Winning Battles
PEACE COST	Base:	n/a
	Modified:	Rulers, Ideas

6.8 DIPLOMACY



Diplomats are the main currency of diplomatic actions. A maximum of five can be held during any month, which cannot be increased. Without a free diplomat at your court you will be unable to participate in most diplomatic options available through the Diplomacy window. Diplomatic skills is an attribute of your ruler.

DIPLOMATS	Base:	1 / month
	Modified:	Regime, Ideas
DIPLOMATIC SKILL	Base:	Ruler
	Modified:	Ideas, Events

6.9 REVOLT RISK



These factors that affect how revolts and rebellions are modelled, shown here along with ratings, modifiers and additional bonuses:




NATIONAL REVOLT RISK	Base:	n/a
	Modified:	Regime, Events, Ideas, Difficulty Setting, Bankruptcy, War Exhaustion
LOCAL REVOLT RISK	Base:	n/a
	Modified:	Fort, WE, Non-accepted Culture, Province Occupation, Nationalism, Friendly Troops, Events, National Defence
MINIMUM REVOLT RISK	Base:	n/a
	Modified:	Friendly Troops

6.10 PRODUCTION



During the course of the game it is possible to build units such as naval squadrons, army brigades or construct province improvements such as road networks or military facilities. The factors that affect these are shown here along with base ratings and modifiers:

BRIGADE RECRUITMENT TIME	Base:	Unit(s)
	Modified:	Depot, Province Occupation, Regimes, Ideas
BRIGADE RECRUITMENT SPEED	Base:	Unit(s)
	Modified:	Ideas, Province with city, Provincial Tax Income, Revolt Risk
GLOBAL BRIGADE COST (LOCAL) BRIGADE COST	Base:	Unit
	Modified:	Depot, Ruler, Regimes, Blockade
SHIP CONSTRUCTION TIME	Base:	Unit(s)
	Modified:	Port, Province Occupation, Ideas, Blockade, , Provincial Tax Income, Revolt Risk
SHIP COST	Base:	Unit(s)
	Modified:	n/a
LOCAL SHIP COST	Base:	Unit
	Modified:	Port, Ideas, Difficulty Setting
IMPROVEMENT BUILD COST	Base:	Building Improvement
	Modified:	Ideas

	1.80k	9.0	1800	Lancers Brigade The number of days it takes to recruit this unit: 49 (Base time: 90). ----- Provincial Tax Income: -10.00% Depot level: -10.00% City: -25.00%
	1.20k	3.6	1200	
	1.20k	3.6	1200	

6.11 COMBAT



The factors that affect how battles are fought and won are shown here along with combat ratings and modifiers :

GENERAL DEFENCE	Base:	n/a
	Modified:	(Local) Fort, Tactics, Leaders, Regimes, Events, Combat Events, Difficulty Setting, AI Setting
GENERAL ATTACK	Base:	n/a
	Modified:	Tactics, Leaders, Regimes, Events, Combat Events,
UNIT ATTACK	Base:	Unit
	Modified:	Combat Events, Ideas, Leaders, River/Strait Crossing, Tactics, Traits
UNIT DEFENCE	Base:	Unit
	Modified:	Combat Events, Ideas, Leaders, River/Strait Crossing, Tactics, Traits
UNIT INITIATIVE	Base:	Unit
	Modified:	Traits, Ideas
ARMY MORALE	Base:	1 (for all brigades)
	Modified:	AI Setting, Bankruptcy, Difficulty Setting, Events, Ideas, Land Dominant, Regimes, River Crossing, Rulers, Traits, War Exhaustion
NAVY MORALE	Base:	1 (for all squadrons)
	Modified:	AI Setting, Difficulty Setting, Bankruptcy, Events, Ideas, Naval Dominant, Rulers, Regimes, War Exhaustion
LAND FRONTAGE	Base:	Default 50
	Modified:	Ideas, Terrain, Traits
NAVAL FRONTAGE	Base:	50
	Modified:	n/a
STARTING EXPERIENCE	Base:	Unit
	Modified:	Ideas, Rulers
EXPERIENCE GAIN	Base:	Fighting battle
	Modified:	Events, Ideas

6.12 WARFARE



The factors that affect how warfare is conducted are shown here along with relevant ratings and modifiers:

REINFORCE SPEED	Base:	n/a
	Modified:	Bankruptcy, Rulers, War Exhaustion
LOCAL ARMY REINFORCE SPEED	Base:	n/a
	Modified:	Depot, Events, Ideas, Weather
CASUALTY TRICKLEBACK	Base:	n/a
	Modified:	Ideas

SUPPLY LIMIT	Base:	1000 / land province
	Modified:	Road Network, Development Level, Depot, Events, Terrain, Owned, Occupied, Military Access, Enemy province, City in Province, Scorched Earth
SUPPLY PRODUCTION	Base:	Province with a city
	Modified:	Ruler, Depot, Revolt Risk , WE, Non-accepted Culture, Province Occupation, Ideas, Provincial Tax Income, Provincial Tax Income
SUPPLY STORAGE	Base:	Inherent to Armies
	Modified:	Service/Supply Units, Ideas
GLOBAL SHIP REPAIR	Base:	n/a
	Modified:	Ideas
LOCAL SHIP REPAIR SPEED	Base:	n/a
	Modified:	Port
LOCAL SAIL SPEED	Base:	n/a
	Modified:	Traits, Ideas
LOCAL ARMY MOVEMENT SPEED	Base:	n/a
	Modified:	Road Network, Development Level, Traits, Regimes, Events, Ideas, Weather
GARRISON GROWTH	Base:	Land province with a city 5%
	Modified:	Capital City, Province Occupation, Manpower
MAX LAND ATTRITION	Base:	Land province = 5
	Modified:	No adjacent controlled province, Development status, Road Network, Regimes, Ideas, Weather, Scorched Earth
(LOCAL) LAND ATTRITION	Base:	n/a
	Modified:	Weather
MAX NAVAL ATTRITION	Base:	Sea zone = 5
	Modified:	Ideas
CURRENT NAVAL ATTRITION	Base:	n/a
	Modified:	Events
LAND EVASION	Base:	Unit
	Modified:	Ideas
NAVAL EVASION	Base:	Unit
	Modified:	Events
BLOCKADE EFFICIENCY	Base:	n/a
	Modified:	Ideas, Rulers
NAVAL RANGE	Base:	400 (default)
	Modified:	Ideas

			
Naval Provinces	14.20%	Land Provinces	28.50%
Province	Owner	Province	Owner

7. GAMEPLAY SETTINGS

Before beginning your game it is possible to set two game settings to alter your gaming experience; to make it easier or harder to achieve victory. These are the DIFFICULTY LEVEL and the A.I. AGGRESSIVENESS. These settings change several gameplay factors helping the game engine or hindering it, depending on the level chosen. These settings are further described below:

7.1 DIFFICULTY LEVEL

You can choose to tailor your playing experience by setting the game difficulty to any of five levels. Selecting a particular option will affect a number of gameplay factors as listed below:



VERY EASY - This setting will make it as easiest as possible to achieve victory:

- **National Manpower: +50%**
- **[ALL except Service Units] Brigade Costs: -50%**
- **Improvements Cost: -50%**
- **National Revolt Risk -3%**
- **War Exhaustion: -1**
- **Global Defence: +50%**
- **Idea points +10 / month**

EASY - This settings will make it slightly easier to achieve victory:

- **National Manpower: +25%**
- **[ALL except Service Units] Brigade Costs: -25%**
- **Improvements Cost: -25%**
- **National Revolt Risk -1%**
- **War Exhaustion: -0.5**
- **Idea points +5 / month**

NORMAL - There are no changes made to starting gameplay factors. This is how **March of the Eagles**[TM] was designed to be played.

HARD - This setting will provide a slightly harder challenge in order to achieve victory:

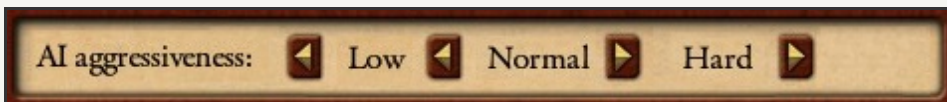
- **Army Morale: -0.1**
- **Naval Morale: -0.1**

VERY HARD - This settings will provide the hardest challenge in order to achieve victory:

- **Army Morale: -0.25**
- **Naval Morale: -0.25**

7.2 AI AGGRESSIVENESS

In addition the way in which the Artificial Intelligence (A.I.), the component of the game engine responsible for controlling rival nations and their actions can be tailored to behave in a more attacking manner, remain balanced or to not attack as much. These settings change the following gameplay factors:



LOW - This level of A.I. aggressiveness will penalize the A.I. by setting these additional gameplay factors:

- **Army Morale: -1**
- **Naval Morale: -1**
- **National Manpower: -5%**

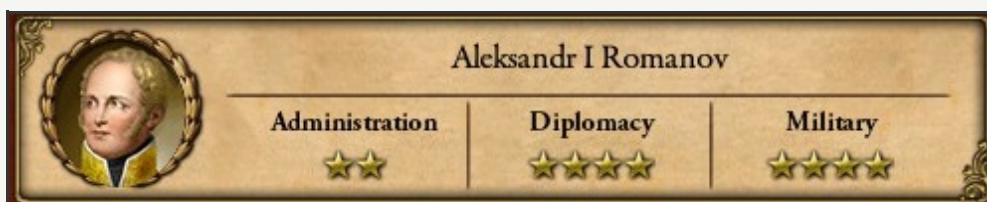
NORMAL - There are no changes made to starting gameplay factors. This is how **March of the Eagles[™]** was designed to be played.

HIGH - This level of A.I. aggressiveness will assist the A.I. by adding these additional gameplay factors:

- **Army Morale: +0.25**
- **Naval Morale: +0.25**
- **Global Tax Modifier: +25%**
- **National Manpower: +50%**
- **Maximum War Exhaustion: -3**
- **War Exhaustion: -0.5**
- **Global Defence: +50%**
- **Idea points: 10 / month**

8. RULERS

Every playable nation is led by a ruler. A figurehead. A leader of the people and sometimes of government to. These rulers of nations used their position to augment aspects of their nation in one way or another depending on the nations capabilities or lack thereof. So that any goals should be that much more closer to achieve.



In **March of the Eagles [TM]** rulers play a small if significant part, applying their personal skills to certain aspects of the war-effort. Each ruler possesses three skills weighted between 1-10 POINTS. Each of which apply the following bonuses to certain gameplay factors:

8.1 ADMINISTRATION SKILL

The ruler's administration skill provides bonuses to three specific game factors:

- **National Tax:** +2% per skill point
- **National Manpower:** +2% per skill point
- **Global Supply Production:** +2% per skill point

8.2 DIPLOMACY SKILL

This ruler skill provides additional bonuses to three specific game factors:

- **Blockade Efficiency:** +5% per skill point
- **Reinforce Speed:** +1% per skill point
- **Peace Cost:** -1% warscore per skill point

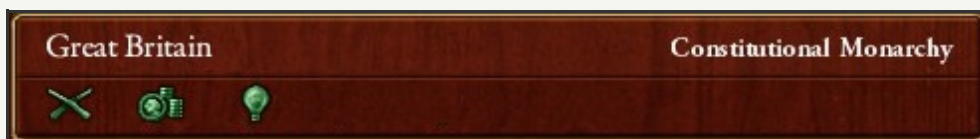
8.3 MILITARY SKILL

A rulers military skill provides additional bonuses to four game factors:

- **Army Morale:** +0.1 per skill point
- **Navy Morale:** +0.1 per skill point
- **Monthly War Exhaustion:** -0.02 per skill point / day
- **Starting Unit Experience:** +2 per skill point

9. REGIMES

There are eight regime types in **March of the Eagles [TM]**. Each one provides the nation being played with certain benefits and certain penalties.



Regimes cannot be changed during the normal course of play. Though they may be changed through rare events. In addition when a nation releases a new nation through diplomacy, that nation inherits the regime of the nation that released it. The regimes and the modifiers they provide by are described below:

9.1 ENLIGHTENED DESPOTISM

Nations with this type of regime are afforded the following bonuses and penalties:

- **Monthly Diplomats: +1.5**
- **Monthly War Exhaustion: -0.05**
- **Militia Attack: +10%**
- **Militia Defence: +10%**
- **National Manpower: -5%**



Nations with this regime include: AUSTRIA, Baden, Bavaria, Brunswick, Denmark, Hessen, *HRE*, Mecklenburg, Nassau, Oldenburg, Piedmont, PRUSSIA, *Saxony*, SWEDEN, *Tuscany*, Württemberg

9.2 DESPOTIC MONARCHY

Nations adopting this type of regime are afforded the following bonuses and penalties:

- **National Tax: +75%**
- **Maximum War Exhaustion: -10**
- **Land Maintenance: -25%**
- **National Revolt Risk: +1.25%**



Nations with this regime include: Persia

9.3 FEUDAL MONARCHY

Nations with this type of regime are afforded the following bonuses and penalties:

- **National Manpower: +15%**
- **Land Maintenance: -25%**
- **National Tax: -30%**
- **Naval Maintenance: +25%**
- **National Revolt Risk: +1%**



Nations with this regime include: Algeria, Egypt, *Moldavia*, Morocco, OTTOMAN EMPIRE, Tripolitania, Tunisia, *Wallachia*

9.4 ABSOLUTE MONARCHY

Nations possessing this type of regime are afforded the following bonuses and penalties:

- **Land Maintenance: -25%**
- **Maximum War Exhaustion: -10**
- **National Tax: +75%**
- **National Revolt Risk: +1.25%**



Nations with this regime include: Portugal, Sicily, SPAIN

9.5 CONSTITUTIONAL MONARCHY

Nations adopting this type of regime are afforded the following bonuses and penalties:

- **National Tax: +10%**
- **Monthly Diplomats: +1.25**
- **Army Morale: +0.1**
- **Navy Morale: +0.2**
- **Naval Maintenance: +25%**
- **General Attack: +10%**
- **Guard Attack: +20%**
- **Infantry Attack: +10%**



- **Big Ship Attack: +20%**
- **Light Ship Attack: +20%**
- **Guard Defence: +10%**
- **Infantry Defence: +10%**
- **Brigade Costs: +5%**
- **National Manpower: -15%**

Nations with this regime include: GREAT BRITAIN

9.6 IMPERIAL GOVERNMENT

Nations with this type of regime are afforded the following bonuses and penalties:

- **Monthly Diplomats: +1.1**
- **Army Morale: +0.25**
- **National Manpower: +25%**
- **Brigade Costs: -5%**
- **General Defence +10%**
- **National Revolt Risk: +1.0**
- **National Tax: -25%**



Nations with this regime include: RUSSIA

9.7 REVOLUTIONARY REPUBLIC

Nations possessing this type of regime are afforded the following bonuses and penalties:

- **Army Morale: +0.25**
- **National Manpower: +25%**
- **General Defence +10%**
- **Militia Attack: +10%**
- **Militia Defence: +10%**
- **Militia Cost: -50%**
- **Militia Build Time: -50%**
- **Brigade Costs: +5%**



Nations with this regime include: *Italy, Switzerland, The Netherlands*

9.8 REVOLUTIONARY EMPIRE

Nations adopting this type of regime are afforded the following bonuses and penalties:

- **Army Morale: +0.25**
- **Land Attrition: -20%**
- **General Attack: +10%**
- **Army March Speed: +10%**
- **Militia Cost: -50%**
- **Militia Build Time: -30%**
- **National Manpower: +25%**
- **Brigade Costs: +5%**



Nations with this regime include: FRANCE

9.9 PAPACY

There can only be one nation with this type of special regime. The Papacy is afforded the following bonuses and penalties:

- **Monthly Diplomats: +2**

Nations with this regime include: *Papacy*

Anti-French Coalition	
lead by Great Britain	
Members:	
 Great Britain	(Leader)
 Hannover	(Satellite)
 Portugal	2.13 🏆
 Sicily	2.40 🏆
 Russia	14.81 🏆
 Persia	(Satellite)

10. IDEAS

Ideas provide the greatest range of modifiers and additional boosts to your nation. They encompass almost every aspect of a nation's war-effort and can only be gained through idea points. These are received mostly from taking part in battles, though these can be increased in value or modified on a monthly basis through events.



There are nine central Idea categories each providing five levels of modifiers to different aspects of your nation's war-effort. These are listed below:

10.1 LAND MOVEMENT

This idea category contains modifiers to several army factors and also activates a number of new operational orders:



1. MARCH TO THE SOUND OF GUNS – **March to the Sound of Guns order becomes available**
2. COORDINATED MOVES - **Army Evasion: +25%**
3. FAST MOVE - **Army March speed: +10%**
4. FORCED MARCHING – **Forced Attrition order & Force March Attrition: +30%**
5. PONTOONS - **Gain bonus to river crossing modifier in battle**

10.2 NAVAL MOVEMENT

This idea category contains modifiers that will affect several factors of a nation's naval capability:



1. COPPER BOTTOMS - **Navy Sail Speed: +10%**
2. CLOSE BLOKAKDE - **Blockade Efficiency: 50%**
3. OVERSEAS BASES - **Repair in friendly ports (Same coalition or Military Access agreement)**
4. REPAIR AT SEA - **Squadrons are repaired without needing to be in a friendly port**
5. NAVAL SUPREMACY – **Navy Morale: +1**

10.3 ECONOMIC

This idea category contains modifiers that will affect several factors of a nations economic and production capabilities:



1. NATIONAL BANKING SYSTEM - **Interest: -2**
2. IMPROVED TAX - **National Tax Modifier: +5%**
3. DEPOT CONSTRUCTION - **Build Cost: -33%**
4. ORGANIZED RECRUITING - **National Manpower: +1000, National Manpower: +5%**
5. IMPROVED SUPPLY PRODUCTION - **Global Supply Production: +5%**

10.4 SUPPLY

This idea category contains modifiers that will affect several factors of a nations capability to supply and reduce attrition:



1. EXPERT FORAGING - **Land Attrition: -10%**
2. ARMY SUPPLY TRAIN - **Supply Train Capacity: +10%**
3. DEPOT LOGISTICS - **Reinforce Speed: +10%**
4. NAVAL PROVISIONING - **Naval Attrition: -10%, Naval Range: +100**
5. MEDICAL SERVICE - **Casualty Trickleback: +5%**

10.5 ARTILLERY

This idea category contains modifiers that will affect several factors of a nations artillery capability on the battlefield:



1. PRELIMINARY BOMBARDMENT - **Artillery Defence: +25%**
2. ARTILLERY SCHOOL - **Artillery Build time: -33%**
3. MOBILE ARTILLERY - **Artillery Attack: +5%, Artillery Initiative: -1**
4. NAVAL SUPPORT - **Big Ship Initiative: -2**
5. ARTILLERY SUPPORT - **Artillery Attack: +33%**

10.6 FIRE

This idea category contains modifiers that will affect several factors across a nations combat capabilities on the battlefield:



1. VOLLEY FIRE - **Infantry Attack: +20%**
2. PLATOON FIRE - **Infantry Initiative: -2**

3. TRAINED SHARPSHOOTERS - **Light Infantry Attack: +33%, Light Infantry Defence: +33%**
4. FULL HULL FIRE - **Big Ship attack +20%**
5. LINE OF FILE INSTRUCTIONS - **Infantry Defence: +33%**

10.7 SHOCK

This idea category contains modifiers that will affect several factors of a nations capability to inflict higher casualties on the battlefield:



1. ASSAULT COLUMN - **Guard Initiative: -3**
2. MIXED ORDER - **Light Infantry Initiative: -1, Light Infantry Initiative: -2**
3. PURE ELAN - **Prestige From Land Battles: +50%**
4. STURDY SEAMEN - **Prestige From Naval Battles: +50%**
5. CAVALRY CHARGE - **Cavalry Attack: +33%**

10.8 PRODUCTION

This idea category contains modifiers that will affect several factors of a nations production capability:



1. STREAMLINED NAVAL DESIGN - **Ship Costs: -10%**
2. EXPERT SHIPWRIGHTS - **Ship Construction Time: -10%**
3. NAVAL DOCKYARDS - **Global Ship Repair: +50%**
4. MILITARY REGIONS - **Brigade Recruitment Time: -10%**
5. STANDARDIZED EQUIPMENT - **Brigade Costs: -10%**

10.9 COMMAND

This idea category contains modifiers that will affect several factors of a nations capability to command all aspects of its military:



1. DIPLOMATIC CORPS - **Monthly Diplomats: +1, Diplomat skill: +1**
2. DIVISIONAL STRUCTURE - **Army Frontage: +15%**
3. ARMY CORPS - **Experience Gain: +15%**
4. SATELLITE NATIONS - **Peace Cost: -10%**
5. SQUARES - **Morale of Armies: +0.5**

NATIONAL IDEAS are only available to the eight Major Powers of the game. These additional five ideas are unique to every nation and can make the difference in the plans and strategy you will decide to use in your game. They are available throughout the course of a game.

10.10 AUSTRIA

When playing as the Austria these National Ideas can be also be chosen:



1. GLORIOUS ARMS - **Prestige from Land Battles: +50%**
2. SPY NETWORK - **National Revolt Risk: -2**
3. MILITARY FRONTIER - **National Manpower: +50%, Land Maintenance: -25%**
4. AUSTRIAN ARMY REORGANIZATION - **Morale of Armies: +0.25, National Manpower: +25%, Land Maintenance: -25%**
5. AUSTRIAN NATIONAL BANK - **National Tax: +5%, Interest: -0.5**

10.11 FRANCE

When playing as the France these National Ideas can be also be chosen:



1. GRAND IMPERIAL STAFF - **Army Frontage: -15%**
2. GRIBEAUVAL SYSTEM - **Artillery Attack: +20%**
3. GRANDES ECOLES - **Monthly Idea Points: +10**
4. NAPOLEONIC GENIUS - **Guard Attack: +50%**
5. CODE CIVIL - **Start Experience: +20**

10.12 GREAT BRITAIN

When playing as the Great Britain these National Ideas can be also be chosen:



1. PRESS GANGS - **Naval Maintenance: -33%, Naval Range: +100**
2. BANK OF ENGLAND - **Interest: -2**
3. BROWN BESS MUSKET - **Infantry Attack: +25%**
4. PARILMENTARY SYSTEM - **Maximum War Exhaustion: -3**
5. THE WOODEN WALL - **Big Ship Defence: +50%, Light Ship Defence: +50%**

10.13 OTTOMAN EMPIRE

When playing as the Ottoman Empire these National Ideas can be also be chosen:



1. PASHA LEVIES - **Land Maintenance: -5%, Brigade Recruitment Time: -33%, Brigade Costs: -50%**
2. BEYLERBEY - **Morale of Armies: +0.5, Cavalry Initiative: -1**
3. OTTOMAN MADRASAH - **Monthly Diplomats: +1, Diplomatic Skill: +1**
4. HARAC - **National Tax: +10%**
5. PAX OTTOMANA - **National Revolt Risk: -2**

10.14 PRUSSIA

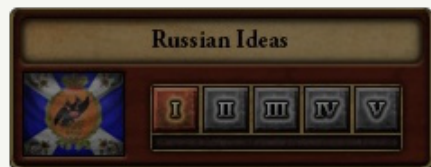
When playing as the Prussia these National Ideas can be also be chosen:



1. PRUSSIAN DISCIPLINE - **Guard Defence: +25%**
2. PRUSSIAN VIRTUES - **National Revolt Risk: -2%**
3. ABOLISH SERFDOM - **Morale of Armies: +0.25, Morale of Navies: +0.25**
4. PRUSSIAN MILITARY ACADEMY - **Morale of Armies: +0.25, National Manpower: +25%, Land Maintenance: -25%**
5. PRUSSIAN EDUCATION SYSTEM - **Monthly Idea Points: +10**

10.15 RUSSIA

When playing as the Russia these National Ideas can be also be chosen:



1. COSSACKS - **Cavalry Cost: -33%**
2. RUSSIA DUAL CAPITALS - **Monthly War Exhaustion: -0.05**
3. SERFDOM - **National Manpower: +33%**
4. SCORCHED EARTH POLICIES - **Scorched Earth order becomes available**
5. GENERAL WINTER - **Automatically reduces negative effects on attrition during winter**

10.16 SPAIN

When playing as the Spain these National Ideas can be also be chosen:



1. SPANISH GUERILLAS - Reinforce Speed: +25%
2. MACHISIMO - Militia Defence: +25%
3. SPANISH JUNTA - National Manpower: +25%, Land Maintenance: +25%
4. SPANISH ROMANTICISM - Militia Attack: +33%
5. BANK OF SPAIN - National Tax: +5%, Interest: -0.5%

10.17 SWEDEN

When playing as the Sweden these National Ideas can be also be chosen:



1. SWEDISH PRACTICALITY - Experience Gain: +10%
2. SWEDISH CONSCRIPTION - National Manpower: + 33%, Brigade Recruitment: -33%
3. THE LAW OF JANTE - National Revolt Risk: -2
4. REORGANIZATION OF THE PRIVY COUNCIL - Monthly Diplomats: +1, Diplomatic Skill: +1
5. ROYAL SWEDISH ACADEMY OF SCIENCES - Monthly Idea Points: +10

Ideas (Major Powers)		
Name	Idea count	Ideas
Austria	5	
France	12	
Great Britain	10	
Prussia	5	
Russia	5	
Spain	4	
Sweden	4	
The Ottomans	5	

11. PROVINCE IMPROVEMENTS

March of the Eagles [TM] allows you to construct three types of buildings in any provinces owned by the nation you are playing. The purpose of improvements is to augment some aspect of your nations war-effort. A breakdown of possible improvements is provided below.

11.1 WHAT DO DEPOTS PROVIDE?

These buildings are great to help build up many aspects of warfare to assist your armies. Due to their cheapness and quick time to build you should always try to build as many depots possible throughout your domain

Look to build them:

- In provinces with cities in them (to increase Manpower).
- In provinces where you will focus the recruitment of your armies (to reduce brigade costs, recruitment time).
- In provinces with small supply limits (to reduce the possibility of attrition).
- In addition they will provide a bonus to the supply production for that province. Though this should not be a primary concern in the early game, it may will be as your campaign progresses.

Depots have these constraints:

- Only a maximum of one depot can be built in a province.
- They cannot be upgraded.



11.2 WHAT DO PORTS PROVIDE?

These buildings are the veins of maritime powers. Able to build, shelter and repair a nation's naval fleets. They can be built in every province that has a coast. Though they are relatively cheap to build and upgrade you should try to limit the construction of these depending on your strategy.



Consider building these:

- In provinces you intend to focus your ship construction (reduced squadron build cost and time).
- In provinces you intend to use as a safe-haven for your fleets (increased squadron repair speed).

Ports have these constraints:

- Only a maximum of one port can be built in a province.
- They can be upgraded twice more once built.

11.3 WHAT DO FORTS PROVIDE?

Forts are large land structures made from a variety of materials and found in all shapes and sized. They are mainly used by the army as defensive positions to protect strategically important locations and provinces. Large numbers of

level one and some level two forts can already be found all over the map. They are a vital component of any defensive strategy and though very expensive and time consuming to build, worth the time and money spent.

Consider building these:

- In provinces that should be defended in case of invasion by a foe.

These could be any of the following circumstances:

- In provinces that are a dominance target for your enemy.
- To keep provinces that are a dominance target for yourself.
- In important provinces with cities that generate manpower or tax.
- In provinces with high revolt risk, usually in provinces with a different cultural group.

Forts have these constraints:

- Only a maximum of one fort can be built in a province.
- They can be upgraded twice more once built.



11.4 WHAT DOES THE DEVELOPMENT LEVEL PROVIDE?

All land provinces have an attribute called the Development Level. This is a measure of how much civilization exists in the province in essence how populated an area is, thus transforming it from a rural landscape to one with settlements, towns and cities.

The higher the civilization level the more bonuses to different aspects of a province there will be. Especially in terms of Tax generated, the limit of supply and the speed army moves within its borders.



The four levels of development status are described here:

WILDS: This is the lowest level of development a province can have. Essentially it has very little population and as a result penalties for certain gameplay factors:

- **Local Tax: -10%**
- **Supply Limit: -1000**
- **Local Movement Speed: -10%**

CLEARED: This is the next level of development a province can possess. A cleared province has only a minimal amount of population which is mirrored in the small benefits provided to the war-effort:

- **Local Tax: +10%**
- **Local Manpower: +10%**

DEVELOPED: (Referred to as **NORMAL**) A province with this level of development is one that has been populated by a moderate amount of citizens. As a result the returns provided to the war-effort are much more substantial:

- **Local Tax: +20%**
- **Local Manpower: +20%**
- **Supply Limit: +500**

CIVILIZED: This is the highest level of development a province can attain. It contains the highest amount of population and settlements of the period. As a result it provides the largest amount of bonuses to a province:

- **Local Tax: +25%**
- **Local Manpower: +25%**
- **Supply Limit: +1000**
- **Local Movement Speed: +10%**

11.5 WHAT DO ROAD NETWORKS PROVIDE?

The Transport (or Road) network is another attribute of a province. One that represents the ability of the population and more importantly armies to move from one location to another while travelling through a given province.

Upgrading the Road Network provides a boost to the local move speed of armies and in some cases a bonus to supply limit also.

Though the cost of building and upgrading the road network varies in price. Building Major Roads in a province takes the longest amount of time to build of any improvement, though they provide the greatest benefit to transport:



- NO ROADS - **Local Movement Speed: -0.1%**
- TRACKS - **Local Movement Speed: +0.0%**
- MINOR ROADS - **Local Movement Speed: +0.1%, Supply Limit: +1500**
- MAJOR ROADS - **Local Movement Speed: +0.25%, Supply Limit: +2500**

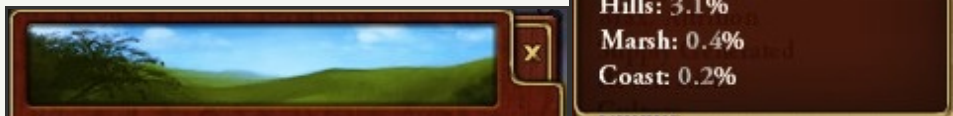
Consider building improvements along these lines:

- Aim to have at least Minor Roads in all the provinces you own.
- Look to invest past this level when you have the money and the time to do so.
- Choose Major Roads only to link up important provinces you control such as dominance targets, so you can move armies to reinforce them quickly.

12. TERRAIN

All land provinces possess the attributes of one or more types of terrain. Terrain is represented as a percentage in one or more terrain types; never exceeding ninety-nine percent in total. Each type of terrain provides certain modifiers to frontage and other gameplay factors as described in this section.

As can be seen in the tooltip below a province can consist of more than one terrain type. Only the largest type is used to determine PROVINCE MODIFIERS. The other terrain are used to determine which specific terrain type a battle may take place on within a particular province.

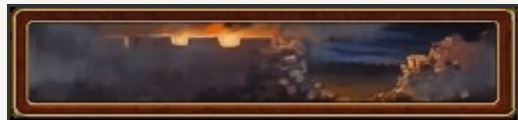


So in the above example there is an 11.4% chance the battle could take place in woods and a 0.4% chance it will occur on marshland. Only one terrain type is chosen per battle.

Below is a breakdown of the modifiers each terrain type provides:

12.1 TERRAIN - BREACH

A Breach occurs in fortress terrain after a long siege of the province has successfully destroyed a section of the fort thereby enabling a higher number of brigades to commence their assault on the defenders:



- **Frontage: 9 (-41)**

When a battle takes place in breached fortress terrain the following modifiers are applied to the armies involved:

<u>Attackers</u>	<u>Defenders</u>
• General Offence: -25%	• General Defence: +300%
• Artillery Attack: +25%	• General Offence: +200%
• Cavalry Attack: -50%	• Guard Initiative: -2
• Cavalry Defence: -30%	• Infantry Initiative: -2
• Cavalry Initiative: +4	• Militia Initiative: -2
• Guard Initiative: +3	• Light Infantry Initiative: -2

- **Infantry Initiative: +2**
- **Militia Initiative: +2**
- **Light Infantry Initiative: +1**

- **Artillery Initiative: -2**

12.3 TERRAIN - COASTLINE

This terrain type occurs throughout every province bordering the ocean. Some provinces will however possess a larger percentage of coastline than others. Provinces with predominantly this terrain type receive:

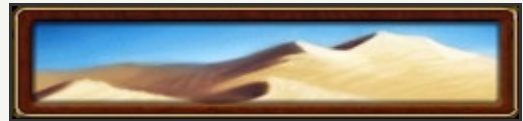
- **Frontage: 40 (-10)**
- **Movement Cost: 1.1**
- **Supply Limit: +2000**



12.4 TERRAIN - DESERT

Mostly found in northern Africa and the lands on the crest of Arabia, this terrain type confers the following ratings and modifiers:

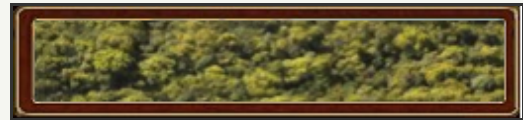
- **Frontage: 50 (0)**
- **Movement Cost: 1.25**
- **Supply Limit: +100**
- **Local Attrition: +2**



12.5 TERRAIN - FOREST

This type of terrain is abundant throughout Europe. Provinces with predominantly this terrain type receive:

- **Frontage: 15 (-35)**
- **Movement Cost: 2.25**
- **Supply Limit: +1500**



When a battle takes place in forest terrain the following modifiers are applied to the armies involved:

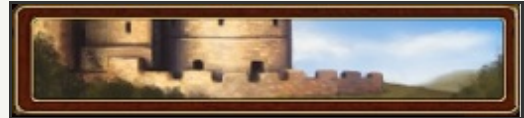
<u>Attackers</u>	<u>Defenders</u>
• Cavalry Attack: -50%	• Cavalry Attack: -50%
• Artillery Attack: -25%	• Artillery Attack: -25%
• Light Infantry Defence: +25	• Light Infantry Attack: +50%

- **Light Infantry Defence: +25%**

12.7 TERRAIN - FORTRESS

Fortress terrain is the default type encountered when a siege is started within a province that contains a fort. It provides a huge penalty to the number and types of brigades that can immediately take part in combat.

- **Frontage: 3 (-47)**



Moreover if an assault is started on an intact fortress the attacker is immediately faced with a slew of penalties. While defenders receive a massive amount of bonuses to help their cause:

<u>Attackers</u>	<u>Defenders</u>
• General Offence: -25%	• General Offence: +300%
• Artillery Attack: +25%	• General Defence: +600%
• Cavalry Attack: -50%	• Guard Initiative: -2
• Cavalry Defence: -50%	• Infantry Initiative: -2
• Cavalry Initiative: +4	• Militia Initiative: -2
• Guard Initiative: +3	• Light Infantry Initiative: -2
• Infantry Initiative: +2	• Artillery Initiative: -2
• Militia Initiative: +2	
• Light Infantry Initiative: +1	

12.8 TERRAIN - IMPASSABLE MOUNTAINS

Found in small pockets across Europe's mountainous regions, this terrain type confers the following ratings and modifiers:

- **Frontage: 10 (-40)**
- **Movement Cost: 8.0**

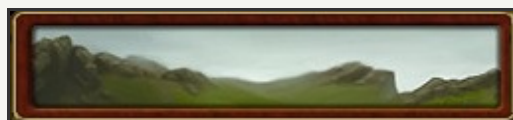
When a battle takes place in mountain terrain the following modifiers are applied to the armies involved:

<u>Attackers</u>	<u>Defenders</u>
<ul style="list-style-type: none"> • Cavalry Attack: -75% • Light Infantry Defence: +50% 	<ul style="list-style-type: none"> • Cavalry Attack: -75% • Light Infantry Attack: +25% ▪ Light Infantry Defence: +50%

12.9 TERRAIN - HILLS

Found across all of Europe, this terrain type confers the following ratings and modifiers:

- Frontage: 30 **(-20)**
- Movement Cost: 1.66
- Supply Limit: **+2000**



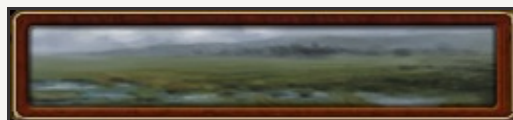
When a battle takes place in hilly terrain the following modifiers are applied to the armies involved:

<u>Attackers</u>	<u>Defenders</u>
<ul style="list-style-type: none"> • Cavalry Attack: -50% • Light Infantry Defence: +25% 	<ul style="list-style-type: none"> • Cavalry Attack: -50% • Light Infantry Attack: +25% • Light Infantry Defence: +25%

12.10 TERRAIN - MARSH

Mostly found in eastern Europe, this terrain type confers the following ratings and modifiers:

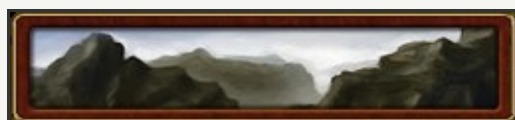
- Frontage: 40 **(-10)**
- Movement Cost: 2.2
- Supply Limit: **+2000**
- Local Attrition: **+2**



12.11 TERRAIN - MOUNTAINS

Found in small pockets across all of Europe, this terrain type confers the following ratings and modifiers:

- Frontage: 15 **(-35)**
- Movement Cost: 3.5
- Supply Limit: **+1000**



- **Local Attrition: +2**

When a battle takes place in mountain terrain the following modifiers are applied to the armies involved:

<u>Attackers</u>	<u>Defenders</u>
<ul style="list-style-type: none"> • Cavalry Attack: -50% • Light Infantry Defence: +25% 	<ul style="list-style-type: none"> • Cavalry Attack: -50% • Light Infantry Attack: +25% • Light Infantry Defence: +25%

12.12 TERRAIN - PLAINS

Most commonly found throughout all of Europe, this terrain type has the following ratings and modifiers:

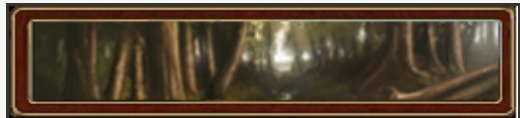
- **Frontage: 60 (+10)**
- **Movement Cost: 1.1**
- **Supply Limit: +3000**



12.13 TERRAIN - WOODS

Will be found across all European nations, this terrain type confers the following ratings and modifiers:

- **Frontage: 35 (-15)**
- **Movement Cost: 1.1**
- **Supply Limit: +2500**



When a battle takes place in wooded terrain the following modifiers are applied to the armies involved:

<u>Attackers</u>	<u>Defenders</u>
<ul style="list-style-type: none"> • Cavalry Attack: -50% • Artillery Attack: -25% • Light Infantry Defence: +25% 	<ul style="list-style-type: none"> • Cavalry Attack: -50% • Artillery Attack: -25% • Light Infantry Attack: +50% • Light Infantry Defence: +25%

13. THE ART OF WAR

There are many aspects to conducting warfare in **March of the Eagles**[TM]. While these have been described in other documentation, this section will attempt to explain in more detail about things you should be trying to do more of and the things you should be aiming to do less of.

13.1 SUPPLY: KEEPING YOUR SOLDIERS FED AND THEIR MUSKETS FIRING

Supply and attrition go hand in hand. Both concepts are modelled straightforwardly so while understanding them is very important, you should not be hindered as you play. The important aspects to remember are:

War Exhaustion	0%	Land Morale	1.797
Land Maintenance	40.899	Naval Morale	2.147
Naval Maintenance	84.503	Supply Balance	+911

SUPPLY PRODUCTION: Supply is generated from the provinces with cities you own. The more of these you own the more supplies are produced. You can check your nations supply balance whether you are producing enough supplies for you armies by checking the bottom of to the *Military window*.

SUPPLY AREAS: Supplies are sent and collected through SUPPLY AREAS. These are defined as any collection of provinces continuously grouped or connected across the map. Within this region the province with the highest SUPPLY GENERATED value is nominated the SUPPLY CENTRE. Information on SUPPLY AREAS, their operational level, how many armies are supplied in a region and, how many supplies can be transferred to other areas is shown in the *Outliner*. SUPPLY AREAS are shown as green on the *Supply mapmode*.

SUPPLY CENTRES: The SUPPLY CENTRE is the focal province used for supplying all armies within its SUPPLY AREA. They can hold a maximum amount of supplies essentially all that can be generated in the SUPPLY AREA at any time. These supplies are then distributed to armies that need supplies,



essentially those armies do not have the maximum amount of SUPPLY STORAGE. The *Supply Mapmode* shows all SUPPLY CENTRES under your control as blue provinces.

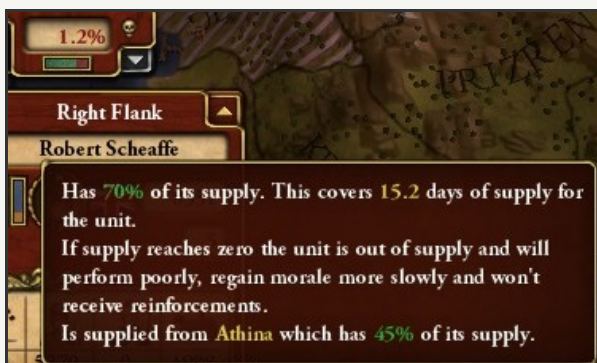


SUPPLY STORAGE: This is the amount of supply an army carries with it at any given moment. This amount is derived from the size of the army and the brigades that it comprises. Current storage capacity for an army can be found in the supply tooltip by mousing over the supply icon in the *Army window*.

SUPPLY UNITS: These increase the storage capacity of any army they are assigned to. They allow an extra 10 days of supply per additional Supply unit in the army. The number of Supply units in an army can be seen in the *Army Detail window*. It is generally a good idea to add many of these to your invading armies.

CURRENT SUPPLIES: The amount of supplies an army has at its disposal is measured in days. Every day the amount of supply it possesses will decrease and it will not receive any more unless it is in a supply area able to send supplies from those it has stored.

OUT OF SUPPLY: Any army that does not possess at least one days worth of supply storage and cannot gain any local supply from the province it is located in, is considered OUT OF SUPPLY. Any army affected by this will perform poorly in



combat, regain morale more slowly than usual and worse, receive no replacements.

13.2 ATTRITION: KEEPING THE ARMY KILLER AT BAY

During the Napoleonic era soldiers would die for lack of food or water, from disease or from their injuries. Attrition is the measure of these non-combatant casualties, that armies suffered over time.

Whether an army suffers any attrition depends on whether the combined attrition weight of all armies in a province exceeds the province SUPPLY LIMIT. If it does the attrition suffered will be a percentage based on the difference. However the overall level of attrition suffered can never rise beyond the MAXIMUM ATTRITION value shown in the *Province window*.

UNIT ATTRITION WEIGHT: This is the level of support an army requires from a province in order not to lose any casualties through attrition.

CURRENT ATTRITION: The actual amount of casualties an army will take per month is measure by this. Several factors can affect this value, but it will never exceed the provinces MAXIMUM ATTRITION.

MAXIMUM ATTRITION: Depicts the upper limit of attrition an army will take in a particular province. Several factors can increase or decrease this. The current attrition factors affecting a province can be seen in the *Province window tooltip*. Knowing what they are can help you keep your units away from provinces with high maximum attrition values.



13.3 NAVAL RANGE AND ATTRITION

Naval warfare is modelled rather differently than that which takes place on land.

NAVAL RANGE: Fleets do not receive supplies. Rather they have a finite operating range from port they last visited. The longer a fleet has spent TIME AT SEA the greater range they are said to have sailed. Once the range threshold has been



exceeded the fleet will begin to suffer atrocious amounts of attrition. Moving a fleet into a friendly port resets the range for that fleet, so be sure to return the fleet to a home port or one belonging to a nation that you are in a coalition with or have agreed military access with.

HOME WATERS/OPEN SEAS: There are two types of sea zone on the game map. Those next to a coastline are known as HOME WATERS and provide zero attrition, while those not adjacent to a coastline provide a minimal amount of naval attrition. So make sure you keep your fleets in coastal waters until you decide to send them on the offensive.

A LEADER'S SKILL: The leaders MANOEUVRE rating can reduce the affect of attrition so whenever possible assign your best admirals to your best fleets.

13.4 IN THE THICK OF COMBAT: WINNING THE LAND BATTLE

There are several key points to remember when preparing to go to war:

QUALITY VS QUANTITY: In most cases you would expect the army or fleet with the most units to win and win comfortably. However this is not always going to be the case. Deploying a good number of troops in comparison to the available frontage where a battle takes place is more important. This is especially true when attacking forts or breaches.

LEADERS: Always ensure you have assigned your best leaders to be the commander-in-chief of your armies. Where possible evaluate the attack and defence abilities of remaining leaders and assign these accordingly. Front-line flanks likely to use defensive tactics should have a leader with a strong defence attribute and vice-versa for those flanks organized for attack.

WAR EXHAUSTION: This element can considerably weaken the morale and ability of your armies to reinforce any casualties quickly enough to maintain your position on the field of battle. This factor should be managed with utmost care, perhaps restricting the duration of wars to as short as possible.



FRONTAGE: This is one of the key factors in battle. So always be aware of the potential terrain a battle is likely to take place on. It restricts which brigades can take part in a phase of fighting. Each brigade uses a certain amount of available frontage. The more frontage available during a battle, the more brigades can take part in the action at any given time. Where a commander-in-chief has been assigned command there is the chance that brigades will be moved to and from the flanks to the reserve, if there is not enough frontage available to field them. Once in the reserve flank, the commander-in-chief is able to send them to other flanks where more frontage is available or to flanks that are failing and need the help of more brigades.

FLANK ORGANIZATION: Another vital element pre-battle is the organization of army flanks. For the most part you will organize them depending on the brigades you have available, the leaders you can assign and most important of all the tactics you wish to employ. (More information is provided on TACTICS later in this section.) The percentage of troop types determines which tactics can be brought into play. (More on this in the ARMY ROSTER section.)

INITIATIVE: Brigades with the lowest value will enter combat more quickly during a particular phase of combat. The faster brigades can enter combat, the sooner they can reduce the enemy numbers they face, by inflicting more casualties on the other side before they have a chance to press their attack.

ATTACK: This is the combination of factors used to determine the voracity of casualties inflicted upon the enemy. (More details on these factors can be found on the next page.) The higher this is the more casualties will be inflicted, at least when compared against the opposition's defence.

DEFENCE: This is the combination of factors that provide protection from an enemy's attacks. The higher this value is the less casualties the enemy are able to inflict upon these forces.

COMBAT MODIFIERS: Shown below are the core combat ratings and the most important modifiers that can increase or decrease the factors important in battles. Pay heed to these modifiers before entering combat so you know how best to influence the circumstances in your favour. For when you are able to predict the modifiers your side is likely to receive over those of your opponent, you may be able to turn the tide of battle in your favour.

<p><u>Morale</u></p> <p>Factor of 1 (= 100%)</p> <ul style="list-style-type: none"> - War Exhaustion + Ruler - River crossing - Bankruptcy - Hard Difficulty - AI Setting 	<p><u>Initiative</u></p> <p>Unit Initiative</p> <ul style="list-style-type: none"> - Bankruptcy +/- Terrain +/- Leader Trait
<p><u>Unit Attack</u></p> <p>Unit Defence</p> <ul style="list-style-type: none"> + Commander-in-chief (5% / pt) + Flank leader (5% / pt) +/- Leader Trait +/- Tactic +/- Battle Event +/- Terrain + Die roll - AI Setting - Lack of frontage - River crossing (pontoons idea is less) - Straits Crossing) +/- Logistics (supply trains) 	<p><u>Unit Defence</u></p> <p>Unit Defence</p> <ul style="list-style-type: none"> + Commander-in-chief (5% / pt) + Flank leader (5% / pt) +/- Leader Trait +/- Tactic +/- Battle Event +/- Terrain + Experience (1% / xp pt)
<p><u>Frontage</u></p> <ul style="list-style-type: none"> - Brigade Frontage +/- Terrain 	<p>38893</p> <p>5500</p>

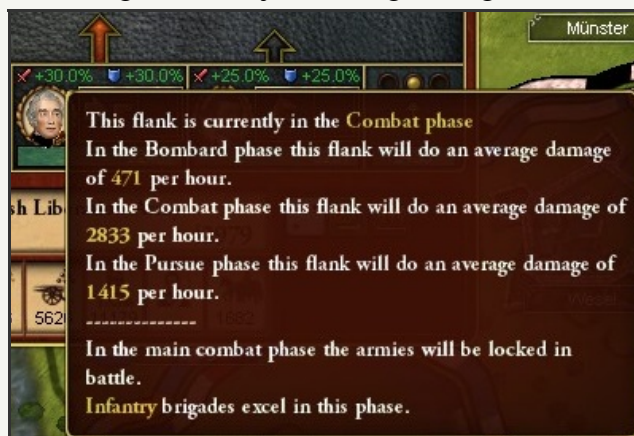
TACTICS: It cannot be understated just how much of a difference choosing the best tactics can play in a battle. Along with fighting on the best terrain, tactics are perhaps the most important aspect of winning a battle. (For a detailed overview of the tactics available please see the following sub-section)

BATTLE EVENTS: Battle events occur during combat depending on the tactic being used by a flank. Some add a bonus to attack, while inflicting a penalty to defence and vice-versa. Others provide a bonus to one or both aspects of combat. Battle events have different percentage chances of occurring. They are also restricted to occurring during specific phases of battle.

MORALE DEFENCE: This attribute is as vital as combat defence, by determining how well a brigade or squadron combats the loss of morale during a battle. The higher this is the slower the effects of casualties will impact the morale of the unit, meaning it will stay in the fight longer.

DEFEAT BY CASUALTIES:

There are two ways in which both naval and land battles can be won or lost. This method basically comes down to which side can kill the most enemy soldiers. The side with the best attack and defensive ratings during all three combat phases will emerge the victor.



DEFEAT BY MORALE:

In addition an army's will to fight can be reduced so far that it will turn tail and run rather than stay and face down the advancing enemy. Against armies with a high attack or defence, the best plan of attack may be to reduce its morale to as low as possible, before they inflict many casualties on your forces. The speed of which an army's morale is reduced to force it to flee, can be seen in the land and naval combat screens as a green horizontal bar, which changes to red the lower morale gets.

13.5 THE STRATEGY OF CHOOSING THE RIGHT TACTIC

The following pages contain an overview of all the battle tactics available in the game. These are explained in greater detail in terms of the units required to use them, the bonuses and penalties they provide and possible battles events that can occur during employment of the particular tactic.



Entrenched Defence

General	Guard	Infantry	Lt. Inf	Cavalry	Artillery

Requirements 60% 5%

			+110%	+110%	+110%	
	+110%		+80%	+80%	+80%	
			+110%	+110%	+110%	
	+110%		+80%	+80%	+80%	
				+80%		
	+110%					

Combat Phases

				+50%		
	+20%			-30%		
		+50%	+50%	+50%		
		-25%				
	+25%		+100%			
			-50%			

Battle Events

OVERVIEW: With its focus on defence this is an excellent tactic to use to maximize the casualties inflicted on the enemy while attempting to limit those taken by your own side.

FORCE COMPOSITION: It is suggested you use the minimum number of infantry (60%) and a good mix of other units to maximize the chances of favourable events increasing the damage of brigades can cause.



Feint

General	Guard	Infantry	Lt. Inf	Cavalry	Artillery

Requirements

15% 15%



+10%



+400%



+10%



+400%



+10%



+400%



Combat Phases



+20%

+50%



-30%



+20%

+100%



-50%



+100%



+50%

+50%



-10%

-10%



Battle Events

OVERVIEW: This tactic is an overwhelmingly a defensive one, excellent at minimizing the number of casualties that will be taken, but only if the flank consists of mostly Guard brigades.

FORCE COMPOSITION: This tactic is best used with a large number of Guard brigades present. Where possible up to the maximum of allowable 70%. Some cavalry or artillery will allow for all events to add to the carnage if they fire.



Hold

General	Guard	Infantry	Lt. Inf	Cavalry	Artillery

Requirements 20%10% 10%

	+120%	+80%	+80%		
	+120%	+80%	+80%		
	+120%		+80%		

Combat Phases

			+50%		
	+20%		-30%		
		+50%			
		-20%			
	+25%		+100%		
			-50%		

Battle Events

OVERVIEW: This tactic is predominantly best used with a high number of light infantry and cavalry brigades. Possibly foregoing the use of artillery.

FORCE COMPOSITION: Ultimately best used in a flank with a majority of light infantry and cavalry brigades. One or two standard infantry brigades or militia would provide some buffer if casualties are taken.



Refuse



Requirements

20%



+90%



+90%



+70%

Combat Phases



+50%

+100% +50%

-10% -10%

Battle Events

OVERVIEW: This is mainly a defensive tactic best used when your flank only has a small number of cavalry brigades available to them. Any mix of troops will do as the bonuses to general defence affects all troop types.

FORCE COMPOSITION: Place any cavalry in this flank plus any odd light infantry brigade if unable to use those elsewhere. Otherwise add militia and infantry to ensure that casualties taken are to less valuable troops.



Counter Punch



Requirements

20%



+80%

+110%



+80%

+110%



+120%

Combat Phases



+20%

+100%

-50%



+20%

+100%

-50%



+50%

-20%

Battle Events

OVERVIEW: An excellent overall tactic the Counter punch can be used to inflict great amounts of casualties with a good chance of receiving less.

FORCE COMPOSITION: The range of bonuses means that you should line this flank with a range of infantry, artillery and cavalry so that every phase of combat has brigades of the appropriate brigade type to maximize the bonuses to be gained.



Delay

General	Guard	Infantry	Lt. Inf	Cavalry	Artillery

Requirements

15% 15%



+10%

+200%



+10%

+200%



+10%

+200%

Combat Phases



+200%

-25%

Battle Events

OVERVIEW: A purely defensiveness tactic the delay is best used when you have a few cavalry brigades in toe and are looking to limit any likely casualties suffered, rather than go on the offensive.

FORCE COMPOSITION: Cavalry, artillery and infantry are required here. If you have the cavalry to spare, adding a few will be good to go on the attack when the raid event fires.



Up the Guard

General	Guard	Infantry	Lt. Inf	Cavalry	Artillery

Requirements **10%** **15%** **15%** **15%**

	+10%		+110%	
	+200%		+90%	
	+10%	+110%		
	+200%	+90%		
	+10%		+110%	
	+200%		+80%	

Combat Phases

		+20%	+20%	
		-10%	-10%	
	+50%			
	-25%			
		+50%		
		-25%		
	+400%			
	-75%			
			+100%	
		+100%		
	+20%	-50%		

Battle Events

OVERVIEW: Overwhelming the best tactic to use whenever possible. While the Guard provide defensive cover the other elements of the flank can go on the offensive and cause as much damage as possible. Of special importance here is the huge event chain which ends in a massive attack bonus for your guard contingent. The other ranks also have a good amount of events increasing their attack capabilities.

FORCE COMPOSITION: The flank should consist of at least a quarter of Guard brigades, more if you can spare them. In addition a good selection of infantry, light infantry cavalry and artillery will enhance any attack you wish to mount with this tactic, as long as the corresponding events fire.

NOTE: In terms of requirements of specific troop types, the options are coloured coded. So you will either need the percentage of troops in one colour or another. However in terms of requirements for UP THE GUARD, you will need the % requirements for the GUARDS and one of the others, in order to fulfil the quota needed to employ this tactic.



14. ASSIGNING LEADERS

Generals and admirals are an important component of your nation's military. Their assignment to a formation increases many aspects of a force's ability in combat and allows the possibility for flanks to be managed during a battle.



14.1 WHY SHOULD YOU ASSIGN LEADERS?

Employing leaders is always a good idea. It is almost always better to have a commander lead a military force into battle than not. You should assign a leader to your largest and most important formation because:

- Not having a commander assigned to lead your fleet or army will at best reduce the possible benefits that the force will receive.
- For navies the Positioning factor will be greatly increased by the leaders manoeuvre ability.
- For armies the assignment of a leader allows any viable battle tactics to be chosen.
- The leaders manoeuvre ability will greatly increase the chance of these battle tactics being employed by certain flanks.
- The attack and defence ratings of the leader are added to the units directly under its command. For armies where two leaders are assigned the the brigades receive a combination of their ratings as a bonus.
- Leaders that have earned traits in the thick of battle also pass on the bonuses (and sometimes penalties) these provide to the units under their command.
- Units with assigned leaders also have a better chance of successfully performing operational orders given to them, such as evade or fast march orders.
- Additional combat modifiers are awarded during combat to the side with the leader with the better overall expertise.



- An army with a commander-in-chief is also capable of moving troops from the front-line flanks to the reserve flank and vice-versa freeing up brigades when frontage is too narrow or reinforcing those that are failing with fresh units.

14.2 WHAT DO LEADER TRAITS PROVIDE?

Over the course of a battle leaders have the capability to gain traits. Traits like other attributes provide bonuses to some element of gameplay factors. Some of these at the cost of a penalty to other factors. All traits have three levels which leaders can gain over the course of a single game.



ARMY TRAITS:

- **Marching Expert:** + Movement Speed, + Land Attrition
- **Defensive Expert:** + defence, - attack
- **Offensive Expert:** + attack, - defence
- **Disciplinarian:** + land morale, - attack and defence
- **Logistician:** - frontage required, - attack and defence
- **Cavalry Expert:** Increased cavalry attack, defence, - initiative
- **Artillery Expert:** + artillery attack, defence, - initiative
- **Skirmisher:** + light infantry attack, defence, - initiative

NAVY TRAITS:

- **Sailing Expert:** + naval speed - defence
- **Attack Expert:** + attack, - defence
- **Defence Expert:** + defence, - attack
- **Initiative Expert:** - big ship, light ship, transport & galley initiative
- **Big Ship Expert:** + big ship attack, defence, - initiative, - light ship, galley attack
- **Light Ship Expert:** + light ship attack, defence, - initiative, big ship attack
- **Galley Expert:** + galley attack, defence, - initiative, big ship attack

15. ARMY ROSTER

There are eight brigade types that take part in land battles. How they are employed with the flanks of an army define the roles they play in the forthcoming battles is explained in this section:

15.1 GUARD



These are the elite units of the era. Brigades of the best trained and best equipped soldiers from the brightest recruits of each nation. Guard units can ultimately prove the difference in battle, inflicting massive casualties against your opponents. They are most effective during the COMBAT phase of battle. They are required for one tactics which happens to be the most destructive one that can be chosen. They are also perfect for use with the Feint tactic.



TACTICS

 **UP THE GUARD**
Required complement: 15%

15.2 LIGHT INFANTRY



Similar in nature to their slower moving brothers, Light Infantry brigades may not possess the same volume of fire-power, but they make up for this with their ability to perform a myriad of tactics. As for all other infantry brigades these units excel during the COMBAT phase of the battle. Be careful in using them in large battles however, as their low defence leaves them vulnerable to sustaining large numbers of casualties.



TACTICS

 ENTRENCHED DEFENCE Required complement: 5%	 UP THE GUARD Required complement: 15%	
 HOLD Rqd cmlmt: 10-20%	 FEINT Rqd cmlmt: 15%	 DELAY Rqd cmlmt: 15%

15.3 INFANTRY

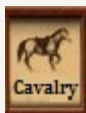


This is the stock brigade that will fill most of the ranks of your armies. As with all infantry units they are particularly effective during the COMBAT phase of battle. Only a few tactics require a significant number of infantry brigades to be present in a flank. Though they are very useful in soaking up casualties when the fighting does not go according to plan. Make sure that you fill the flanks with at least one or two of these brigades to restrict casualties to your other units.



TACTICS	
DELIBERATE ATTACK Required complement: 20%	ENTRENCHED DEFENCE Required complement: 60%

15.4 CAVALRY



The fastest moving and most powerful hitting element of any army is the cavalry. These horse-riding warriors will have reached the pinnacle of their military usefulness during this era of history. They are versatile and most effective during the PURSUIT phase of battle. A significant number of tactics require the inclusion of cavalry in the flanks of an army. They are more fragile than infantry and more expensive. So great care should be taken to keep this brigades intact as much as possible.



TACTICS		
DELIBERATE ATTACK Required complement: 10%	UP THE GUARD Required complement: 15%	
COUNTER PUNCH Required complement: 20%	REFUSE Required complement: 20%	
HOLD Rqd cmlplt: 10%	FEINT Rqd cmlplt: 15%	DELAY Rqd cmlplt: 15%

15.5 ARTILLERY



Artillery were the ultimate form of destruction upon Napoleonic battlefield. Shooting balls of iron from afar, they were as likely to sap the will to fight as reduce any enemy formations to such an extent, that they ran away. Artillery Brigades are at their most destructive during the BOMBARDMENT phase of battle. Yet they are fragile for if they find themselves unprotected by hordes of infantry they can easily be demolished all to quickly. They should not be overlooked however as they are required for two of the most destructive tactics available.



TACTICS



DELIBERATE ATTACK

Required complement: 10%



UP THE GUARD

Required complement: 15%

15.6 MILITIA



Militia are a form of basic infantry. They are raised from the lowest class of the population, peasants and villagers. They will have received less training, lesser equipment and most of the time were led by the least important commanders. All these factors make them the weakest brigades among those available to you. As such they should not be used in your most important armies, those that will protect your capital or to capture possible dominance targets. Due to their cheap costs and quick recruitment times they are perhaps best used in large numbers to ward off potential invasions.



15.7 GARRISON

These are a special type of brigade created for defence rather than attack. Due to their slow speed they are best used in protecting strategically important locations such as Capital cities or Dominance locations. They are present as either Infantry or Artillery and can be identified by looking at the tooltip of a brigade type to see if they are marked with the tag GARRISON = yes.



15.8 SUPPLY



This a unique army brigade type also known as SERVICE UNITS. They are attached to armies only one purpose; to provide logistical support in terms of supply. They relatively cheap to build but never take part in battle. For each Service Unit an army possesses adds an additional 10 units of supply storage, increasing their capacity to remain sustained in hostile territory.

In addition there are four types of naval squadron each with its own particular role to play in battle:



15.9 BIG SHIPS



These squadrons are the battleships of their era. Huge in size primed with a massive array of cannon across multiple decks, their lethal fire was capable of destroying all opposition ships of lesser size without much effort. There are two squadron types that count as Big Ships; 1st Rate Ships of the Line – those ships with the best crew, the best commanders and the best equipment and weapons, and the 2nd Rate Ships of the Line – boasting less able crew, fewer cannon and without the best equipment. These squadrons should be deployed as your first line of attack and defence against blockades whenever possible.



15.10 LIGHT SHIPS



Not as large, impressive or physically daunting as Big Ships, but these lesser vessels are the perfect solution for nations with tighter budgets or less need of a physical presence on the high seas. There is one class of squadron in the game, the frigate. These smaller vessels are still able to put up a fight and if encountered in large enough numbers can defeat a fleet of larger class ships. Infact it is their cheaper cost that will allow a smart admiral to field larger numbers of this squadron type, especially as they can be built in a shorter time too.



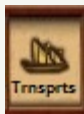
15.11 GALLEYS



These are squadrons of the lightest and smallest ships a navy can possess. Limited to coastal seas these ships form the bulk of fleets serving smaller or less well off nations. Though not as devastating as a ship of the line, or a frigate, these craft are cheap and can be built very quickly. If used in superior numbers they can put up a fight against an isolated squadron. They are the last resort for providing limited protection against blockades for those nations whose naval prowess is a but a minor concern.



15.12 TRANSPORTS



When the need arises to ship elements of your army to a far away destinations or to a province across the sea, naval transports are the only solution. These squadrons are in use by all nations and are essential to ferry troops around a burgeoning empire. They are fairly cheap to build and every squadron a fleet possesses, one army brigade can be carried. They are however vulnerable to enemy attack. When moving these across the map you should take steps to protect these, by using your big ships, light ships and galleys as escorts.



Armies		
Name	Commander	Unit Strength
Arensburg Garnizon	-	2418
Army A	 Frederick Wilhelm Buxhowden	41782
Army B	 Mikhail Bogdanovich Barclay d ...	22400
Army C	 Dmitriy Vladimirovich Golitsyn	24600
Army of Poland	 Grand Duke Constantine Pavlovich	12424
Army of the Baltic	 Alexander Ivanovich Kutaisov	3600
Army of the Caucasus	 Alexander Petrovich Tormasov	19600
Army of the Danube	-	7812
Army of the Ukraine	 Peter Kirillovich Essen III	9024

16. NATIONS

This section contains a brief overview of each of the playable major powers. Each image provides information for the corresponding nation, depicting:

- Nation name & flag
- Key starting asset and amounts
- Satellite states
- Starting ruler and their skills
- Dominance targets (provinces) and their owning nations
- National ideas & tooltips
- Notable leaders
- Key troop types



The information that follows should allow you to make a brief comparison of each of the major nations, so that when you come to start playing your game you have an understanding of the starting position of each of your prospective competitors.

Furthermore the list of Dominance Targets will allow you to ascertain which nations you are likely to go to war with at some point in the proceeding game. It will also allow you to be ready for any potential attacks on provinces you already own, by those nations seeking to work their own way towards the goal of dual domination.

You would do well to remember though that these are only the starting positions for each nation. The longer a game continues the more powerful these nations will likely become. At least some of them. For others they will simply become the foot-notes of history.



Austria

339

350

84,373



Franz II von Habsburg

Administration



Diplomacy



Military



Austrian Ideas

Glorious Arms

Prestige from Land battles: +50.00%

Spy Network

National Revolt Risk: -2.00

Military Frontier

National Manpower Modifier: +50.00%

Land Maintenance Modifier: -25.00%

Austrian Army Reorganisation

Morale of Armies: +0.25

National Manpower Modifier: +50.00%

Land Maintenance Modifier: -25.00%

Austrian National Bank

National Tax Modifier: +5.00%

Interest: -0.50



Austrian Ideas



to	Dresden	
to	Wien	
to	Pest	
to	Bruxelles	
to	Milano	
to	Firenze	
to	Breslau	
to	Belgrad	
to	München	
to	Rovno	
to	Kiev	
to	Venezia	
to	Antwerpen	
to	Corfu	
to	Valetta	
to	Roma	
to	Livorno	
to	Genova	
to	Rodos	
to	Magusa	
to	Palma	
to	Gibraltar	



France

741 400 136K



Napoléon Ier

Administration Diplomacy Military

★★★★★ ★★★★★ ★★★★★



French Ideas

Grand Imperial Staff
Army frontage: -15.00%

Gribeauval System
Artillery attack: +20.00%

Grandes Écoles
Monthly Idea Points: +10.00

Napoleonic Genius
Guard attack: +50.00%

Code Civil
Starting Experience: +20.00

French Ideas

I II III IV V

Bruxelles	
Utrecht	
Torino	
Milano	
Zurich	
Firenze	
Roma	
Hannover	
Kassel	
Frankfurt	
Warschau	
Venezia	
Trieste	
Hamburg	
Lübeck	
Barcelona	
Lisboa	
Narva	
Kronshadt	
Dublin	
Alexandrie	
Stockholm	



Great Britain

301
 500
 61,756

George III von Hannover

Administration ★	Diplomacy ★	Military ★★★★
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British Ideas

Press Gangs
Naval Maintenance Modifier: -33.0
Naval Range: +100.00

Bank of England
Interest: -2.00

Brown Bess Musket
Infantry attack: +25.00%

Parliamentary System
Maximum War Exhaustion: -3.00

The Wooden Wall
Big ship defense: +50.00%
Light ship defense: +50.00%



British Ideas

I II III IV V

- Bremen
- Lisboa
- Porto
- Utrecht
- Bruxelles
- Hannover
- Münster
- Athina
- Candia
- Palermo
- Napoli
- London
- Glasgow
- Newcastle
- Cardiff
- Dublin
- Gibraltar
- Valetta
- Bruges
- Antwerpen
- Corfu
- Magusa



The Ottomans

279 | 250 | 102K



Selim III Osmanli

Administration ☆☆	Diplomacy ☆☆☆	Military ☆☆
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LLACHIA



Ottoman Ideas

Pasha Levies
Land Maintenance Modifier: -5.00%
Brigade Recruitment Time: -33.00%
Brigade Costs: -50.00%

Beylerbey
Morale of Armies: +0.50
Cavalry initiative: -1.00

Ottoman Madrasah
Monthly Diplomats: +1.00
Diplomatic Skill: +1.00

Haraç
National Tax Modifier: +10.00%

Pax Ottomana
National Revolt Risk: -2.00



Ottoman Ideas

I II III IV V

- Messina
- Temeschburg
- Peterwardein
- Karlstadt
- Cairo
- Damietta
- Kertch
- Tabriz
- Vladikavkaz
- Nemirov
- Nikolaiev
- Odessa
- Sevastopol
- Azov
- Alexandrie
- Corfu
- Berghazi
- Ragusa
- Split
- Flanm
- Valetta
- Tunis



Prussia

186 350 42,946



Friedrich-Wilhelm III von Hohenzollern

Administration - Diplomacy ★★★★★ Military ★★



Prussian Ideas

Prussian Discipline
Guard defense: +25.00%

Prussian Virtues
National Revolt Risk: -2.00

Abolish Serfdom
Morale of Armies: +0.25
Morale of Navies: +0.25

Prussian Military Academy
Morale of Armies: +0.25
National Manpower Modifier:
Land Maintenance Modifier: -2

Prussian Education System
Monthly Idea Points: +10.00



Prussian Ideas

- Zamosch
- Leipzig
- Braunschweig
- Hannover
- Kassel
- Warschan
- Kovno
- Bobruisk
- Dinaburg
- Nürnberg
- München
- Lübeck
- Rostock
- Kiel
- Kobenhavn
- Malmö
- Libava
- Vendava
- Riga
- Utrecht
- Bruges
- Norwich



Russia

318

350

161K



Aleksandr I Romanov

Administration



Diplomacy



Military



Russian Ideas

Cossacks

Cavalry cost: -33.00%

Russia Dual Capitals

Monthly War Exhaustion: -0.0

Serfdom

National Manpower Modifier: +33.00%

Scorched Earth Policies

Can use scorch earth tactics.

General Winter

Has supplies during winter



Russian Ideas



- Radom
- Sankt-Peterburg
- Moskva
- Kiev
- Warschau
- Sveaborg
- Saqqez
- Bender
- Batum
- Silistre
- Stockholm
- Sevastopol
- Kronshadt
- Riga
- Soçi
- Kostantiniyye
- Athina
- Valetta
- Kobenhavn
- Visby
- Danzig
- Lübeck



Spain

202 | 300 | 46,988



Carlos IV Borbón

Administration: - | Diplomacy: ★★ | Military: ★



Spanish Ideas

Spanish Guerrillas
Reinforce Speed: +10.00%

Machisimo
Militia defense: +25.00%

Spanish Junta
National Manpower Modifier:
Land Maintenance Modifier: -25.00%

Spanish Romanticism
Militia attack: +33.00%

Bank of Spain
National Tax Modifier: +5.00
Interest: -0.50



Spanish Ideas




- to Napoli 
- to Almeida 
- to Elvas 
- to Gibraltar 
- to Palermo 
- to Alger 
- to Tunis 
- to Pau 
- to Toulouse 
- to Torino 
- to Briancon 
- to Lisboa 
- to Porto 
- to Valetta 
- to Cagliari 
- to Tanger 
- to Oran 
- to Annaba 
- to Bayonne 
- to Perpignan 
- to Genova 
- to Nice 



Sweden

76

150

26,637



Gustav IV Adolf von Holstein-Gottorp

Administration

Diplomacy

Military

-

-

-



Swedish Ideas

Swedish Practicality

Experience Gain: +10.00%

Swedish Conscription

National Manpower Modifier: +1.00

Brigade Recruitment Time: -33

The Law of Jante

National Revolt Risk: -2.00

Reorganisation of the Privy Council

Monthly Diplomats: +1.00

Diplomatic Skill: +1.00

Royal Swedish Academy of Sciences

Monthly Idea Points: +10.00



Swedish Ideas



to	Christiania	
to	Trondheim	
to	Kiel	
to	Stettin	
to	Warschau	
to	Memel	
to	Augustow	
to	Vyborg	
to	Narva	
to	Pskov	
to	Braunschweig	
to	Den Helder	
to	Fredericia	
to	Kobenhavn	
to	Bergen	
to	Inverness	
to	Bremen	
to	Lübeck	
to	Danzig	
to	Riga	
to	Revel	
to	Kronshadt	

17. CREDITS

March Of The Eagles Was Developed By

PARADOX DEVELOPMENT STUDIO

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Producer: Linda Kiby

Project Lead: Johan Andersson, Olof Björk

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Manual: M.Pollaci

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Cover Art: Aline Gladh

Music & Sound: Knights of Soundtrack

Powered by the Clausewitz Engine

Forza Djurgår'n!

PARADOX INTERACTIVE

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EVP Sales & Marketing: Reena M Miranda

CMO: Susana Meza

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VP of Business Development: Shams Jorjani

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QA Testers: Josè Gabriel Gaitan Amaru, Sebastian Contreras, Johan Dorell, Daniel Hamberg, Niklas Ivarsson, Anna Jenelius, Karl Leino, Filip Sporer, Tobias Viklund

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Trailer & Video Producer: Steven Wells

Event Manager: Jeanette Bauer

Community Manager: Björn Blomberg

Support: Johannes Bengtsson

Sales Associate: Andrew Ciesla, Jason Ross, Don Louie

CAO: Lena Blomberg

Finance & Accounting: Emilia Hanssen

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Manual Layout: An Ordinary Day

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Paradox Development Studio has been a leading developer of globally renowned, PC-focused strategy games since 1995. Today the Stockholm-based studio is the center of a vast community of fans and modders both, with a reach that spans the entire globe and a strong presence in the United States and Europe.

One of the first developers to coin the term "Grand Strategy", Paradox Development Studio is the creative force behind successful franchises Europa Universalis, Crusader Kings, Hearts of Iron & Victoria. Their latest game release Crusader Kings II is one of the highest rated games 2012 according to Metacritic.

The development studio is currently working on Europa Universalis IV, the next installment in their empire building series, March of the Eagles and East vs. West: A Hearts of Iron Game.

Continuing to re-invent and advance each of these, as well as create all-new titles, is just one way the studio keeps it's 400,000+ member community coming back for more. Just as important is the studio's passion for rich strategy, shared by their fans, and their legacy of providing games so deep and challenging that each offers hundreds of hours of gameplay.

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2013 will be Paradox Interactive's most ambitious line-up of titles to date with such anticipated releases as March of the Eagles, Empire, Dungeonland, The Showdown Effect, East vs. West: A Hearts of Iron Game, Cities in Motion 2 and Europa Universalis IV. It is also expanding its presence in the free-to-play arena with the upcoming game Salem: The Crafting MMO.

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