Rise of Prussia

Fredericus Rex

Instruction Manual
(Version 1.00 for ROP 1.00)

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Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

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- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Introduction

Rise of Prussia (ROP) is a historical strategy simulation that recreates the seven years of warfare (1756-1763) that shook the continent of Europe in the 18th century. Players assume the role of military and political leaders in command of land and naval forces belonging to either the Prussian Kingdom (PRU) or nations opposed to Prussia (Austria, Russia, France). Using a system of simultaneous turn resolution, the simulation can be played against either the computer's artificial intelligence (AI) or a human opponent using file transfer protocols (PBEM) or (TCP/IP).

The ROP game system will be familiar to veteran players of AGEOD's previous titles: *Birth of America I and II* , *American Civil War and Napoleon's campaign*. .

Unique Features and Concepts

Even though *Rise of Prussia* shares a common lineage with earlier AGEOD simulations, some new features and concepts have been incorporated into the game play like an easy to handle construction mode allowing players to recruit and build units in their major cities or multichoice events.

Game Scale

Rise of Prussia consists of a number of scenarios that are divided into game turns each representing two weeks (14 days) of game time. The smallest military unit in the game is the Element. An Element is a company, a squadron or a battery. The map is a 2D representation of central Europa in its entirety—stretching from Memel in the East to the Rhine in the West. It is divided into regions, areas, and theaters.

Updates

AGEOD makes every effort to fix any problems with its software or documentation as soon as such problems are identified. Owners of *Rise of Prussia* are encouraged to visit **http://ageod.com** for the latest available software updates.
Moreover, AGEOD's forums are a great place to meet other players for discussions of strategy, historical commentary, news, and opinion.

Activation Code

Please consider registering your game, using the activation code. This gives you easy access to our tech support forums and various other useful discussion forums about the game: http://forum.paradoxplaza.com

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1. Installation

1.1 Installation Procedure (for CD version)

Start your computer and insert the CD labeled ROP into your CD-ROM or DVD drive. The setup program will start automatically. Follow the on-screen instructions to install the game.

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

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

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

Removing the game: select "add/remove programs" in the Control Panel. Select ROP. Click "add/remove". This will uninstall ROP, including saved games.

1.2 System Requirements

Minimum Requirements

Processor: Intel Pentium or AMD, 1500 MHz
RAM: 1024 MB
Graphic Card: 128 MB vRAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible (DirectMusic compliant)
CD Rom: x 8
Peripherals: Microsoft compatible keyboard and mouse
Operating System: Windows 2000, XP, Vista
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

Recommended Requirements

Processor: Intel Pentium IV or AMD Athlon, 2000 MHz
RAM: 1024 MB (1536 Mb of RAM for Vista)
Graphic Card: 128 Mb vRAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible (DirectMusic compliant)
CD Rom: x 8
Peripherals: Microsoft compatible keyboard and mouse
Operating System: Windows 2000, XP, Vista (1536 Mb of RAM for Vista)
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

2. The Main Menu

The Main Menu Screen allows players to access basic game functions such as Loading Saved games, starting new games, and setting game options.

2.1 Options

Game options are divided into various sub-groups.

2.1.1 Media The Media sub-group contains options pertaining to the way in which game audio is configured and graphics are displayed. Other game settings in the Media sub-group let players set tool-tip delays, pauses after battles, and combat animations.

Players may choose to display their Forces on the game map as 3D sprites. One of the main differences with the traditional 2D sprite displays is that there is now only one sprite per nation, whatever the composition of the Force. Information contained on these sprites is as follows:

Top: Activation-status envelope with a Padlock if unit is locked.
Mid-section: Six circles indicating orders and postures (shown here in Defensive Posture).
Bottom: A gauge indicating the strength of the Force. Each bullet represents four (4) Command points worth of units. The color of the bullets indicates the average 'health' of the units in the Force. (When the supply filter is used, the color represents the average supply level.) In both instances, Green is good; Red is bad. The number on right side represents the number of Forces in region (i.e. 1 in this case). Flag of controlling nationality on the middle.

Figure 2.1 *shows a Prussian Unit as a 3D Sprite.*

Top: Activation-status envelope with a Padlock if unit is locked.
Mid-section: Portrait of Leader in command of Force or unit representation. Command Posture and Special Orders on right border
Bottom: A gauge indicating the strength of the Force. Each bullet represents four (4) Command points worth of units. The color of the bullets indicates the average 'health' of the units in the Force. (*When the supply filter is used, the color represents the average supply level.*) In both instances, Green is good; Red is bad. The number on right side represents the number of Forces in region (i.e. 1 in this case). Flag of controlling nationality on the middle.

Figure 2.2 *shows the exact same Prussian Unit as a 2D marker (otherwise known as a* ***Troop Display Marker*** *or* ***TDM****).*

Note: In order to avoid confusion, this manual describes the Main Screen and unit appearances as if the game is being viewed in 2D. Players may alternate between 2D and 3D unit representations at any time during play.

2.1.2 Game The Game sub-group contains options allowing players to activate/deactivate the Fog of War, set Attrition conditions and intensity, use of randomized Leaders, and more. The default settings are recommended, especially for players that are new to the game system used in ROP.

2.1.3 AI (Artificial Intelligence) The AI sub-group contains options allowing players to set individual parameters of the game's AI. Players can make the AI very powerful and thus present themselves with greater challenges.

2.1.4 System The System sub-group contains options allowing players to adjust technical settings. These include 'Texture Init.' and 'Region pre-caching'—options that allow for smoother scrolling. The default settings are recommended for most systems, however, the Armory section of AGEOD's forum can help you determine which settings are best for your computer system.

Important Note: Some scenarios require that the Limited Map loading option be turned off in order to scroll the Main Screen.

2.2 Campaigns and Scenarios

When starting a new game, players are presented with a list of available scenario. These range from relative short scenarios to full campaign games. Short scenarios are limited in scope and involve less territory on the game map. Full campaign games, like the Campaign 1757-1763, involve entire theaters of play and literally hundreds of individual Leaders and units.

The list of scenarios also includes three (3) Tutorial exercises that are HIGHLY recommended for new players. The game mechanics of Rise of Prussia are relatively simply to learn but don't be deceived—the game system is incredibly complex and nuanced behind the scenes. Learning to master the subtleties requires patience and practice.

The tool-tip feature gives brief descriptions of each of the scenarios. Once players have made a scenario selection, starting the game merely requires choosing a side (generally PRU or AUS).

2.3 Loading, Deleting, and Renaming Games

Instead of starting a new game, players may '**Resume**' a previously-saved or automatically-saved game. Players also have the option to **Rename**, **Delete**, or **Restore** a previous turn as indicated by the tool-tip. Holding the mouse over the game in the Load Game window, provides players with short-cuts to these file-handling options. (It is not advised to Rename a Saved game outside of ROP.)

2.4 Saving Games

Games are saved automatically by the game system upon completion of a game turn. Usually, the only time a player needs to manually save a game is when they **Quit** in the middle of plotting movement for an up-coming game turn and want to resume issuing orders upon restarting the game. Players may save a game at any time by pressing the **Esc key** and accessing the Main Menu. From here, players can select the **Save Game** menu.

Players also have the option of restoring the previous 24 turns of any Saved game but note that a Saved game is lost once an 'older' turn of that game is restored.

2.5 Play By Email (PBEM)

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

2.5.1 Create a game

Step1: The Hosting player chooses a Campaign/Scenario and a side and starts the game as usual. This automatically generates a sub-folder in the **C:\Program Files\Rise of Prussia\ROP\Saves** directory, named after the Campaign

or Scenario selected (1756 Campaign if you play the '1756-1762 Campaign' scenario, for example). Please note that a number helps differentiate between multiple instances of the same Campaign/Scenario. However, the best way to avoid confusion is to rename the in-game Save (e.g. 1756 Campaign John vs. Joe). Do NOT rename any ROP files externally to the game.

In this newly created folder you will find two **TRN** files, each with three letters indicating which side it belongs to (**PRU** or **AUS**).

Note: C:\Program Files\Rise of... is the default directory. This directory may be titled something different if the game is installed to another location. It is also different for the different language versions of Windows.

2.5.2. Host Sends TRN file to Opponent

Step 2: The Hosting player sends his opponent the **TRN** file with the **opponent's designation** (i.e. if you play the PRU, then send the **AUS** file to your opponent). The opponent must store this file in the folder named ROPGame\ROP\Saves\. It is advisable to use subfolders to keep all PBEM games in progress separate. For example, the opponent could save the **TRN** file under the ROPGame\ROP\Saves\JohnVsJoe subfolder.

Note: In order to avoid possible data corruption during the file E-mail transfer process, it is strongly advised to E-Mail the file using the Zip file and password options included.

2.5.3 Non-Host sends ORD file to Host

Step 3: Each player now loads the game and gives his orders for the upcoming turn. When ready, each player saves the game. This will generate an **ORD** file (in the folders mentioned above).

Important: Do **NOT** click on **End Turn** button at this step. The Non-Hosting player then sends his **ORD** file to the Hosting player.

2.5.4 Host Resolves Turn

Step 4: The Hosting player saves the **ORD** file received from his opponent into the appropriate directory and loads the game again. He now clicks on **End Turn button** to launch the turn resolution, where all orders are then executed.

A new turn is now ready to start. **Go back to step # 2 and repeat**.

Note: The Non-Hosting player doesn't get to "play back" his opponent's turn. However, he can check the game turn's Message Log to see what has occurred during the turn.

3. Winning the Game (Overview)

Victory in *Rise of Prussia* is determined at the conclusion of each scenario by comparing **Victory Point** totals. The side (PRU or AUS) with the most Victory Points (VP) is declared the winner. Relative differences between Victory Point totals can be used as a measure of how well a player performed in comparison to his opponent. Scenarios can be brought to an immediate conclusion if conditions for **Automatic Victory** or **Automatic Defeat** are met. A scenario can also immediately end if conditions for **Sudden Death** are met.

3.1 Victory Points (VP)

Victory Points are earned and accrued each turn for such things as holding important locations on the map, achieving goals as set forth by individual scenarios, and by destroying enemy units. A running total of a player's current Victory Points is displayed in the top left corner of the Main Screen.

Once earned, Victory Points are never lost except in cases where a player has decided to promote a Leader outside the normal Seniority hierarchy (i.e. players **do not** lose VPs if their own units are destroyed or if they lose control of designated Objectives).

VICTORY POINT MODIFIERS	NUMBER OF VPS EARNED/LOST
STRATEGIC CITY	+1 VP PER TURN
OBJECTIVE CITY	+1 TO 3 VPS PER TURN (ACCORDING TO SCENARIO)
ENEMY UNIT DESTROYED	(+ VPS) VARIABLE ACCORDING TO UNIT
LEADER PROMOTIONS WHICH BYPASS SENIORITY	(– VPS) VARIABLE ACCORDING TO LEADERS POLITICAL COST

Important Note: In order to gain credit for a captured Objective or Strategic city, a player must garrison the location with a regular unit (i.e. no Irregulars, Militias) if the region has a Loyalty Rating less than 51%.

3.2 Scenario Objectives

Each scenario in *Rise of Prussia* has a specific list of **Objectives** representing important cities and goals that players attempt to own or achieve throughout the course of play. These Objectives are listed in the introductory summary before the start of each scenario and on the **Objectives Screen** (**F5 key**) during play.

3.2.1 Objective Cities Players start scenarios with one or more Objective cities already in their possession; the rest must be taken from the enemy before the scenario's end. On the Objectives Screen (F5 key), each Objective city is listed along with its value in National Morale points. National Morale Points gained or lost as a result of Objective cities changing hands is only calculated once—at the end of the turn. In other words, gaining NM points for capturing a city is a one-shot deal; you don't get NM for the city every turn (unlike Victory Points which are earned each turn).

NM value of Objective City	VPs Received Each Turn
1 or 2 National Morale Points	1 VP
3 or 4 National Morale Points	2 VPs
5+ National Morale Points	3 VPs

3.2.2 Sudden Death Sudden Death refers to winning the scenario by owning or capturing a certain number of Objective Cities. Some scenarios may be ended early if a player reaches the required number of cities. This type of

victory should be considered a **Major Victory**. Not all scenarios have Sudden Death conditions. If a scenario has Sudden Death conditions, these conditions will be listed in the scenario summary along with the number of cities required to trigger Sudden Death.

3.3 National Morale (NM)

National Morale is used to represent the willingness of a civilian population (and its military forces) to 'continue the fight'. Having a high **National Morale** total indicates that a populace is more inclined to support the war effort; a low National Morale total is an indication that the people are close to giving up. In game terms, a high National Morale may trigger an Automatic Victory while conversely a low National Morale may trigger an Automatic Defeat. National Morale is also used to modify unit cohesion, the production of supplies, and the accumulation of money. Winning a scenario by reaching the Automatic Victory threshold should be viewed as a Major Victory whereas winning by virtue of having more Victory Points is a Minor Victory.

3.3.1 Calculating National Morale Each side (PRU or AUS) is given a National Morale total at the start of each scenario. As in the case with Victory Points, National Morale is calculated each turn and a running total is displayed in the top left corner of the Main Screen. Unlike Victory Points however, a player's National Morale total can be (and often is) reduced by events that occur during a turn.

NATIONAL MORALE MODIFIERS	EFFECT ON NM
CAPTURE OF OBJECTIVE REGIONS/CITIES	INCREASES NM ACCORDING TO VALUE SET BY SCENARIO
LOSS OF OBJECTIVE REGIONS/CITIES	REDUCES NM ACCORDING TO VALUE SET BY SCENARIO
WINNING A BATTLE	INCREASES NM ACCORDING TO # OF ENEMY UNITS DESTROYED
LOSING A BATTLE	REDUCES NM ACCORDING TO # OF FRIENDLY UNITS LOST
LOSING LEADERS (CASUALTIES OR LOSS OF SENIORITY)	REDUCES NM ACCORDING TO LEADER'S POLITICAL COST
LEADER PROMOTIONS WHICH BYPASS SENIORITY	REDUCES NM ACCORDING TO LEADER'S POLITICAL COST
WAR RESILIENCE	INCREASES NM IF SIDE RETAINS ITS CAPITAL CITY
WAR WEARINESS	REDUCES NM ACCORDING TO SCENARIO

3.3.2 National Morale variations Effects National Morale changes affect different game factors, such as unit cohesion maximum and cohesion recovery (reflecting the fact that military forces with high morale are generally more combat-efficient), or production of supplies and assets.
The base rule is that each step of 10 (ten) NM changes by 5% the efficiency of your troops and nation.

Each positive step increases production and cohesion by 5%. Each negative step decreases production and cohesion by 5%.

The chart below summarizes the changes

NATIONAL MORALE VALUES	EFFECTS
Base Level: 150 – Range values: 145-154	+25%
Base Level: 140 – Range values: 135-144	+20%
Base Level: 130 – Range values: 125-134	+15%
Base Level: 120 – Range values: 115-124	+10%
Base Level: 110 – Range values: 105-114	+5%
Base Level: 100 – Range values: 95-104	No Effect
Base Level: 90 – Range values: 85-94	-5%
Base Level: 80 – Range values: 75-84	-10%
Base Level: 70 – Range values: 65-74	-15%
Base Level: 60 – Range values: 55-64	-20%
Base Level: 50 – Range values: 45-54	-25%
Base Level: 40 – Range values: 35-44	-30%
Base Level: 30 – Range values: 25-34	-35%
Base Level: 20 – Range values: 15-24	-40%
Base Level: 10 – Range values: 5-14	-45%
Base Level: 0 – Range values: 0-4	-50%

NB: production is also directly affected by region loyalty

For example: A side which has a National Morale of 78 (i.e. 22 points less than 100, rounded to 80, i.e. so two full sets of 10 points) would experience a 10% reduction in unit cohesion and cohesion recovery speed. Regions would also produce 10% fewer supply, money, conscripts, etc….

3.4 Automatic Victory/ Defeat

Automatic Victory is achieved when a side (PRUor AUS) reaches a National Morale total that meets or exceeds the **maximum** morale threshold as indicated by the scenario. Conversely, a side that has a National Morale total equal to or less than the **minimum** morale threshold as indicated by the scenario is automatically defeated. These thresholds are indicated on the **Objectives Screen** (**F5 key**) of the Ledger and as a tool-tip on the Main Screen.

A scenario immediately ends if either side (PRU or AUS) possesses a National Morale total that meets the conditions set forth by the scenario for either Automatic Victory or Automatic Defeat. An Automatic Victory is considered a Major Victory; conversely an Automatic Defeat is considered a Major Defeat.

4. Main Screen and Game Interface

The majority of your gaming experience in *Rise of Prussia* will take place while viewing the **Main Screen** and satellite displays (i.e. Unit Panel, Unit Detail Panel, etc.). The game map can be **scrolled** by moving the mouse to the edges of the field of view or by using the **Arrow keys**. The map view may also be 'Zoomed' (In or Out) by using the **mouse-wheel** or by pressing the **End**, **Page Up** and **Page Down** keys. Press the **mouse-wheel button down** to toggle between the extreme **Zoom magnifications**.

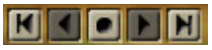
4.1 Tour of Main Screen

The Main Screen below (Figure 4.1) shows one part the initial game turn of Saxony invasion. For illustrative purposes, the **Fog of War** option has been turned off.

Figure 4.1 *The Main Screen*

Troop Display Markers (on map): Forces outside of structures are represented on the game map by their TDMs. A TDM contains a portrait of the Force's Leader (with 2D option), a color-coded background indicating nationality, a series of bullets representing the size of the selected Force, and a number indicating the number of additional Forces in the region.

4.1.1 The Main Screen Refer **to Figure 4.1** regarding the following numbered items of interest.

1. **Player Summary Display**: This display keeps a running total of a player's accumulated **Victory Points**, **National Morale**, and **Engagement** points (if applicable according to the scenario being played).
2. **Terrain and Weather Panel**: This panel gives players a visual indication of the terrain and weather located in the region of the game map where their mouse is currently positioned.
3. **National Assets Display**: This display keeps a running total of a player's national assets. **National Assets** include (clockwise from top left icon): Money (in Thalers x 1,000, the Prussian currency of the time), Manpower and War Supply Points.
4. **Main Commands Panel**: This panel contains three (3) buttons that grant access to the **Main Menu**, **Save Game** procedure, and **End Turn** (used to initiate computer resolution of plotted activity). The current game date is also located here. A tooltip informs players of the turns remaining in the scenario being played.
5. **Mini Map Display**: The mini-map depicts a map of Europe and contains a jump feature allowing players to left-click and view any location on the map (allowable according to scenario).
6. **Globe (6a) & Eagle (6b)**: Left-clicking on the **Globe** opens the **Ledger**. Pressing the **Esc key** closes the Ledger. Left-clicking on the **Eagle** makes you enter the **Construction Mode**. Pressing the Eagle again returns you to normal mode.
7. **Map Filters**: Left-clicking on these toggle buttons allows players to filter the map. Use the tool-tip to determine each filter and its function. Numeric keys on the keyboard also correspond to various filter functions.
8. **Special Orders Panel**: This panel contains Special Orders buttons grouped into two separate tabs (tent and sword tabs). A grayed-out or subdued button indicates that a particular Special Order is either not applicable or unavailable.
9. **Postures and ROE Buttons**: The top row of buttons allows players to set their desired **Command Postures**. The bottom row of buttons allows players to set **Rules of Engagement**.
10. **Unit Panel**: The Unit Panel displays the details and composition of the currently selected Force. The individual unit images appearing on the Unit Panel are referred to as 'unit counters'. During a game turn, the Unit Panel is replaced by a Message Log. The Message Log is also displayed if no Force is selected.
11. **Elements Panel**: The Elements panel contains a graphic representation of all elements belonging to a selected unit. Left-clicking on an Element icon gives players access to the Unit Detail panel for that element.
12. **Stack Tabs**: all forces present in a selected region are represented by tabs on the upper section of the unit display panel. The tabs are used to navigate easily between stacks within the same region. Stacks color background and top decoration vary if the stack is an Army (yellow/star), a Corps (grey/diamond) or another force (blue/no top decoration).
13. **Stack Navigator**:  This feature allow you to do two things: use the inner arrows to navigate between units <u>within</u> the same stack, and use the outer arrows to go to the next or previous stack (in same region or another region). The dot button in the center is an on/off switch that allows to 'jump' (or not) all locked stacks.
14. **Army Outliner**: this is a shortcut that shall take you directly to your armies (star symbol) present on the map. You see indication of army commander (face), nationality (background color and shield), army name and attached corps (diamonds on the side, they give indications in tooltips).

4.1.2 The Message Log Left-clicking the **End Turn** button ends a player's ability to issue orders for the up-coming game turn and initiates the game turn resolution segment. The Unit Panel is converted into a Message Log window as seen in Figure 4.2.

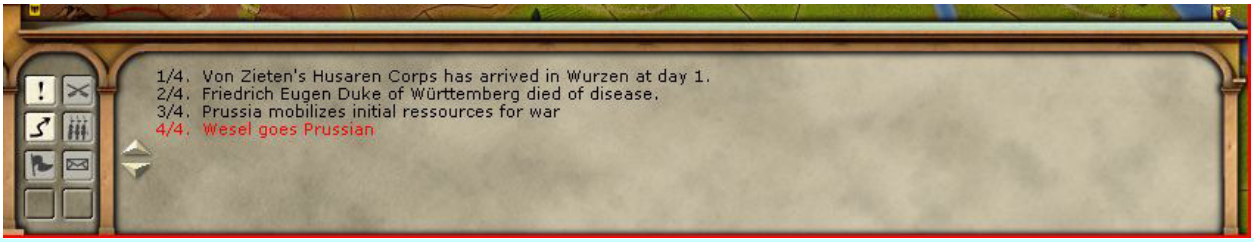


Figure 4.2 *The Message Log*

The **Message Log** contains a summary of events that took place during the game turn. Message Log text that is **colored red** indicates events of particular importance. (In Figure 4.2, the Prussian player has just won Wesel with an event : this important events may be clicked to view a pop-up newspaper account.

The **six toggle buttons** to the left of the Message Log window act as **message filters**. Use these toggles to filter out unwanted messages or highlight messages concerning particular topics. By double-clicking on a message line in the log, the Main Screen jumps to the section of map pertaining to that message.

4.2 Regions and Sea Zones

Land Forces and naval units move across the game map by tracing their movement paths into (and through) hundreds of land regions and sea zones. Holding the mouse over a region or sea zone creates a tool-tip display that provides players with information specific to the region or zone.

Regions are identified in part by their Civilization Level. The four (4) Civilizations levels are: **Wild**, **Cleared**, **Developed**, and **Rich**.

Forces have a limited ability to 'live off the land' (i.e. forage) depending upon the civilization level of a region. Regions that are considered Wild, for example, provide less forage than regions that are deemed Rich. Land forces may not enter Sea Zones except when being transported by naval vessels, therefore, forage is not available in Sea Zones.

4.3 Structures

Cities, towns, fortifications, harbors, and depots are known collectively as '**structures**'. Their presence on the map is indicated by an icon which gives players a visual clue as to their size (i.e. level) and strength. One of a player's main goals is to control **Objective and Strategic cities** in order to generate **Victory Points** or trigger an **Automatic Victory** per the scenario being played.

4.3.1 Cities Certain cities are designated as Objectives or Strategic locations. All cities have their size indicated by a number appearing on their name plate. This number represents the Level of the city—from small cities (Level 1) to very large urban centers (Level 20). Cities act as supply sources according to their level. Cities may be captured by enemy forces but they can never be destroyed.

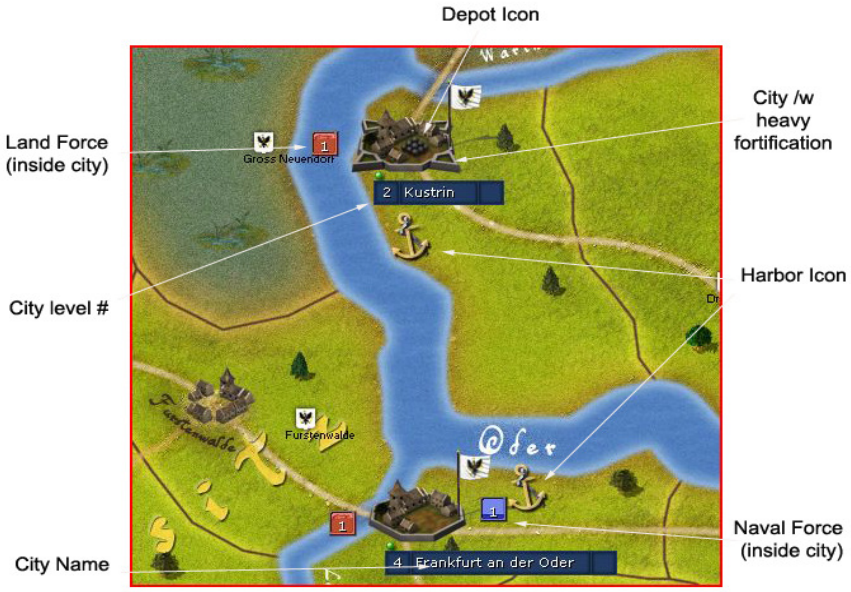


Figure 4.3 Structures*: Pictured here, Frankfurt and fortified city of Kustrin along the banks of the Oder.*

4.3.2. Towns A town is a small city (Levels 1 to 3). Towns are not supply sources and do not have a capability to distribute supplies unless a depot is built inside. Towns may be captured by enemy forces but they can never be destroyed.

4.3.3 Fortifications A fortification represents a defensive network of improved positions that provides benefits to defending units. These structures have a limited ability to generate and distribute supplies. Like cities, fortifications are represented by Levels which indicate their strength. There are four (4) fortification levels: **Non-Existent** (Level 0), **Standard** (Level 1), **High** (Level 2), and **Exceptional** (Level 3). Fortifications interfere with enemy movement and supply transiting the region where they are located. Fortifications may be captured by enemy forces but they can never be destroyed (*NB: unless a special order button is present and allows it in exceptional cases*).

4.3.4 Harbors A Harbor is a structure that has the benefit of being able to accommodate naval vessels. Naval vessels in a harbor are indicated by a figure next to the anchor icon representing the harbor. While inside a harbor, naval vessels may not be attacked by enemy naval vessels. Harbors provide supply to both land and naval forces unless they are blockaded by enemy naval vessels. Naval vessels can be 'repaired' (regain cohesion and reduce damage) while inside a harbor.

4.3.5 Depots Depots are supply structures that are either represented on the game map at the start of a scenario or constructed by a player during play. For complete information regarding depots, refer to the Supply section of this manual.

All structures provide 'shelter' from attrition. Players may move a Force 'inside' structures by drag-drop(ing) the selected Force on the structure. Once inside, the Force is no longer represented on the game map by a TDM but rather; as a number on the structure's name plate. To **select a Force** that has entered a structure, **left-click** on the structure.

Figure 4.4 *Pictured here, an on-map depot inside the town of Leipzig in 1757-62 Campaign.*

Commander's Note: Forces regain cohesion faster if they are **placed inside** of a structure as opposed to just being in a region with a structure. In terms of being protected from attrition, however, it makes no difference whether a Force is physically inside a structure. A Force that is inside a structure may only be attacked through the two forms of Siege combat.

4.4 Areas and Theaters

Areas are made up of geographically-interconnected regions. Locally-raised units (i.e. militia) have limited combat efficiency outside of their Areas (loss of 3 discipline levels and 1/3rd of movement points capacity) and slight bonus inside them (+10 max cohesion). Theaters represent a collection of geographically-interconnected Areas. Use the Map Filters listed in **4.5 Map Filters** to see the Areas/Theaters present in the scenario being played.

4.5 Map Filters

Located just below the mini-map on the Main Screen are two rows of Map Filters toggles. These six (6) toggles give players the ability to visualize information on the game map.

- **Military Control (1 key):** This filter shows regional ownership (where players have already established Military Control).
- **Supply (2 key):** The filter shows the location of General Supply and Ammunition stockpiles as respectively indicated by crate and cannonball icons (with each icon equaling approximately 50 supply points). The regions highlighted in green indicate the extent of your supply network (i.e. regions through which supplies may currently pass).
- **Objectives (3 key):** This filter highlights Objective and Strategic cities that grant Victory Points to their owner.
- **Loyalty (4 key):** This filter highlights regions according to their level of Loyalty.
- **Areas (5 key):** This filter indicates the location and size of Areas on the map.
- **Theaters (6 key):** This filter indicates the location and size of Theaters on the map.

4.6 Game Interface

Game play revolves around activity that takes place on the **Main Screen** and its assorted display panels. The interface is designed to allow players to **left-click** on items to activate or select them. In addition, the **tool-tip feature** allows players to gain access to a wealth of information simply by holding the mouse over various aspects of the game. The tool-tip display is set to "instantaneous' by default, but this setting may be changed on the Options Screen.

Pressing the **Esc key** on your keyboard allows you to close any window that is currently open. If you press the Esc key while viewing the Main Screen, you are returned to the Main Menu options screen.

Note: A list of keyboard **short-cut keys** is available in the **Appendix** section of this manual.

5. Organizing Your Forces

Success in *Rise of Prussia* is determined in large measure by how well players are able to organize their military forces. In order to make the most of your larger military formations, such as Corps or Armies, it is first important to understand the symbols and information found on the lower echelon units.

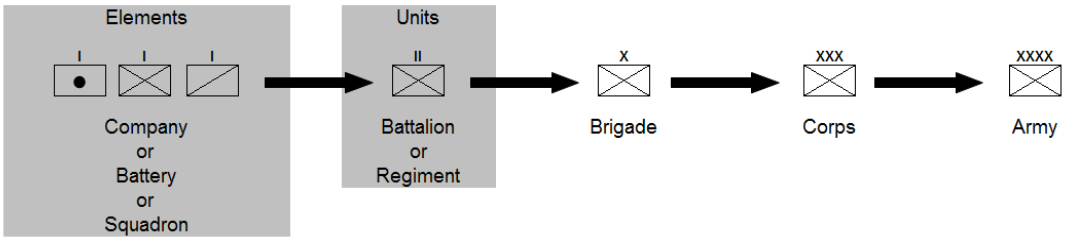


Figure 5.1 Military Unit Organization *Shown here is the hierarchy of military organization used in Rise of Prussia. Regiments and Battalions can operate independently or be combined into Brigades. Brigades may also operate independently or be gathered together to form Corps. Corps may operate independently or operate under the command of an Army Commander.*

5.1 Understanding the Unit Panel

The **Unit Panel** is a versatile tool for viewing, selecting, and organizing your Forces (Units, Leaders, Naval vessels, Forces, Corps, Supply Wagons, etc.). Left-clicking on Forces (including Leaders and garrisoned structures) on the game map causes a horizontal display window known as the Unit Panel to appear along the bottom edge of the screen.

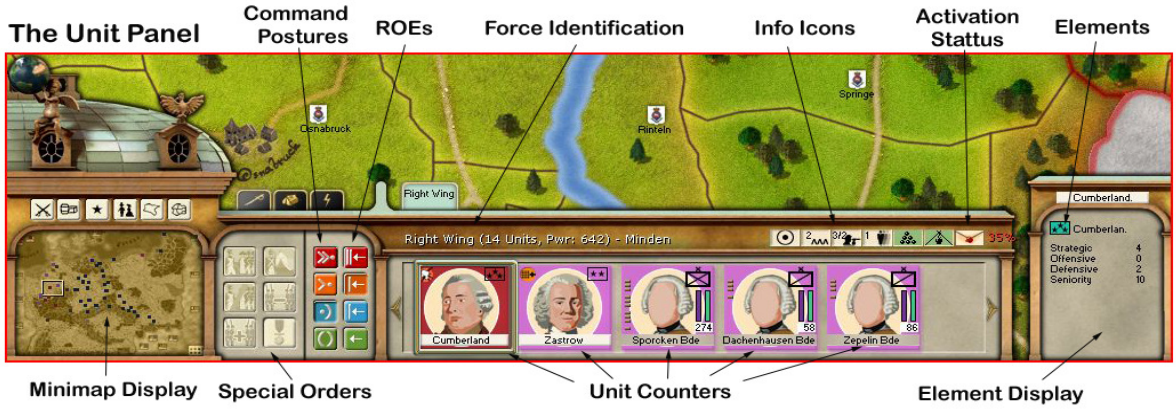


Figure 5.2 *The Unit Panel is the primary means of gathering information about friendly and enemy forces.*

The Unit Panel arranges and displays **unit counters** belonging to the Force you selected. Arrow buttons to the left and right of the Unit Panel allow you to scroll through the row of units counters making up the Force. Only one Force can be viewed at a time. If multiple Forces are present in the same location on the game map, these are displayed as 'tabs' along the top of the Unit Panel. These additional Forces can be viewed by **left-clicking** on their respective **tabs**.

Information specific to the Force you are viewing is displayed above the unit counters. This information includes:

- the name of the Force,
- the number of component units contained in the Force,
- the Combat Efficiency of the Force (PWR), a numerical representation of the relative power of the Force,

- icons that display tooltip information (General Supply and Ammunition levels, supply expenditures, detection and evasive ratings, and penetration indicators),
- a white or brown envelope indicating Activation status,
- Movement and Combat penalties (flashing red %) due to insufficient Command ratings (if any).

Note: Hold down the **Ctrl key** to see how many men are in each unit counter belonging to the Force currently being viewed on the Unit Panel.

5.2 Units

The term 'unit' refers to military formations that are represented by a single 'counter' and can be moved independently on the game map. Units can vary in size from full Brigades to regiments, Brigades, artillery batteries, Army HQs, and even individual Leaders. Note that size and strength are two different concepts. It is possible to have a Brigade-sized unit (weakened by attrition or combat losses) be reduced in strength to less than a regiment.

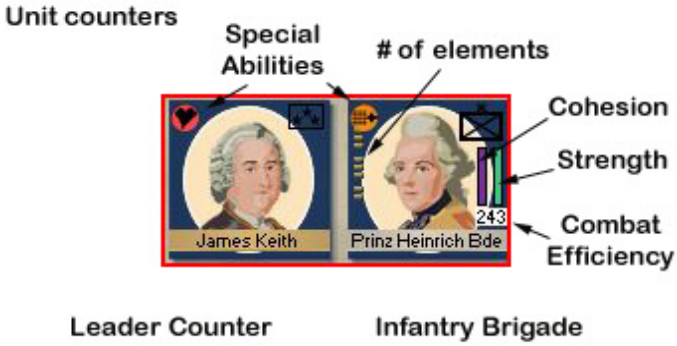


Figure 5.3 *Shown here are unit counters for two typical units—Leaders and combat units.*

5.2.1 The Unit Counter When displayed on the Unit Panel, a unit counter shows information specific to the unit. This information includes:

- the nationality of the unit (indicated by the counter's background color),
- zone of origin (primarily displayed on militia units),
- Special Ability icons (small symbols in the top left corner),
- Unit type (shown by the NATO symbol in the top right corner),
- Combat Efficiency (numerical value),
- Number of component elements (small ribbons running vertically down the left of the counter),
- Unit experience (represented by the color of the element ribbons (bronze, silver, gold),
- Unit Cohesion (represented by the purple column),
- Unit Strength (represented by the green column).

5.2.2 Component Units Component units are units, Leaders, and support units which may form parts of a Brigade. For example, a Brigade-sized unit will normally consist of one or more Brigades and several artillery batteries. These Brigades and artillery batteries are known as component units (only when contained within a Brigade). Any **component units** belonging to the selected Brigade appear on the left side of the screen when the mouse is held over the unit counter. Component units are different from **Elements** in that they can be **attached to** or **detached from** a Brigade-sized unit. When detached from a Brigade they are considered to be normal units (i.e. able to move and perform game functions as individual units). Note that component units contain elements which appear on the **Element Display panel** along with elements belonging to the other component units in the Brigade.

5.2.3 Elements Units (and component units) have internal parts known as elements. An element is the smallest military formation in the game; usually representing a Battalion, Squadron or Battery-sized formation. An element may also represent a multi-battalion regimental-sized formation. Elements cannot be further sub-divided. (Some units and component units are so small that they contain only one element.) When an Element loses its last strength point, it is eliminated.

When a unit (or Force) is selected, its component **elements** are displayed in a window (known as the **Element Display Panel**) located to the right of the Unit Panel. The Command Rating (Strategic/Offensive/Defensive ratings) of the unit's commanding officer (if any) is displayed across the top of the Element Display panel. The exact identity of each element (and identity of its parent unit) is displayed by holding the mouse over the element icon inside the Element Display panel.

5.2.4 Unit Detail panel Left-click the element icon inside the **Element Display panel** to open the **Unit Detail** panel. The Unit Detail panel consists of three (3) vertically-arranged information panes.

The **top pane** displays:

- the element icon (NATO symbol representing unit-type),
- the element's nationality and national symbol,
- the name of the element followed by the element's position in the unit (e.g. 2/8 indicates this is the second element out of a total of 8 elements in the unit),
- the element's experience level (each star symbol indicates one [1] level of experience),
- the element's strength (manpower symbols; each representing 10 men on average),
- the unit type (i.e. infantry, cavalry, etc.) and actual number of men remaining/ the maximum number of men allowed. Note that many units start scenarios at less than their maximum allowable strength,
- Seniority and Political Cost (for Leaders).

Figure 5.4 *Unit Detail Panel: Specific information concerning individual elements is contained on the Unit Detail panel.*

The **middle** pane displays a variety of values, ratings, and modifiers that are used when the element moves, engages in combat, or is assessed by various game routines (i.e. supply, attrition, command, detection, etc.):

- **Offensive Fire:** This value is used by the element when it engages in **offensive** Fire combat. The higher the value, the greater the chance this element has of scoring a hit on enemy units.
- **Defensive Fire:** This value is used by the element when it engages in **defensive** Fire combat. The higher the value, the greater the chance this element has of scoring a hit on enemy units.
- **Initiative:** This value is used to determine whether the element will engage in Fire Combat before or after opposing units. The higher the value, the greater the chance that this element will fire **before** enemy units—thus inflicting casualties before suffering any in return.
- **Range:** This rating indicates the maximum range of the element's principal weapons (i.e. rifle, musket, artillery, bayonet, etc.) A rating of zero (0) indicates that an element's principal weapon is used in Assault combat and requires physical contact with an enemy unit.
- **Rate of Fire:** This value indicates the number of times this element will fire its principal weapon per combat round. A high rate of fire gives an element multiple chances of scoring hits on enemy units per combat round.
- **Protection:** This value is an indication of an element's ability to avoid suffering hits from enemy fire and melee combat. A high Protection value makes it more difficult to inflict casualties on an element. This value is determined by a number of factors such as speed, dispersion, flexibility, ability to use terrain, etc.
- **Discipline:** This value represents the element's ability to retain its combat effectiveness. A high Discipline value indicates that an element can withstand greater punishment without Routing.
- **Assault:** This value is used by the element when it engages in Melee combat. The higher the value, the greater the chance this element has of scoring a hit on enemy units.
- **Ranged Damage:** These values indicate the number of **strength points/ cohesion points** the element inflicts when it scores a hit on an enemy unit in Fire combat.
- **Assault Damage:** These values indicate the number of **strength points/ cohesion points** the element inflicts when it scores a hit on an enemy unit in Assault combat.
- **Cohesion:** This value indicates an element's current number of Cohesion points. Cohesion points are an expression of an element's combat readiness and impact on most game functions (morale, speed, combat efficiency, etc.). The higher the value, the more able an element is to conduct military operations.
- **Movement:** This entry indicates the element's Movement type. Movement types include **Infantry** (heavy and light), **Cavalry** (heavy and light), and **Wheeled** (normally used by supply wagons and artillery units). Note: Horse artillery units are classified as Heavy Cavalry.
- **Speed Coefficient:** This value represents a multiple used to calculate the speed of individual elements. The higher the co-efficient, the faster units are able to travel. For example, a heavy infantry unit needing three (3) days to enter a region with Forest-terrain would have its speed coefficient of 150% reduce this time to only two (2) days.
- **Detection vs. Land Units:** This value represents the ability of an element to detect enemy land units. The higher the value, the better able an element is to detect an enemy land unit.

- **Detection vs. Sea Units:** This value represents the ability of an element to detect enemy naval units. The higher the value, the better able an element is to detect an enemy naval unit.
- **Hide Value:** This value represents the ability of an element to escape detection from enemy units. The higher the value, the better able an element is to escape detection.
- **Weight:** This number indicates the relative size of the element (in transport capacity) and is used when the element is transported by naval units.
- **Support Unit:** Yes or No. This entry indicates whether the element is a combat element or a support element.
- **Police:** This number represents the amount of 'policing' an element contributes to gaining military control over a region on the game map. It is expressed in **Police points/per day**.
- **Supply:** These numbers represent the number of General Supply points currently stockpiled by the element/ maximum General Supply point capacity.
- **Ammo:** These numbers represent the number of Ammunition points currently stockpiled by the element/ maximum Ammunition point capacity.
- **Patrol/Evade:** The values represent the element's ability to block enemy movement (i.e. Patrol value) out of a region and the element's ability to 'Evade' or bypass enemy units (i.e. move through a region containing enemy units). The higher the value, the greater chance an element has of blocking enemy movement and evading enemy units.
- **Blockade:** The value represents a naval unit's relative ability to institute a blockade of an enemy harbor (naval units only). The higher the value, the greater the unit's contribution to the blockade calculation. (The collective blockade values of all friendly naval units in the sea zone are totaled in order to calculate the blockade's effectiveness.)

The **bottom pane** displays an image representing the element's principle asset-type (i.e. infantry, cavalry, artillery, naval vessel, etc.)

5.3 Brigade-Sized Units

Brigades are unique types of units made up of battalion/regimental/squadron/ and battery-sized component units. Brigades can be **broken down** into their component parts during a game turn. Brigades may also be **created** during a game turn if certain conditions are met. The reason for grouping battalions, regiments, squadrons, and artillery battery units into Brigade-sized units is to maximize the command effectiveness of leaders. For example, the command cost to a Leader having three (3) battalions of line infantry and an artillery battery under his command could range anywhere from four (4) CPs to ten (10) CPs (depending on the number of their component elements). If these same four (4) units were combined into a Brigade-sized unit, the command cost to the Leader would be only **four** (4) CPs.

5.3.1 'Breaking Down' a Brigade If a Brigade-sized unit is selected on the Unit Panel, its component units are displayed on the left of the Main screen and the elements (which make up those component units) are displayed on the Unit Detail Panel. The Brigade can then be broken down by left-clicking on the **Brigade Break Down** button on the Special Orders panel. The Brigade counter is immediately broken down into its component parts (including the Brigade commander's Leader unit). These units are now displayed on the Unit Panel.

Figure 5.5 *Holding your mouse over a Brigade unit counter causes its component units to be displayed.*

5.3.2 Creating a Brigade In order to create a Brigade unit, **an 'Active' Leader** and **one or more** battalion/regiment/squadron or battery-sized units must be present in a single Force. A maximum of **one Leader** and **4 units** (made of a maximum of **32 elements**) may be included in any one Brigade-sized unit.

Other than that, there are no restrictions on the types of units that can be combined into a single Brigade. (Players could conceivably create a super Brigade-sized artillery unit by combining 32 elements of artillery batteries but as a practical matter it is not recommended.)

Brigade Creation Procedure

1. Select the '**Active**' Leader and left-click on the **Enable Brigade Command** button on the Special Orders panel.
2. Select the units to be combined into the Brigade and left-click on the **Create Brigade** button on the Special Orders panel.
3. The Leader and unit counters are removed from the Unit Panel and replaced with a single Brigade-sized counter. The units are displayed as component units to the left of the Unit Panel.

5.4 Corps

A Corps is an administrative grouping of military assets (Brigades, artillery batteries, Supply Wagons, etc.) under the command of a single Leader. Component parts of a Corps must remain in the same Force to be considered part of the Corps. Units can be attached or detached from a Corps at any time simply by moving (or removing) the units into or out of the Force on the Unit Panel. It is important to realize that every Corps is considered a single Force, but not every Force is considered a Corps.

5.4.1 Creating a Corps A 2 or 3-star Leader is required to command a Corps. Unlike Brigades, a Corps can contain any number of units; however, these units are counted toward the Corps commander's Command Point total. For example, a 3-star Leader can command a Corps consisting of any combination of units up to nine (9) CPs without penalty.

Corps Creation Procedure

1. Identify a 2 or 3-star Leader to take command of the Corps. The Leader must be within the **Attachment radius** of an Army. The Attachment radius is displayed on the game map by selecting the Army 3-stars General and holding down the **Shift** key. It is determined by multiplying the Army commander's **Strategic Rating by two (2)**.
2. Select the Leader and units to be combined into the Corps. Left-click on the **Create Corps** button on the Special Orders panel.
3. The newly created Corps is indicated on the Unit Panel with a star icon on its tab and a Corps badge in the top right corner.

Figure 5.6 Keith's Corps: *Shown here, Keith's Corps is made up of James Keith, four infantry brigades, one cavalry brigade, artillery batteries, and support units. This well-rounded formation contains ten units in total, all of which are commanded by James Keith without penalty.*

5.4.2 Benefits of Corps Organizations Once created, a Corps is considered part of a specific Army. It is entitled to a number of benefits due to its Army affiliation.

- A Corps never suffers penalties for being **Out of Command Chain** if located within the **Command radius** of its parent Army. (Note that Command Radius and Attachment Radius are two different concepts.)
- The Corps commander's **Strategic Rating** is modified by the Army Commander's Strategic Rating if the Corps is located within the **Command Radius** of its parent Army.
- The Corps Commander's **Offensive Rating** and **Defensive Rating** are modified by the Army Commander's ratings if the Corps is located within the **Command Radius** of its parent Army.
- Multiple Corps that occupy the same region (and belong to the same Army) may use the **Synchronized Move** Special Order in order to coordinate their movement during a game turn.
- A Corps has the ability to **request** support from Corps (from the same Army) in adjacent regions (i.e. "March to the Sound of the Guns').
- A Corps has the ability to **request** support from an Army (if from the same Army) in adjacent regions (i.e. "March to the Sound of the Guns').
- A Corps has the ability to **give** support to Corps (from the same Army) in adjacent regions (i.e. "March to the Sound of the Guns').
- Multiple Corps from the same Army receive combat bonuses when fighting together in a region.
- A Corps benefits from the Army commander's **Special Abilities** when located within the **Command radius** of its parent Army.

There is no limit to the number of Corps that can be subordinate to a single Army at any one time. If a Corps belonging to an Army is selected, the **parent Army** is indicated by having its TDM **flash red**.

NB – see 5.6 below: Any units, which don't belong to such a Corps, are considered independent for Command Chain purposes, and they have additional penalties from being out of the Command Chain **(-50%** to the Command Points generated by the leaders in the Force).

5.5 Armies

An Army represents the commander, an administrative staff, and a collection of additional Leaders and units attached directly to the Army.

Armies (like Corps) have the ability to lend support to subordinate Corps in adjacent regions ('March to the Sound of the Guns'). This ability has an even greater chance of success than that granted to Corps.

If an Army is selected, all of its **subordinate Corps** are indicated by having their TDMs **flash red**.

Figure 5.7 *Shown here, Friedrich Elbe's Armee consisting of 5 units (Leaders, brigades and assorted support units).*

5.5.1 Creating Armies In order to create an Army, you will need a **3 or 4-star Leader**. If the Leader selected to take command of the Army bypasses other Leaders with greater Seniority, the player will lose National Morale equal to the political cost of the bypassed Leader.

Army Creation Procedure

1. Select the 3 or 4-star Leader counter and press the **Create Army** button on the Special Orders panel.
2. The newly created Army is indicated on the Unit Panel with an Eagle icon on its tab and an Army badge in the top right corner.

5.5.2 Command Radius An Army has the ability to extend leadership benefits to a Corps under its command if it is located within the Army's **Command Radius**.

- The Command Radius of an Army commander with a **Strategic Rating of 1** is limited to **the region in which the Army is located**.
- The Command Radius of an Army commander with a **Strategic Rating of 2 through 5** is limited to the region in which the Army is located and **all adjacent regions**.
- The Command Radius of an Army commander with a **Strategic Rating of 6 or greater** is limited to the region in which the Army is located and up to **two (2) regions** away.

5.5.3 Disbanding Armies Armies can be disbanded by selecting the Force containing an Army and left-clicking on the **Dismiss Army** button on the Special Orders panel. A player that dismisses an Army **loses National Morale** equal to the political cost of the dismissed Leader. (Despite the cost, dismissing an Army is a convenient means of replacing weak or ineffectual Leaders since an Army can be subsequently recreated under different leadership.) If more than one 3 or 4-star Leader is present in the Army Force, a new Leader can be put in command without having to disband the Army. (When an Army is disbanded and recreated, the name of the Army will change.)

5.5.4 Army Command Benefits Army commanders pass on bonuses to Corps commanders that are within their Command Radius. These bonuses are based on the Army commander's Strategic, Offensive, and Defensive Ratings as follows:

- **Command Point Bonus:** Corps Commanders receive a number of Command Points equal to the Strategic Rating of the Army commander minus two (2). For example, if a Corps Commander was located within the Command Radius of an Army commanded by Frederick II (with a Strategic Rating of [6]), he would receive a bonus of four (4) Command Points (i.e. 6 – 2 = 4).
- **Strategic Rating Bonus:** Eligible Corps Commanders receive a Strategic Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Strategic Rating. Generally, the higher the Army commander's Strategic Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]). Army commanders with a Strategic Rating of 1 or 2 have the potential of passing on a **negative** Strategic Rating bonus (up to a maximum bonus of negative two [-2]).
- **Offensive Rating Bonus:** Eligible Corps Commanders receive an Offensive Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Offensive Rating. Generally, the higher the Army commander's Offensive Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]).
- **Defensive Rating Bonus:** Eligible Corps Commanders receive a Defensive Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Defensive Rating. Generally, the higher the Army commander's Defensive Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]).
- **Special Abilities:** The Special Abilities of an Army commander are passed down to Corps that occupy the same region as the Army commander when these Forces are engaged in combat. These abilities are passed on to Corps even if the Army commander is not directly involved in the combat. For example, Frederick II would pass his Special Abilities to a Corp commander in the same region even if Frederick's Force was assuming a Defensive Posture and his Corps commander was attacking.

Note: Army commander bonuses are never displayed on the first turn of the game or on the turn that a Corps is created or affiliated with an Army. Allow a turn to be resolved before checking for Army bonuses in these cases.

5.6 Out of Command Penalty

If a Force is **neither a Corps** (within the Attachment Radius of its parent Army) **nor an Army**, it is considered to be an **Independent Force**. (Units left behind to garrison cities and depots usually fall into this category.) An Independent Force by definition is one that exists outside the normal Army/Corp command hierarchy. Being **'Out of Command'** causes the total number of Command Points generated by the Leaders in the Force to be **halved**.

For example, a 2-star Leader in a Corps that is within the **Attachment Radius** of its parent Army provides eight (8) Command Points. This same Leader, if present in an Independent Force, would provide only four (4) Command Points.

6. Leaders and Leadership

Leaders have an enormous impact on the effectiveness and efficiency of your military assets. Leaders are given leadership ratings that reflect their historical abilities and which affect almost every aspect of the game. Units that are 'leader-less' and/or Forces that exceed their Leader's Command Point capacity are subject to movement and combat penalties.

Figure 6.1 *Shown here, 3-stars leader Marshall Maximilian Ulysses Browne with his Special Ability trait icons in a vertical column on the left of his 'counter'.*

6.1 Leader Ranks (Command and Control)

The ability of Leaders to effectively command military assets is expressed as a comparison of their rank in relation to the number (and size) of the units under their command. Every Leader in the game is assigned a rank ranging from 1-star to 4-stars. (Naval Leaders are all referred to as Admirals regardless of rank.)

- 1-star General: Brigadier General (sometimes Colonel)
- 2-star General: Major General
- 3-star General: Marshall, Lieutenant General
- 4-star General: Emperor, King, Czar, Marshall (*Artistic note: may also display a special crown graphic icon on their counter*)

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

Command Points Summary

- A 1-star Leader provides **four (4)** Command Points to units in his Force.
- A 2-star Leader provides **eight (8)** Command Points to units in his Force.
- A 3 or 4-star Leader provides **twelve (12)** Command Points to units in his Force.

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

Command Cost Summary

- Artillery battery: **zero (0) CP**
- Battalion, Regiment, Squadron: from **one (1) to three (3) CPs**
- Brigade : **four (4) CPs**

Battalions, Regiments, and Squadrons have Command Costs based on the number of elements they contain, although these costs are sometimes elevated for overly large units. Increased Command Costs are also used to represent cultural differences in command and control methodologies between nationalities.

6.1.3 Exceeding Command and Control It is perfectly permissible for a Leader to be put in command of units that exceed his ability (i.e. Command Costs are greater than his Command Points). When this occurs, the Unit Panel

displays a warning in the form of a percentage loss of movement and combat effectiveness. The penalty is equal to roughly 5% per CP over the Command Point allowance of the Force.

Figure 6.2 Command Penalty: *At the start of the 1757 Campaign, Schwerin's Corps contains 17 units and exceed command capacity. A penalty is therefore assessed to Schwerin's Corps as indicated on the tool-tip and by the* ***flashing red 35%*** *on the Unit Panel.*

6.1.4 Command Point Modifications The total number of Command Points that can be provided by Leaders in a single Force **is limited to an unmodified maximum of 32**. This number can be modified by:

- +2: if a Signal support unit is present in the Force (***not in version 1.00 of the game***),
- +1: if a Reconnaissance support unit is present in the Force (***not in version 1.00 of the game***),
- + (Variable): Leader Special Abilities
- Strategic Rating of parent Army commander + (−2): if Corps is within Army Leader's Command Radius

Note: Any units, which don't belong to such a Corps, are considered independent for Command Chain purposes, and they have additional penalties from being out of the Command Chain **(-50%** to the Command Points generated by the leaders in the Force).

6.2 Leader Attributes and Special Abilities

In addition to providing leadership in the form of Command Points, Leaders also have various individual attributes and Special Abilities that differentiate themselves from one another. To get the best use out of your leaders, be sure to always put the right man in the right job.

6.2.1 Leader Attributes Each Leader has three (3) principal attributes: a **Strategic Rating**, an **Offensive Rating**, and a **Defensive Rating**.

- **Strategic Rating:** A Leader's Strategic Rating is used to determine the likelihood that he will be considered 'Active' during a game turn. The higher his Strategic Rating, the more likely he will be 'Activated'. This rating is also used to determine the Leader's Command Radius if placed in command of an Army and the amount of Command Points he is able to bestow upon subordinate Corps and units.
- **Offensive Rating** A Leader's Offensive Rating is used when a Leader is in command of a Force that engages in combat while assuming either an **Assault** or **Offensive** Posture. The Offensive Fire and Assault values of **every unit** in the Force are increased **by 5%** per point of a **Corps commander's** Offensive Rating. The Offensive Fire and Assault values of every unit in a Brigade are increased **by 3%** per point of the **Brigade commander's** Offensive Rating. These values are cumulative—units receive bonuses from both commanders if applicable.
- **Defensive Rating** A Leader's Defensive Rating is used when a Leader is in command of a Force that engages in combat while assuming either a **Defensive** or **Passive** Posture. The Defensive Fire and Assault

values of **every unit** in the Force are increased **by 5%** per point of a **Corps commander's** Defensive Rating. The Defensive Fire and Assault values of every unit in a Brigade are increased **by 3%** per point of the **Brigade commander's** Defensive Rating. These values are cumulative—units receive bonuses from both commanders if applicable.

6.2.2 Leader Special Abilities Some Leaders possess Special Abilities that give them advantages in certain circumstances. The Special Abilities that a Leader possesses are indicated by unique Special Ability icons which appear on his Leader counter. A complete list of these Special Abilities and their effects on game play is found in the **Appendix** section of this manual.

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

6.2.4 Effects of Leader Experience Leaders gain tangible benefits from their experience levels just as units do. (Consult **Section 21. Unit Experience** for the effect of experience on combat units.) These benefits are accrued as follows:

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

6.3 Promoting Leaders

Leaders who have proved themselves capable in their current rank may become eligible for promotion. This is indicated by a flashing promotion icon on their counter and a message to that effect appearing in the Message Log turn summary. Promoting Leaders to the next rank enhances their ability to provide Command Points and gives them the ability to command larger echelon formations (i.e. promoting a 2-star Leader to a 3-star rank gives that Leader the ability to command Armies).

There are several conditions that need to be met in order to promote a Leader:

- an entry in the database must exist for the new rank. Consult the Unit Detail panel for the Leader to find out if the Leader is eligible. (Is Promotable Yes/No)
- the Leader must have either gained four (4) Seniority ranks or have a Seniority of 1 or 2. (The Leader's initial Seniority ranking is shown in [brackets] on the Unit Detail panel. His current Seniority is listed along side his initial [bracketed] Seniority.

Note: Seniority is indicated numerically with the lowest numbers actually representing more senior Leaders. In other words, a Leader becomes eligible when his current Seniority is four (4) points **lower** than his initial Seniority.

6.4 Relieving Leaders from Army Commands

Leaders may be relieved of command (i.e. sacked). Removing a Leader from an Army command causes a loss of **National Morale** and **Victory Points** equal to the promoted Leader's political cost unless a new Leader with more Seniority is put in command of the Army that same game turn. To remove a Leader, select the Leader's counter on the Unit Panel and left-click the **Dismiss Leader** button on the Special Orders panel. A tool-tip gives you the cost of the action in NMs and VPs.

6.5 Seniority and Bypassing Leaders

Every Leader in the game is assigned a Seniority number which indicates his position on the promotion hierarchy. Leaders with low Seniority numbers are considered first in line to receive promotions. Seniority is no guarantee of quality, however, and there will be occasions when a junior officer shows himself to be more capable than those with greater seniority. For example, a Leader with a Seniority number of two (2) is considered to be the second-most Leader in terms of Seniority. A Leader with a Seniority number of 35 would be considered far from the top.

A Leader's current and initial Seniority is indicated on the Unit Detail panel. Left-click on the Leader Element icon on the Element Display panel to access the Unit Detail panel. Seniority is displayed as a set of two (2) numbers: the Leader's current Seniority [the Leader's initial Seniority].

If a Leader is promoted when there are other Leaders of the same rank who are senior to him (i.e. have a lower Seniority ranking), these other Leaders are considered to have been 'bypassed'. Bypassing Leaders costs an amount of **National Morale** and **Victory Points** equal to the promoted Leader's political cost. A tool-tip warning is given if a promotion would cause another Leader to be 'bypassed'. The NM cost of bypassing the Leader is indicated on the tool-tip.

Likewise, if a 3 or 4-star Leader is placed in command of an Army when there are other Leaders of the same rank who are senior to him (i.e. have a lower Seniority ranking), these other Leaders are considered to have been "bypassed'. Bypassing Leaders costs an amount of **National Morale** and **Victory Points** equal to the promoted Leader's political cost. A tool-tip warning is given if a promotion would cause another Leader to be 'bypassed'. The NM cost of bypassing the Leader is indicated on the tool-tip.

Leaders may gain and lose Seniority based upon their participation in combat. Leaders on the winning side of a battle may warrant an increase in their Seniority (i.e. have their Seniority number lowered). Leaders on the losing side of a battle may warrant a decrease in their Seniority (i.e. have their Seniority number raised). Changes in Seniority based on a Leader's performance in combat are listed in the Message Log at the conclusion of each game turn.

7. Orders

Game play in *Rise of Prussia* is conducted simultaneously. Players plot their activities for the upcoming game turn (each turn represents seven days of game time) by issuing 'orders' to the various military assets under their command. Once a player has finished issuing orders to his forces, the game turn is resolved by left-clicking the **End Turn** button on the Main Screen. Players are never required to issue orders. Forces without orders will simply maintain their previous turn Posture and act or react to the presence of enemy forces accordingly.

7.1 Activation

At the beginning of each turn, every Leader undergoes an '**Activation Check**'. (These checks are made even if the Leader is currently not commanding any units.) Activation checks are made using a Leader's **Strategic Rating**. The higher a Leader's Strategic Rating, the greater chance the Leader will **pass** the Activation Check. Leaders who pass their Activation Check are considered '**Active**' for the upcoming game turn. Likewise, Leaders that fail their check are considered 'Inactive'. Forces **without Leaders** are always considered **Active** but suffer movement and combat penalties accordingly.

7.1.1 Activation Check Modifiers The Activation check is modified by the following conditions:

- **+1 Strategic Rating**: A Leader who was active during the previous game turn increases his Strategic Rating by one (1) for purposes of the Activation check.
- **Variable**: A Leader of a Corps that is located within the Command Radius of its Army HQ has his Strategic Rating modified by the Army Commander's Strategic Rating. Note that a poor Army Commander can actually reduce the Strategic Ratings of his subordinate Corps Commanders.

7.1.2 Active Leaders Leaders who are considered **Active** are indicated on the game map by having a white-colored envelope next to their TDM. Forces commanded by Active Leaders may move and engage in combat normally during the up-coming game turn.

7.1.3 Inactive Leaders Leaders who are considered **Inactive** are indicated on the game map by having a brown-colored envelope next to their TDM. Units and Forces commanded by Inactive Leaders may still move and engage in combat during the up-coming game turn, but they do so with penalties applied.

7.1.4 Restrictions Placed on Inactive Leaders Inactive Leaders may only assume a **Defensive** or **Passive** Posture (not applicable for Naval Leaders). In addition, the following restrictions are placed on Inactive Leaders:

- Inactive units or Forces suffer **a 35% reduction** in their movement ability (i.e. speed),
- Inactive units or Forces suffer **up to a 35% reduction** in their combat efficiency if they engage in combat in hostile territory.

7.2 Movement Orders

Forces are moved across the game map in an effort to achieve certain objectives and engage enemy forces in combat. Movement is always voluntary, and indeed, there are certain benefits derived from remaining stationary (such as regaining Cohesion Points and receiving replacements).

7.2.1 Speed of Movement A Force moves at the speed of the slowest Unit in the Force. The speed at which Units move is based on their most prevalent element-type. For example, a Brigade that is predominately infantry moves at the infantry rate even though the Brigade may contain an artillery battery.

Movement speed is based in part on the average Cohesion value of the elements in the Force in relation to the maximum average Cohesion of the elements in the Force. The resulting percentage is halved and then applied to the

movement rate of the Force. For example, if a Force has an average Cohesion value of 30 at the start of its movement and a maximum average Cohesion of 60; the difference is 50%. This 50% is then cut in half to 25%. Based on Cohesion alone, the moving Force in this example would move 25% slower than it would normally. Elements that have zero (0) cohesion points have a speed that is 50% of their normal movement rate.

Movement is also a function of many variable factors. These include the element's Activation status, unit-type, speed coefficient, and Command Posture. Other factors include weather conditions, terrain, and the presence of enemy forces, etc. Consult the Terrain Summary in Appendix A for a complete listing of all terrain-types and their effect on movement rates.

7.2.2 Cohesion Cost of Movement Moving Forces spend their Cohesion points as follows:

- **Normal Land Movement:** Land Forces lose one (1) Cohesion Point **for each day** of normal land movement. This loss is modified by command posture and whether the Force is '**Force Marching**'.
- **Naval Transport:** Land Forces being transported by naval transport lose a minimal amount of cohesion; a Force will experience a greater loss of Cohesion when moving through sea zones with harsh weather.
- **Naval Vessels:** Naval vessels lose Cohesion depending on the type of ship and weather in the regions traveled through.

Forces also take Attrition hits in proportion to the Cohesion cost of the move.

Commander's Note: It is good practice to assign a Command Posture (and ROE) to a Force before moving it.

7.2.3 Plotting Movement Orders Movement orders are plotted on the game map (for both land and naval Forces) by left-clicking on a Force's TDM and drag-drop(ing) the Force on its intended destination. Once the Force is dropped on its intended destination, a movement path linking the starting point and the destination is displayed. Each leg of the movement path (i.e. each region) is annotated with an indication of the estimated number of days the Force requires to travel that distance.

7.2.4 Editing Movement Orders To cancel a movement order, drag-drop the Force back to its original starting location. To cancel a movement order one leg at a time, press the **Delete** key once for each leg to be removed. To add a leg to a movement path, left-click on the Force's TDM (on the last leg of the movement path) and drag-drop the Force to the next intended destination. When a Force is moved into an adjacent region, the path-finding algorithm selects a movement path that is the quickest but not necessarily the most direct route. To get the most direct route, hold down the **CTRL key** when drag-drop(ing) the selected Force.

7.2.5 Reliability of Movement Orders A Force does not automatically follow orders if conditions change due to enemy interference. Remember; the simultaneous nature of the game turn means that enemy action must be accounted for. For example, if a Force in an Offensive Posture is moving through a region and is engaged by a larger enemy Force, it is likely that the moving Force will seek to withdraw after a few rounds of combat (thus assuming a Passive Posture and coming to a halt).

7.3 Resting

A Land Force can recover Cohesion Points by spending time resting rather than moving and fighting. The basic rate of recovery for land units is **0.75 Cohesion Points per day of rest**.

This basic rate of **0.75 Cohesion Points** per day is modified by the following conditions:

- +1.00 CPs: Force is stationary in Passive Posture.
- +0.75 CPs: Force is stationary and inside a structure.

- +0.50 CPs: Force is stationary and outside of a structure.
- +0.50 CPs: Force is stationary and located in a loyal region.
- +0.50 CPs: Force is a stationary Irregular unit.
- −0.50 CPs: Force is in Offensive Posture.
- −0.50 CPs: Force is besieging.
- −0.50 CPs: Force is being transported by naval transport.
- −1.50 CPs: Force is besieged.
- Variable CPs: Cohesion Point gains/losses are modified by National Morale.
- Variable CPs: Certain Special Abilities increase/decrease the amount of CPs recovered.
- A Medical support unit in a Force increases the per turn Cohesion recovery by 15%

7.4 Combat Orders

Players **do not** issue combat orders per se. Combat is executed automatically (under certain conditions) if opposing forces are present in the same region and at least one side is assuming an Assault or Offensive Posture.

7.5 Blocking Movement and Zone of Control

The simultaneous nature of *Rise of Prussia* movement plotting and resolution segments means that players (and the computer AI) must anticipate their opponent's activities. The presence of enemy forces and fortifications inhibits friendly movement in a land region during the resolution portion of a game turn. If the presence is strong enough, friendly units will be able to enter a region but move no further. Note that there is a minimum threshold required to block movement. (A weak enemy ZOC will not prevent friendly forces from entering a region where they have no Military Control.)

7.5.1 Patrol Values Each element has a Patrol Value that represents the ability of the element to **block** (i.e. interrupt) enemy movement. The modified average of all the Patrol Values belonging to friendly elements is added to the Patrol value of any friendly fortifications in a region. Having Military Control in the region also adds to the Patrol Value's effectiveness. The resulting value represents the strength of the Zone of Control that friendly forces exert in the region.

7.5.2 Evasion Values Each element has an Evasion Value that represents the ability of the element to avoid contact with enemy forces. The sum of all the Evasion Values belonging to friendly elements is modified by **weather** and **terrain**. The **size of a friendly Force** is also taken into account—smaller forces have an easier time avoiding enemy contact.

- **Small Force**: A Small Force is a Force that contains fewer than four (4) Units and/or fewer than four (4) Command Points worth of Units/Elements.
- **Large Force**: A Large Force is a Force that contains more than nine (9) Units and/or more than nine (9) Command Points worth of Units/Elements.

7.5.3 Effectiveness of Zone of Control Once the strength of the **Zone of Control** (i.e. total modified Patrol Value) is determined, it is **divided by the Evasion Value** of the opposing Force. An opposing Force is prevented from entering any adjacent region where its level of military control is less than this number. Regions that a Force cannot enter due to a blocking Zone of Control **are indicated in Red** on the game map. Additional information regarding blocked movement is obtained by holding your mouse over adjacent regions.

Commander's Note: Small fast moving cavalry forces have the best chance to avoid being pinned down by enemy Zones of Control.

7.5.4 Fortifications and Zone of Control Fortifications have a Patrol Value equal to [the level of Military Control in the region] x [the fortification level]. As a result, it is virtually impossible to bypass large enemy fortifications.

7.6 Intercepting Enemy Forces

During movement plotting portion of a game turn (i.e. pre-resolution), rather than direct a friendly Force to move to a specific region, a player may direct a friendly Force to 'intercept' an enemy Force. If during the resolution portion of the game turn, the intercepting Friendly Force fails to locate the enemy Force; it will immediately stop moving. If a friendly Force attempts to intercept an enemy Force that subsequently splits into multiple Forces; the intercepting Force will attempt to engage the larger of the enemy Forces. An intercepting Force will have its movement path adjusted by the computer AI in order to intercept the moving enemy force.

To intercept an enemy Force, drag-drop the friendly intercepting Force (or Forces) on top of the enemy Force's TDM on the game map. An icon indicating the Interception attempt is placed on the friendly Force's TDM.

7.7 Combining Friendly Forces

During movement plotting portion of a game turn (i.e. pre-resolution), players may direct a Force to combine with another friendly Force **in another region**. The two Forces are combined into one Force once the two Forces reach each other inside the same region. Leadership of the newly combined Force goes to the senior Leader in the Force by default.

7.7.1 Combining Forces in Different Regions To combine friendly Forces in different regions, simply drag-drop the TDM of one friendly Force inside the TDM of the other friendly Force. The other friendly Force may now be moved, or remain in its present location. A friendly Force will have its movement path adjusted by the computer AI in order to combine with the other friendly Force. An icon indicating the Combination order appears on the Force's TDM.

7.7.2 Combining Forces in the Same Region Forces in the same region can be combined without requiring a movement order. All Forces in a region are displayed on the Unit Panel when any one Force in the region is selected. The unselected Forces appear as '**tabs**' above the row of units in the selected Force. To transfer units and Leaders, drag-drop the unit counters onto the 'tab-ed' Forces as desired.

Note that combining friendly Forces in this manner is different from 'merging' units. A combined Force will be composed of units belonging to the previously separated Forces with no adjustments made to their unit strengths. The Force will have just as many units as the two Forces did previously—it's just that they will all be together in a single Force under command of a single Leader.

7.8 Raiding

A player who is able to disrupt the enemy's supply network will severely cripple his opponent before the first shot is even fired. For this reason, it is important to take advantage of opportunities to strike at the enemy's supply lines and infrastructure. Accordingly, players may set the desired behavior of their Forces using Special Orders as follows:

- **Default Orders**: Forces will automatically capture any supply stockpiles located in enemy structures that they capture while moving. The capturing Force first replenishes its own supply up to capacity, leaving the remaining supplies intact. Enemy structures remain intact and change ownership.
- **Evade Fight**: Forces will immediately destroy all enemy supplies they encounter while moving except in their final destination. Enemy structures remain intact and change ownership.
- **Destroy Depot**: To destroy a Depot, a Force must begin the turn in the region with the enemy Depot and be assigned the 'Destroy Depot' Special Order. The Depot is destroyed before the Force executes any additional movement orders. (Note: Only Level 1 depots can be destroyed).
- **Pillage**: Certain units (i.e. Cossacks, Guerillas, etc) immediately destroy all supplies and Depots they encounter. (They cannot destroy fortifications.) These units are identifiable by their '**Pillage**' Special ability icons.

7.9 Entrenching

Entrenchments provide defensive benefits depending on their level (1 to 8). They are not considered to be structures, although they do provide limited shelter against bad weather. They are not subject to the rules governing siege combat. Entrenchments are attacked using the Field Combat resolution procedure.

Entrenchment Levels beyond 5 do not provide additional cover but they increase the firepower of friendly artillery batteries. In addition, entrenched artillery batteries will defend the river(s)/seacoast in their region and fire on moving enemy fleets. Batteries will also block enemy supply transport moving by river and engage enemy bombarding ships.

Entrenchment levels are displayed graphically on the map, with Levels 5-8 being identified by a gun icon. Entrenchments are eliminated once ALL units that occupy the entrenchment are moved out of the region. Friendly Forces within the same region may occupy different levels of entrenchments.

Entrenchments only appear as part of the initial scenario set-up or, in certain scenarios, by events. **Players do not construct entrenchments**.

7.10 Fixed Units

Many scenarios have Forces that begin the game as '**Fixed**'. Fixed Forces are indicated with a **Lock icon** next to their TDM on the game map or on the face of their unit counters on the Unit Panel. Fixed Forces may not move from their fixed location until:

- A friendly non-fixed Force ends its turn in the region (or structure) with the fixed Force (as per scenario restrictions),
- the fixed Force is attacked by enemy forces,
- a specific date has been reached (as per the tool-tip).

Figure 7.1 Fixed Units: *Shown here are two units (a leader and a brigade, but any kind of unit can be fixed). The small lock icon in the upper left corner of their unit counters indicates that these are 'fixed units'.*

Some Forces (such as automatic garrison elements) are permanently fixed and may never move under any circumstances. (A Static Element has a Move ratio of 0%). Consult the tool-tip information for information regarding specific units.

7.11 Special Orders

Special Orders allow players to fine tune how their forces move and react to the enemy during the upcoming turn. The Special Orders available to a particular Force are indicated by on two columns (tent and sword) of **Special Orders buttons** located to the left of the Unit Panel. Available Special Orders are **highlighted**—unavailable Special Orders are **subdued**. Leaders who are 'Inactive' may not perform certain Special Orders that would otherwise be available to them if they were Active.

7.11.1 Special Order Activity Checks Unless otherwise noted, Special Orders require that the initiating Force pass an activity check (mostly related to Leaders and their attributes) in order to perform the desired Special Orders. Special Orders that require multiple days to complete are always executed at the beginning of a game turn. If time remains after completion of the Special Order, the Force will carry out any plotted movement.

7.11.2 Special Orders Available to Land/Naval Forces The following Special Orders are available to land/ naval forces and may be initiated by using the Special Orders buttons if activated. A Special Orders button will only be Active if the pre-requisite conditions are met.

Special Order Icon	Special Order	Special Order Description/ Effects
	Ambush	Non-moving irregular forces (i.e. Partisans, Guerillas, Etc) can try to set up an ambush in Marsh, Forest, Hill, Wooded Hills, Mountainous and Alpine terrain. If successful, the ambushing units receive combat benefits (such as first fire) and have an increased chance to withdraw.
	Forced March	A force that force-marches is able to move faster but at an increased loss of cohesion. Light Infantry and Cavalry are likely to suffer less cohesion loss. A force containing only leaders and/or support units may not force march.
	Seek Shelter	A force that seeks shelter will enter a structure at its destination. A force that retreats in battle will enter a structure in the current region.
	Build Depot	The force expends Two (2) Supply Wagon units or Two (2) Naval Transport units and constructs a Depot. Depot construction requires Two (2) Game Turns to construct.
	Destroy Depot	Force must begin the turn in the region with the enemy Depot and be assigned the 'Destroy Depot' Special Order. The Depot is destroyed before the Force executes any additional movement orders. (Note: Only Level 1 Depots can be destroyed).
	Synchronized Move	Subordinate Corps and Army HQs in the same region will move together at the pace of the slowest force. In addition, when the Army HQ moves, all subordinate Corps in the region will automatically synchronize their movement without need for the special order.
	Promote Leader	The leader is promoted to the next highest rank.
	Combine Units	Selected units can be combined into a single unit (Usually to form a Brigade). This order is also used to merge weak units into a stronger one by merging elements.
	Brigade Break-Down	This order is used to Break-Down a Brigade into its component parts. Component parts are henceforth treated as Individual Units.
	Attach Corps to Army	This order is used to make an independent force part of (and subordinate to) an Army (and its Army Commander).
	Detach Corps from Army	This order is used to detach a Corps that is part of (and subordinate to) an Army. The detached Corps is considered an Independent force upon its removal from the Army.
	Evade Combat	A force with this order will seek to avoid contact with the enemy during movement. It will also assume a Raiding mode.
	Surrender	This order instantly removes selected unit(s) from the game. The men in units become prisoners.
	Create Army	This order is used to create new Army-Level commands. A 3 or 4-Star Leader is required to be present.
	Disband Army	This order is used to disband an Army. The Army is replaced by its Army leader.
	Naval Bombard	A Naval Force will bombard the first coastal structure or entrenched position it encounters provided a friendly land force is present in the region. Enemy batteries in fortifications or entrenchments greater than level 4 have an opportunity to return fire.
	Disband	If activated, the selected unit is destroyed (removed from game).

8. Military Intelligence (Fog of War)

Rise of Prussia recreates the uncertainty regarding enemy locations and intentions by presenting players with a condition known as the 'Fog of War'. Essentially, the position of enemy forces is withheld unless players are able to 'detect' their presence. Keep in mind, however, that a player's ability to detect an enemy is somewhat offset by the enemy's ability to hide.

8.1 Detection Value

The ability of friendly Forces to see into a region they occupy (and adjacent regions) is determined by the number of **Detection Points** that a Force (or friendly region) is able to generate. Detection Points are not cumulative. Only the **largest** number of Detection Points generated by a single source is used. Once determined, this number of Detection Points is known as the **Detection Value**.

8.1.1 Detection Point Generation Summary Detection Points (DPs) are generated by the following conditions:

- Highest Detection Rating of any friendly unit in the region. For example, an element belonging to a cavalry brigade usually has a Detection Rating of 4 DPs; a line infantry element usually has 2 DPs.

In regions in which a player does not have friendly forces:

- +2 DPs: Military Control in the region is at least 51% (friendly).
- +2 DPs: Population in the region is at least 51% Loyal.
- −1DP: Detection Points used to see into adjacent regions.

8.1.2 Detection Procedure The **Detection Value** is applied to the enemy's **Hide Value**. If the **Detection Value exceeds the enemy's Hide Value**, enemy forces **are detected** (i.e. revealed on the game map). If not, the enemy forces remain concealed. For each point of Detection Value over an enemy's Hide Value, the accuracy of the information received is increased.

Commander's Note: Enemy forces near your territory or units are almost always detected unless the region is **Wild** (i.e. no structures present in the region) or the enemy units are particularly stealthy. Irregular units are good choices for both reconnaissance and infiltration.

8.2 Hide Value

The ability of friendly Forces to escape detection is determined by the number of **Hide Points** that a Force generates. Only the **lowest** number of Hide Points generated by a single source is used. Once determined, this number of Hide Points is known as the **Hide Value** and is used in comparison with an enemy's **Detection Value** to determine if a Force has been spotted.

8.2.1 Hide Point Generation Summary Hide Points (HPs) are generated by the following conditions:

If a Force is located within a region with a structure (either friendly or enemy), its Hide Value is automatically set to one (1) unless the Force is assuming a **Passive** Command Posture.

- +1 HP: Only Leaders are present in the Force.
- +1 HP: Force is Passive or considered Small.
- +1 HP: Covered Terrain (i.e. Bocage, Hills, Wooded Hills, Marshes, Wilderness, Mountain, Alpine)
- +1 HP: Harsh Weather (i.e. Mud, Snow, Frozen, Blizzard)
- −1 HP: Force is considered Large.

Hide Points are cumulative. For example, a **Small** Force (+1 HP) containing only elements of Cossack cavalry (Irregular) has a base Hide Value of three (3); if located in a region with **covered terrain** (+1 HP) and **harsh weather** (+1 HP) it would have a modified Hide Value of six (6). A Force with a Hide Value of six (6) that remains in a Passive Command Posture is practically invisible—perfect for scouting behind enemy lines.

- Small Force: A Small Force is a Force that contains fewer than four (4) Units and/or fewer than four (4) Command Points worth of Units/Elements.
- Large Force: A Large Force is a Force that contains more than nine (9) Units and/or more than nine (9) Command Points worth of Units/Elements.

9. Naval Units

The naval aspect of the game in *Rise of Prussia* is currently limited to river units (it may later on be improved through modding or new game versions).

9.1 Naval Movement

Naval movement orders are issued and plotted in the same manner as Land movement. Naval Forces are assigned Command Postures and ROEs that mirror those assigned to Land Forces. Movement is traced through adjacent sea zones (i.e. regions). Movement paths are indicated on the game map and annotated with the estimated number of days required to reach each sea zone.

9.1.1 Naval Activation Checks Admirals are required to make Activation Checks each game turn. However, an Admiral who fails the Activation check is not prevented from assuming an Offensive Command Posture, only delayed in executing his movement orders.

9.1.2 Intercepting Naval Movement Naval Forces can never be directly prevented from entering a sea zone (or river section). However, whenever a naval Force enters a sea zone (or river section) where an opposing naval Force is present, each naval unit uses its Patrol and Evasion Ratings to determine whether a naval engagement occurs. Coastal fortifications (and fortifications astride a navigable river) have high Patrol Values. In most cases this will enable them to fire on opposing naval forces as they pass by.

9.2 Naval Units and Supply

Naval vessels require General Supply and Ammunition to operate efficiently just as land units do.

9.2.1 Replenishment of Naval Units Naval units may replenish their inherent supplies of General Supply and Ammunition supply points in friendly-controlled Ports which have a supply of General Supply and/or Ammunition points available. Naval units may replenish their inherent General Supply points **while at sea** if they occupy a sea zone adjacent to a land region with a supply of General Supply points available.

9.2.2 Naval Transport of Supplies Naval Transport units may be used to transport and distribute supplies (both General Supply and Ammunition) to friendly land units and structures located in adjacent coastal regions. This method of distributing supplies is similar to that used by Supply Wagons.

9.3 Naval Transport

Both sides have naval vessels designated as transports. Naval transports are distinguished by their carrying capacity. For example, a river barge has the ability to transport (i.e. carry on-board) up to five (5) points of transport weight.

Naval Transport Procedure

There are two separate ways in which land units may board naval transports:

1. Land units begin a game turn located inside a harbor with a Force containing naval transports. The land Force is combined with the transporting naval Force by drag-drop(ing) the land Force on the naval Force's tab (on the Unit Panel). The transporting naval Force must have sufficient transport capacity (i.e. transport points greater than or equal to the 'weight' of the land units). A movement order may now be issued to the transporting naval Force.

2. Land units begin a game turn in a region adjacent to a coastal sea zone containing a naval Force with transport units. The land Force is combined with the naval Force by drag-drop(ing) the land Force on the naval Force's TDM. A movement order may be issued to the naval transport Force. This movement order will be delayed until the land Force boards the transports.

Land units may remain on-board transport vessels in sea zones or rivers indefinitely. However, land units will suffer attrition losses while embarked (at sea or on rivers). Land units automatically disembark (i.e. leave the naval transports) when the transporting naval Force enters a harbor. They may also disembark in a region without a harbor (i.e. conduct an Amphibious Landing).

9.4 Amphibious Landings

NB: Not available in version 1.0 of the ROP game.

As was the case historically, the anti-Prussian Coalition player will usually have an undisputed command of the Baltic sea (while Britain, the ally of Prussia, commands all other seas surrounding Europe). This advantage can often be used to threaten large stretches of coastline with invasion.

Amphibious Landing Procedure

The Amphibious Landing procedure is a two-step process conducted as follows:

1. The transporting naval Force and units being transported are moved to a coastal region.
2. On the following game turn, the player must manually move (i.e. drag-drop) the land units being transported from the transporting naval Force's Unit Panel into the adjacent land region (i.e. the land region where the landing is to take place).

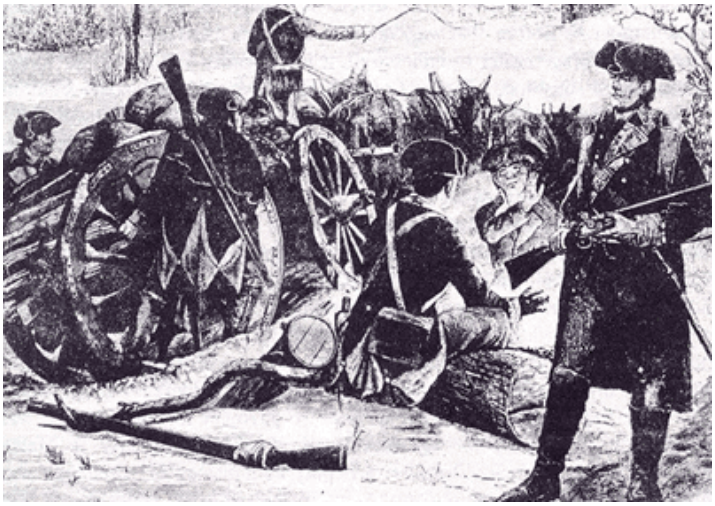
Distant unload special order

If player already know where land units shall disembark, he can use distant unload special order. Using distant unload permit to only select landing destination and naval stack will move automatically to nearest coastal region and disembark all his land forces.

9.5 Blockade

One of the more effective ways that seapower can influence a land campaign is through blockading enemy harbors. A blockade is nothing more than a cordon of naval combat vessels that seeks to prevent enemy ships from entering or leaving a particular harbor.

Each harbor has one or more **exit points** (sea zones). Each exit point must be occupied by naval units possessing the required number of Blockade points in order for the harbor to be considered 'blockaded'. A harbor that is blockaded does not **generate** supply points.



10. Supply

One of the most daunting challenges faced by any military leader is keeping an army supplied with all the goods and services it needs to maintain itself in the field. Forget about strategy for a moment—it's logistics that wins most battles.

10.1 The Supply System (Overview)

The supply system represents the means by which supplies are broadcast forward from their point of production through a series of intermediate staging areas to the point of consumption (i.e. troops in the field). In game terms, supply points are produced (and accumulated) in various map locations, moved as needed to friendly structures and storage units within range, then delivered to combat units (again, within range). This chain of supply (from production to consumption) is handled automatically and requires no input from players. However, there are limitations to the amount of supply points that can be distributed along a single link in the supply chain and lengthy (or poorly protected) supply chains are susceptible to enemy interruptions.

10.1.1 Types of Supply (General Supply and Ammunition) There are two types of supplies: **General Supply** and **Ammunition**. Both are produced and distributed in similar fashion but are accounted for separately. General Supply represents items used by military units to maintain their manpower in good fighting order (i.e. food, water, clothing, etc.) Ammunition represents the supply of munitions that military units expend in combat (i.e. bullets, gunpowder, cannon shot, etc.)

10.1.2 Supply Requirements Military units (including naval vessels) require General Supply each turn to maintain their operating efficiency. Ammunition is required **only** when military units engage in combat. Units that are unable to satisfy their General Supply requirements are considered 'Out of Supply' and operate at a reduced level of efficiency (in addition to suffering other ill-effects). Units that are unable to satisfy their Ammunition requirements are considered 'Out of Supply' for combat purposes and participate in combat at a significant disadvantage.

10.2 Supply Sources and Production

Each turn, supply points (both General Supply and Ammunition) are produced and stored in friendly-controlled cities, ports, fortifications, and depots.

The amount of supply points produced by a structure depends primarily on the level of the structure but other factors are involved in modifying the actual amount of supply points that are created. Supplies are produced and distributed on the first day of each game turn.

Figure 10.1 *View of Map using the Supply filter to show General supply and ammunition stockpiled in the depot in Berlin. Each icon represents approximately 50 supply points of General Supply (crates) or ammunition (cannonballs).*

10.2.1 Supply Production Summary The following table summarizes the effectiveness of supply-producing structures. The output of these supply-producing structures is further modified by factors listed in **10.2.2**.

SUPPLY PRODUCING STRUCTURE	GENERAL SUPPLY PRODUCTION	AMMUNITION PRODUCTION
CITY	8 GS points per turn (per level)	2 AM points per turn (per level)
DEPOT	4 GS points per turn (per level)	1 AM points per turn (per level)
HARBOR	4 GS points per turn (per level)	1 AM points per turn (per level)
FORTIFICATION	2 GS points per turn (per level)	None

Therefore, according to the production summary, an unbesieged Level 5 city has a basic production output of 40 General Supply points and 10 Ammunition points per turn.

10.2.2 Supply Production Modifiers The base production of supply-producing structures is modified by the following factors:

- **Loyalty.** Supply production is multiplied according to the Loyalty percentage of the region plus 50%. The equation is: [Loyalty + 50%] X [base # of supplies produced]. For example, if a region is completely loyal (i.e. 100% loyalty) the base supply production in the region would be multiplied by 1.5.
- **National Morale.** For every two NM above 100, the amount of supplies produced by a supply source is increased by 1%. For every two NM below 100, the amount of supplies produced by a supply source is reduced by 1%.
- **Besieged Structures.** Structures that are besieged by enemy forces do not produce supply points. Supply points previously accumulated are retained (and consumed by the friendly forces being besieged).
- **Blockade.** Ports that are blockaded by enemy naval vessels do not produce supply points. Supply points previously accumulated are unaffected by naval blockade and may be distributed (by land) normally.

10.3 Supply Distribution

Conceptually, each turn military units and structures draw supplies from other supply producing/storing structures. This distribution of supplies is handled automatically by the computer during the game turn and is not visible to the player (i.e. Supply distribution is handled by supply columns which are not represented by actual units). This abstract handling of supplies is done by computer so as not to burden players with unacceptable levels of micro-management.

10.3.1 Limitations on Supply Distribution The amount of supply points that can transit a structure during any given game turn is roughly limited to the production capacity of the structure. For example, a level 8 un-besieged city is able to distribute 64 points of General Supply and 16 points of Ammunition (subject to certain modifiers) in a single game turn. Depots, however, have enhanced abilities to distribute supplies (equal to a level 15 city).

10.3.2 Transit Distance for Supply Distribution The maximum distance that supply points may travel from a supply source to a requesting unit or structure is three (3) map regions. However, this distance is affected (i.e. often reduced) by the type of terrain being transited, inclement weather, and the presence of enemy forces. **Important:** Supply may only transit through regions in which a player has a minimum of 25% Military Control. (Enemy light cavalry units acting as Raiders automatically block all supply from transiting a region in which they are located.)

10.4 Supply Consumption

Supplies are consumed by military units (both land and naval). General Supply points are consumed by units **each game turn** in order to maintain themselves (regardless of whether the unit engages in combat). Ammunition points are consumed by units **only** if the unit engages in combat at some point during the turn. General Supply is consumed during the first day of each turn. Ammunition is consumed at the moment of combat. Units that have expended their inherent supply and are unable to draw new supplies are designated as being 'Out of Supply'

Players can check the supply consumption of each of their units by holding the mouse over the unit. A unit's current stockpile of inherent supplies is displayed on the tooltip along with the estimated amount of General Supply needed for the turn. The amount of Ammunition expended by the unit (if it were to engage in combat) is also displayed. Normally, multiple units will be grouped together into forces under the command of a leader. In this case, the tooltip displays the total number of supplies required by the force (and total amount of ammunition required for the force to engage in combat without penalty).

10.4.1 Inherent Unit Supply Each military unit has an inherent capacity for storing supplies (both General Supply and Ammunition). This storage capacity is roughly equal to the amount of General Supply needed to maintain the unit for two (2) turns and Ammunition enough for two (2) battles.

Each turn, units attempt to draw supplies from the supply network in order to replenish their inherent supply up to its maximum capacity. These supplies must be located in the same or an adjacent region to the unit. Therefore, in order to have their supplies replenished, units must be co-located with a supply producing/storage structure (that possesses the necessary amounts of supply points) or located adjacent to a region with an unbesieged supply producing/storage structure.

10.4.2 Depots Depots represent extremely large storage areas for both General Supply and Ammunition supply points. In addition to depots depicted on the game map at the start of each scenario, players may also build depots in regions they currently control (a minimum of 51% control is required). As a practical matter, depots tend to bridge gaps in the existing supply network and allow on-going operations deep in enemy territory by extending the reach of supply chains. On-map Depots have a limited ability to produce supply points as well.

- **Depot Enhanced Distribution** Depots have an enhanced ability to distribute supplies. All depots, regardless of level, distribute supply points as if they were a level 15 city. In other words, a depot may distribute 120 General Supply points and 30 Ammunition points per game turn.
- **Building Depots** Players may build depots during the course of a scenario. Building a depot requires two (2) Supply Wagon units be present in the region where the depot is to be built. The region must be at least 50% controlled by the player building the depot. Join the two Supply Wagons together in the same force (without a Leader present). The 'Build Depot' option is activated once these conditions are met. Construction of a depot requires two (2) game turns to complete and the Supply Wagon units are expended during the depot-building process (i.e. you are effectively trading in two supply wagon units for one depot.)
- **Building Depots in Ports using Naval Transports** Players may build depots in ports using two (2) Naval Transport units instead of Supply Wagons.

Note: Building Depots requires two (2) Supply Wagon units, not supply wagon elements. Supply wagons used in constructing Depots are not required to have a full complement of four (4) supply wagon elements, however.

10.4.3 Supply Wagons Supply Wagons are special units which act as mobile stockpiles of supplies (both General Supply and Ammunition). They are represented in the game as regular units and are allowed to move independently. Supply wagons consist of one or more supply elements as indicated on the Element Display panel.

Supply Wagon elements have a supply capacity of **20 General Supply points** and **20 Ammunition points**. Since there are usually four (4) supply elements to a Supply Wagon, Supply Wagons usually have a capacity of 80 General Supply and 80 Ammunition. These supply points may be used to provide supply to any force located in the same region as the Supply Wagon. Supply Wagon elements are able to fully distribute their supplies during a game turn and are replenished in the same manner as other units.

Supply Wagons are usually slower than other types of units and tend to hinder the movement of forces they are grouped with. Otherwise, they are subject to the same movement rules as other units.

Supply Wagon Special Features

- A Supply Wagon provides a +10% Fire bonus during combat (provided it has Ammunition points available). This feature is not cumulative if multiple Supply Wagons are present.
- Supply Wagons shield friendly units from the effects of adverse weather by trading General Supply points over Attrition hits. One (1) Attrition hit is negated for every five (5) General Supply Points expended in this manner.
- Supply Wagons reduce the effect of Attrition on Forces they accompany by 10%.
- A besieged force will never surrender as long as a Supply Wagon (with General Supply points remaining) is located inside the besieged city. Once its General Supply points have been consumed, however, this special feature is lost.

Commander's Note: Supply Wagons operating with friendly forces in forward areas are often quickly depleted. An effective use of Supply Wagons is to send depleted Supply Wagons to the rear for replenishment close to sources of supply with large capacities. Supply Wagons should be protected at all times, however, as they make tempting targets for marauding cavalry units.

10.4.4 Foraging No matter how good a supply network is, the vast distances involved in campaigning in Europe means that at some point, troops will have to fend for themselves and 'live off the land' (i.e. forage for supplies). Units which cannot satisfy their General Supply requirements through regular supply means must **forage**. Units may never satisfy Ammunition requirements by foraging.

Foraging Procedure Each unit that is required to forage undergoes a Foraging Check to determine if it is able to find enough supply to satisfy its supply needs for the turn. Foraging Checks are handled automatically by the computer and require no input from players. Foraging Checks are modified by the type of terrain and civilization level of the region in which the foraging unit is located. Other modifications include Weather effects and certain Special Ability leadership attributes. (As you might expect, your chances of finding adequate supplies in a Wild region in the middle of winter (snow or blizzard) are remote.)

10.4.5 Looting and Recovery A region is considered 'Looted' once a unit located in a region fails its Foraging Check. (Looting means that a region has been essentially stripped of useful supplies.) Looted regions are designated with a Looted icon on the game map. Regions designated as 'Looted' cease to produce supplies until such time as the 'Looted' designation is removed.

Looted regions have a chance to recover their normal production (i.e. remove the Looted designation) each turn. The chance of recovery is modified by the current weather. Fair weather increases the likelihood that a region will recover.

10.4.6 Irregular Units and Looting Irregular units such as Cossacks and Guerillas automatically Loot enemy regions they enter unless an enemy force is present. (The enemy force must be located outside of any structure in the region and not be adopting a Passive Command posture.)

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

ICON	SPECIAL ABILITY DESCRIPTION	EFFECT	SEE NOTES
	SUPPLY RANGER	GENERAL SUPPLY CONSUMPTION REDUCED BY 15% IN WILD REGIONS.	1
	MASTER LOGISTICIAN	GENERAL SUPPLY CONSUMPTION IS REDUCED BY 25%.	2
	FORAGER	REDUCES CHANCE A REGION WILL BE PILLAGED WHEN FORAGING BY 25%.	
	EXPERT FORAGER	REDUCES CHANCE A REGION WILL BE PILLAGED WHEN FORAGING BY 50%.	
	COLONIAL	GENERAL SUPPLY CONSUMPTION REDUCED BY 25% IN COLONIAL REGIONS.	1
	PILLAGER	REGIONS ARE PILLAGED. ONLY LOYAL AND POLICED REGIONS ARE SPARED.	2

Notes:

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

10.5 Penalties for Lack of Supply

There's an old saying among veterans that an army travels on its stomach. Soldiers need adequate food and water to maintain the good physical condition necessary for military operations. Therefore, small forces that are kept supplied are usually able to defeat larger enemy forces without supplies. While a good commander will make every effort to see that his forces remain supplied, extraordinary circumstances can occur in which a force will find itself 'Out of Supply'.

10.5.1 Attrition Due to Lack of Supply Units that are unable to satisfy their General Supply requirements during a turn (either through regular supply means or failure to forage) suffer Attrition hits.

10.5.2 Loss of Unit Cohesion Units that are unable to satisfy their General Supply requirements during a turn (either through regular supply means or failure to forage) suffer a loss of Cohesion.

10.5.3 Loss of Combat Effectiveness Units that are unable to satisfy their General Supply requirements during a turn (either through regular supply means or failure to forage) suffer a loss of combat effectiveness when participating in combat. This loss of effectiveness is separate from (or in addition to) combat penalties assessed due to a lack of ammunition.

10.5.4 Lack of Ammunition and Combat Units that are unable to satisfy their Ammunition requirements during a turn suffer a loss of combat effectiveness when participating in combat. This loss of effectiveness is separate from (and in addition to) combat penalties assessed due to a lack of general supply. Note: The penalty for participating in combat without adequate ammunition is quite severe (as you might imagine).

11. Field Combat

Field combat is defined as two opposing forces engaging in 'maneuver combat' in the open. That is to say, neither side is defending or attacking a structure, as would be the case with Siege combat. Field combat can range from a mere skirmish involving only a few units to a major set-piece battle involving tens of thousands of soldiers and lasting several days.

11.1 Engaging in Field Combat

In order to engage in Field combat, two opposing forces must occupy the same region on the game map. At least one of the opposing forces must be assuming an Offensive posture to initiate the combat. Field combat is resolved in a series of six (6) consecutive one (1) hour combat rounds per day. If neither side withdraws (voluntarily or otherwise) the battle extends into a second day. It is conceivable (but unlikely) that a single battle could continue for 42 combat rounds if a battle was initiated on the first day of the game week.

11.2 Combat Frontage

Depending upon the type of terrain in the region where field combat takes place, only a certain number of a unit's component elements will actually take part in a battle during any single combat round. Elements that are unable to participate in a combat round are held in reserve and may be called upon to relieve other weakened elements in subsequent combat rounds.

To determine the number of elements able to participate in a given combat round, the maneuverability of unit's component element-types are compared against the prevalent terrain in the region. Some element-types are more maneuverable than others in different types of terrain. For example, line infantry elements are quite slow in mountain terrain and take up greater combat frontage. Partisan elements are faster in mountainous terrain and take up less combat frontage. Therefore, quality issues aside, a greater number of Partisan elements are able to take part in a combat round in mountainous terrain in comparison to line infantry elements.

11.3 Combat Range

The distance at which the two opposing forces begin combat operations is referred to as the 'initial combat range'. The initial combat range used to resolve the first round of combat is determined according to the type of terrain in the region and the local weather conditions. It is greatest (opposing forces start farther away from each other) in cases where a battle is fought in Fair weather over terrain that is open—thus allowing for long range spotting with unobstructed fields of fire.

After the first combat round of a battle is fought at the initial combat range, the range decreases (by one range) each subsequent combat round until physical contact between the two opposing forces is made. Only elements that are considered 'in range' will be able to fire in a given combat round. (Elements that are unable to fire due to range may still suffer casualties from the enemy's return fire.) Once opposing forces make physical contact (i.e. a range of Zero), the combat range remains face to face until the conclusion of the current day (six combat rounds). If a battle is renewed on a subsequent day, the initial combat range is recalculated and the closing procedure is repeated.

Commander's Note: Combat range is an important consideration. A force with superior firepower will benefit from combat fought at longer distances while a force with superior melee power will want to look for opportunities to engage the enemy 'up close and personal'.

11.4 Fire Combat

Fire combat refers to the use of projectile weaponry to cause casualties among the enemy (i.e. rifles, muskets, artillery).

11.4.1 Fire Combat Initiative Each combat round, Fire combat is resolved by having elements of the force with the highest **initiative** fire first. After casualties are deducted from the opposing force, surviving elements belonging to the opposing force then have the opportunity to return fire.

11.4.2 Fire Combat Modifiers The effectiveness of an element's Fire combat is modified by a variety of factors—all of which are taken into account by the computer without player input.

- Discipline Rating
- Experience Level
- Strength of Firing Element
- Leader Attributes
- Special Abilities of Units/Leaders
- Target cover (terrain or fortifications)
- Weather
- Command Bonuses/Penalties
- Out of Supply Penalties
- Terrain Considerations
- River Crossing Penalties
- Amphibious landing Penalties
- Friendly Supply Wagon present
- Command Posture (Offensive/Defensive)
- Failed Withdrawal/Passive Posture
- Forced March Penalties

11.4.3 Fire Combat Resolution Each element that is eligible to fire in a combat round is given an opportunity to score hits (i.e. inflict casualties) on enemy units. Eligible elements may fire their weapons multiple times during a combat round based upon their 'rate of fire'. Firing elements use their **Offensive** or **Defensive** Fire values to determine whether they have scored a hit on an enemy element. The higher the value, the greater chance an element will score a hit. If a firing element scores a hit, the element that has been hit loses both strength points and cohesion.

11.4.4 Fire Combat Effects - Casualties Strength point losses from Fire combat are assessed according to the type of element that is firing. Infantry and cavalry elements that score a hit during Fire combat cause the target element to lose one (1) strength point. Artillery elements that score a hit generally cause a two (2) strength point loss. Heavy artillery units (siege artillery, ships, etc.) that score a hit cause a three (3) strength point loss. An element that loses its last remaining Strength point is eliminated.

11.4.5 Fire Combat Effects – Cohesion Cohesion point losses from Fire combat are assessed according to the type of element that is firing. Generally, a hit from small-arms or artillery fire inflicts between five (5) and fifteen (15) points worth of cohesion damage.

11.5 Assault Combat

Assault combat refers to the type of combat that occurs when opposing forces make physical contact and engage in hand-to-hand fighting. The principal weapons used in Assault combat are the saber and bayonet. Unit morale is particularly important in determining who stands their ground and who runs away.

11.5.1 Assault Combat Initiation Assault combat occurs automatically when the combat range between opposing forces decreases to Zero (0). Once combat reaches a range of Zero (0), it does not increase on subsequent combat rounds. Thus, if a battle reaches a range of Zero on the second combat round of the day, it will remain at Zero for the remaining combat rounds in the day.

11.5.2 Assault Combat Resolution Each element participating in Assault combat is given an opportunity to inflict casualties on enemy elements. Assault combat is conducted simultaneously (i.e. no casualties are suffered until all elements have engaged in combat). Elements engaging in Assault combat use their **Assault Value**. An element's Rate of Fire is not a consideration in Assault Combat; each element gets one opportunity to engage in Assault combat per combat round.

11.5.3 Assault Combat Effects – Casualties Strength point losses from Fire combat are assessed according to the type of element that is doing the assaulting and the size of the assaulting element. Battalion-sized infantry and cavalry elements that score a hit during Assault combat generally cause the target element to lose one (1) strength point. Elements containing multiple battalions can cause up to three (3) strength point losses per hit. An element that loses its last remaining strength point is eliminated.

11.5.4 Assault Combat Effects – Cohesion Cohesion point losses from Assault combat are assessed according to the type of element that is doing the assaulting and the size of the assaulting element. Generally, a hit during Assault combat inflicts between nine (9) and fifteen (15) points worth of cohesion damage.

11.6 Special Assault Actions (Cavalry Charges & Forming Squares)

Cavalry could be a potent weapon on the Frederician-era battlefield. Only highly disciplined bodies of troops could withstand the shock effect of seeing hundreds of horses thundering toward them. Yet, while cavalry charges could be devastating, they were difficult to coordinate and vulnerable to steadfast ranks of enemy bayonets.

11.6.1 Cavalry Charges Once a Field Combat has reached a combat range of Zero (0), a Force containing cavalry elements is checked to see if it will mount a 'cavalry charge'. The chance of mounting a cavalry charge is determined by the **Discipline Value** of the cavalry being checked. This check is modified by the Leader's **Offensive Rating**. The leadership bonus is **applied fully** if the Leader in direct command of the charging unit/element or is **halved** if the Leader providing the bonus is commanding the entire Force. If successful, cavalry units are considered to have charged the enemy elements they are in contact with.

11.6.2 Forming Squares If an opposing force mounts a cavalry charge, defending line **infantry** elements have the ability to 'form squares'. To Form Squares, the defending elements must pass a Form Squares Check. The chance of Forming Squares is determined by the **Discipline Value** of the defending infantry elements being checked. This check is modified by the Leader's **Defensive Rating**. The leadership bonus is **applied fully** if the Leader is in direct command the defending element or is **halved** if the Leader providing the bonus is commanding the entire Force.

Cavalry Charge Resolution

A Cavalry charge attacking defending elements that **have not** 'Formed Squares' inflicts a **50% increase** in damage (i.e. damage equals 150% of normal). A Cavalry charge that attacks infantry elements **that have** 'Formed Squares' results in normal damage being done to the defending elements. The damage done to cavalry elements that charge defending elements in 'Squares' is increased by 100% (i.e. damage equals 200% of normal).

11.8 Morale

Just as National Morale is an indication of a nation's willingness to continue a conflict, unit morale is an indication of a unit's willingness to remain in combat. Basically, units that are successful in combat and suffer few losses tend to remain effective for longer periods of time. Units that suffer high casualties in combat tend to Rout (i.e. leave the field of battle). If enough units rout, panic can spread throughout an entire force causing it to 'break and run'. A Force that is routed from battle is susceptible to suffering additional casualties from 'Pursuit'.

11.8.1 Morale Checks Prior to Combat Round At the beginning of every combat round, elements that have suffered losses (in any preceding combat round) must pass a Morale check. Morale checks are performed using the element's Discipline value. If the element passes the Morale check, it may continue fighting normally. If an element fails the Morale check, it is considered '**Shaken**' and has its **Rate of Fire** and **Assault Value** reduced during the current combat round.

11.8.2 Morale Checks During Combat Round Elements that suffer losses in a combat round (due to either Fire or Melee combat) must immediately pass a Morale check. Morale checks made during a combat round use the element's Cohesion value. The Morale check is modified:

- if the checking element is Militia fighting in their own home area,
- if the checking element is defending in fortifications (or trenches),
- if the checking element is defending a symbolic objective (i.e. home capital),
- if the checking element has previously suffered losses.

If an element passes the Morale check, it may continue fighting normally. If an element fails a Morale check during a combat round, it is considered '**Routed**'. Routed elements (and units) are considered to have left the field in panic and may no longer participate in the battle.

11.9 Withdrawal During Combat

At the start of each combat round (beginning with the second round), both sides in a battle are checked to see if the commanding officer chooses to withdraw. The decision to withdraw from the battle is based on the relative strengths

of the opposing forces, the Commanding officer's aggressiveness (i.e. Offensive Rating), and the presence of fortifications. A Force that decides to withdraw (whether it is successful or not) has its command posture automatically changed to **Passive** for the remainder of the game turn.

- Forces conducting an Amphibious Assault may not withdraw.

11.9.1 Withdrawal Attempt Modifiers A force that decides to withdraw must pass a Withdrawal check. The Withdrawal check is modified by:

- the existence of an 'Evade Fight' Special Order,
- the relative size of the opposing forces,
- a commanding officer's Strategic Rating,
- the presence of cavalry (both friendly and enemy),
- a successful 'Ambush' Special Order,
- a Leader with a 'Skirmisher' Special Ability.

11.9.2 Failure to Withdraw Forces that fail the Withdrawal check are forced to fight the upcoming combat round at a slight penalty. Such forces automatically attempt to withdraw at the beginning of each subsequent combat round. The chance of successfully withdrawing is increased with each successive combat round.

11.9.3 Successful Withdrawal from Battle A Force that passes a Withdrawal check is considered to immediately withdraw from the battle—thus ending the battle before the start of the upcoming combat round. A Force that withdraws from battle is moved to a friendly-controlled adjacent region on the game map. If the Force has a 'Seek Shelter' Special Order and there is an unbesieged structure **in the region where the battle took place**, the Force is moved into the structure. Depending upon the level of enemy control, a withdrawing Force may be forced into another battle in the region it withdrew to.

11.9.4 Withdrawal vs. Rout Clarification Disengaging from an enemy is a complicated maneuver once a battle has begun. Each turn, a Force is first checked to determine whether it will **attempt** to withdraw. If a decision is made to withdraw, the Force is then checked to see if the withdrawal **is successful**. A withdrawal from battle is an orderly procedure that seeks to put distance between opposing forces with minimal risk to the withdrawing force.

A Rout is an unwanted (i.e. involuntary) withdrawal from battle that occurs due an overall collapse of morale. It is an unorganized flight to safety conducted without leadership or purpose other than to get as far away from an enemy as quickly as possible. As a result, men and equipment are often abandoned. A Force which Routs is subject to additional casualties (Pursuit).

11.10 Ending Field Combat

Field combat is concluded in a variety of ways:

- a Force is successful in withdrawing from combat,
- a Force is defeated in combat and forced to Rout,
- the battle ends in a Draw at the end of the current game turn if neither side withdraws.

11.10.1 Pursuit of Routing Force A Force that is Routed suffers additional losses in the form of "Pursuit" casualties. (Pursuit casualties represent losses due to the chaos and disintegration of an army running away in the face of an organized enemy force). Pursuit casualties are increased if the non-routing force (i.e. the winner of the battle) contains a significant number of cavalry units.

11.10.2 Effects of Battle on Leaders At the conclusion of every battle, each Leader who participated in the combat is checked to see if he has become a casualty. Lower ranking officers are more likely to be personally affected than are higher ranking officers. Leaders of 3-star rank or higher are immune from Casualty checks; however, ALL Leaders, regardless of rank, may become a casualty if their immediate subordinate unit is eliminated. Leaders that survive the battle may gain experience based upon their ratio of losses suffered/losses inflicted (even Leaders on the losing side). Leaders may also gain or lose Seniority depending on whether they won or lost the battle. Winning Leaders are sometimes granted additional Special Abilities as well.

11.10.3 Effects of Battle on Unit Experience Units participating in combat gain experience regardless of whether they won or lost the battle.

11.10.4 Effects of Battle on National Morale The winning side gains NM according to the losses inflicted on the opposing force. The losing side loses NM equal to the losses suffered in combat.

11.10.5 Effects of Battle on Victory Points The winning side gains Victory Points according to the losses inflicted on the opposing force. The losing side neither gains nor loses Victory Points.

Commander's Note: Victory in a battle is determined primarily by the losses suffered and losses inflicted. It is possible to be considered the victor in a battle even if a Force withdraws if it inflicts serious losses on an opposing force.

11.11 Marching to the 'Sound of the Guns'

A Corps (or Army) engaged in a battle may decide to request reinforcements from nearby Corps (or Armies). Such requests are made once at the start of each day of combat.

11.11.1 Corps Units Corps in adjacent regions (belonging to the same Army as the Corps making the request) are eligible to answer the call and enter the battle as reinforcements. In order to enter the battle, a Corps is required to pass a '**Sound of the Guns' Check**. A 'Sound of the Guns' Check takes into account the Strategic Rating of the reinforcing Corps commander, the level of friendly control in both regions and the distance the reinforcing Corps must travel to reach the battle. If the reinforcing Corps passes the check, its elements are made available for combat. At the conclusion of the battle, reinforcing Corps are returned to their original adjacent region.

11.11.2 Armies Armies follow the same procedure as Corps except that they have an even greater chance of calling for reinforcements when engaged in battle. They also have an increased chance of successfully responding to such a call. If the reinforcing Army passes its 'Sound of the Guns' Check, its elements are added to the total of elements belonging to the requesting Corps. At the conclusion of the battle, the reinforcing Armyis returned to its original adjacent region.

Commander's Note: If positioned correctly in regions adjacent to component Corps, an Army can act as mobile 'fire-brigade'—rushing to assist threatened Corps as needed.

12. Siege Combat

Siege Combat is distinct from open field combat in that one side is defending a structure (city, fortification, or depot). There are two separate ways of resolving a siege open to an attacking force. An attacking force (i.e. the Besieging force) may choose to either: (1) '**lay siege'** to the structure or (2) '**Storm**' the structure.

12.1 Laying Siege

Laying siege to a structure can be a time-consuming process. It consists of a gradual wearing-down of the defender's will to resist through attrition (i.e. starvation, disease, desertion, etc.). Combat is resolved by comparing the Siege Value of the besieging force to the Siege Value of the defending force (i.e. the besieged force).

12.1.1 Calculating the Attacking Force Siege Value The attacking force is given a randomly generated Siege Value which is then modified by the following **beneficial** conditions:

- the amount of artillery strength points in the attacking force,
- attacking force commanded by a Leader with 'Siege Engineer' Special Ability,
- attacking force contains Sapper units (with 'Siege Expert' special abilities),
- presence of a 'Breach' in the structure's defenses,
- the defending force lacks General Supply.

12.1.2 Calculating the Defending Force Siege Value The defending force is given a randomly generated Siege Value which is then modified by the following **beneficial** conditions:

- the amount of artillery strength points in the defending force,
- defending force commanded by a Leader with 'Engineer' or 'Fort Defender' Special Ability,
- the level of fortification (which is from 0 to 3 in this game).

12.1.3 Siege Resolution Value (SRV)

Once both siege values have been determined, they are compared. The difference between the two values is expressed as a single number referred to as the SRV (i.e. Siege Resolution Value.) For example, a besieging force with a Siege Value of six (6) is compared to a besieged force with a Siege Value of three (3). The resulting SRV would be three (3). If a besieging force with a Siege Value of four (4) is compared to a besieged force with a Siege Value of eight (8). The resulting SRV would be minus four (−4).

SRV	SIEGE RESOLUTION
GREATER THAN DEFENDERS AVERAGE UNIT DISCIPLINE	Defending force immediately surrenders (all units are eliminated). If the Defending force contains a Supply Wagon with General Supply points remaining, this result is ignored and a Breach is made instead (See below).
GREATER THAN OR EQUAL TO **3**	A Breach is made. Each breach reduces the fortification level of the structure by one (1). Reductions in fortification level affect the benefits of fortifications in future rounds of the current siege. The number of breaches suffered by the fortification is indicated by the sprite on map, both with its colour background and the number it shows.
GREATER THAN **0**	The defending force suffers five (5) strength point hits per point of SRV. For example, an SRV of three (3) would result in the defending force losing 15 strength points.
LESS THAN **0**	The defending force manages to repair a previously-suffered breach. Increases in fortification level affect the benefits of fortifications in future rounds of the current siege.

Note that results on this table are cumulative. A positive SRV greater than or equal to three (3) indicates that: (1) a breach is made; and (2) the defending force suffers hits accordingly.

12.2 Storming a Structure

If time is an important consideration, a structure may be attacked outright rather than wait for a lengthy siege to be resolved. A direct assault on a structure is known as 'Storming' a structure and it is resolved in much the same way as Field Combat except that a defending force derives great benefit from the structure's fortifications.

Combat considerations involved in 'Storming a Structure' are:

- defending units receive combat bonuses due to the structure's level of fortification (bonuses are reduced for cities without fortifications and depots)
- combat frontage (for both sides) is severely limited.
- defending units may not withdraw from combat
- a defending force that Routs as a result of combat is eliminated.

Important Note: in this game, **No storming is allowed** if the fort or fortress has not received a total of breach results equivalent to its level.

13. Battle Resolution

Once battle is joined, players exercise little direct control over their forces. Instead, each battle is fought according to a very complex series of AI routines.

Figure 13.1 *Shown below here, a battle circle displaying Austrians attacking the Prussians at Wesel. As you can see by the green/red ratio bar, Austrian forces hold a huge advantage in the number of un-routed elements committed to the battle during this particular combat round.*

Each battle is resolved individually and sequentially. The first battle to take place during the game turn is resolved first, followed by the remaining battles until all battles taking place during the turn are resolved. Each battle is reported back using two reporting schemes; the Battle Circle and Battle Report.

The Battle Circle is an animated display showing the location of the battle, the principal opposing commanders, flags representing the faction or nationalities involved, the number of Forces as they are committed to the battle, and finally, the ratio of un-routed elements committed to the battle on any given combat round.

While combat is being resolved, the Battle Circle gives you updates as additional Forces enter the battle and as the number of un-routed elements on both sides changes. Audio cues are also used to indicate various battle events (Committing the Guard, a cavalry charge, etc.).

Once the battle has been resolved, the Battle Circle is replaced by the Battle Report. The Battle Report is a static display that presents players with a very detailed summary of the battle that was just fought.

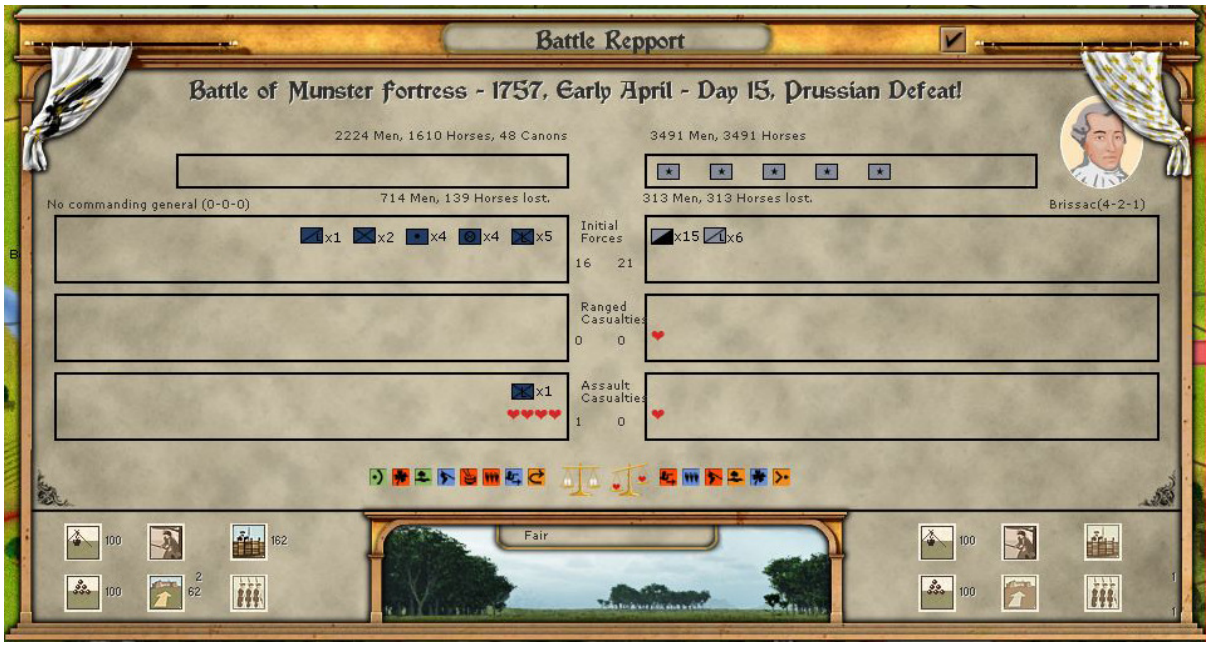


Figure 13.2 *After each land combat or naval engagement, a battle report is generated which acts as an after-action schematic representation of the battle. Note that this Battle Report is different from the Battle Circle resolution depicted in Figure 13.1.*

The Battle Report gives players detailed information as follows (from top to bottom):

1. **Battle Description**: Each report has a heading that indicates the **name (location)** of the battle, the **date of the current game turn**, the **exact day** the battle took place, and—most importantly—**who won**.
2. **Leaders Present**: The report lists each of the Leaders who were present at the battle. Use the tool-tip to find out their exact identities.
3. **Initial Forces**: The report lists the number, type, and nationalities of all combat and support elements that participated in the battle.
4. **Ranged Casualties**: Each red figure equals 10 hits suffered from Fire combat. The number indicates how many full elements were eliminated by Fire combat.
5. **Assault Casualties**: Each red figure equals 10 hits suffered from Melee/Boarding combat. The number indicates how many full elements were eliminated by Melee/Boarding combat.
6. **Leader/Unit Abilities**: Round icons indicate the Leader/Unit special abilities that were factored into the combat equation.
7. **Specific Action Indicators**: Square icons indicate specific actions/events. Use the tool-tip to see specific actions/events that took place during the battle.
8. **Global Combat Values**: The scales indicate the global combat values for both sides (accounting for all elements participating in the battle.)
9. **Total Casualties Suffered**: The number indicates the exact number of men lost in the battle.
10. **Weather and Terrain panel**: This panel displays a graphic representation of the predominant terrain. Underneath is a weather icon which indicates the weather at the time of the battle.
11. **Battle Summary Panels**: These panels, located in the bottom corners of the report window, give specific information about the battle as it relates to each side (i.e. # of units Routing, # of men taken prisoner, etc.). Use the tool-tip to find out exact information contained in each icon.
12. **NEW - Detailed Round Reports button**: by clicking on this Page-looking button next to the X close button, you open the **Detailed Battle Report**. See below

NB: The Battle Report gives a detailed summary about each battle but it is left up to the player to analyze the report and determine what actually took place on the battlefield.

The **NEW Detailed Battle Report** gives players a more detailed level of information as follows (from top to bottom), regarding how the battle was conducted, on a round-by-round basis:

Figure 13.3 *The Detailed Batlle Report (new feature)*

1. **Battle Description**: as in the normal battle report.
2. **Leaders Present**: as in the normal battle report.
3. **Round Selector (left)**: click on the black circle button which is displaying the round number to access the detail fighting report of that round.
4. **Round Summary (right)**: gives a summary on the number of committed units on both sides, as well as the hit suffered or inflicted by your side.
5. **Committed Units Battle Performance**: Each of the sections (both left and right) describes the performance of a single unit in the battle. Your units are on the left-hand side, the enemy's on the right-hand side. Scrolling arrows in the middle section allow to move from the top to the end of the list of committed units. Most information displayed here is self-understandable. The small icons situated in the central part are giving some flavour data (in tooltip) about special feat of arms during the battle.
6. **Close button**: click on the X button will return you back to the standard Battle Report.

14. Command Postures & Rules of Engagement

All Forces deployed on the game map assume a Command Posture which determines how they react to enemy activity each game turn. These Postures are selected by the player or assigned to a Force by default. As a reminder, a Posture icon appears on the game map to the left of each Force's TDM. Rules of Engagement define the intentions of a Force if it participates in a battle. Taken together, these options allow players to exercise a high degree of control over their forces even after they have issued Orders for the game turn.

14.1 Command Postures

There are four (4) Command Postures to choose from:

- **Assault:** A Force will attack any opponent it detects in its region. Rather than besiege a fortification/city, it will immediately 'storm' the defenses (i.e. assault the city).
- **Offensive:** A Force will attack any opponent it detects in its region. Rather than 'storm' a fortification/city outright, it will besiege it instead (or continue an on-going siege).
- **Defensive:** A Force will not attack opponent forces in the region. If attacked, it defends itself with the benefit of the region's terrain bonus (if any). A Force **will initiate** (and continue) a **Siege combat**. This is the default posture.
- **Passive:** A Force will not attack opponent forces in the region. If attacked, it defends itself without benefit of terrain and with combat penalties. A Force will have an increased chance to withdraw from a battle. Forces assuming a Passive posture do not increase the % of military control in the region they occupy. A Force in Passive Posture is automatically assigned a **Retreat if Engaged** ROE. Units belonging to a Force in Passive Posture recover Cohesion at an increased rate (up to the maximum level for the unit). A Force in Passive Posture takes priority in receiving potential replacements (all other conditions being equal).

14.2 Rules of Engagement (ROE)

The Rules of Engagement options available are different according to the Posture that has been assigned to a Force.

14.2.1 Assault and Offensive Posture ROEs The possible ROE options for a Force in either an **Assault** or **Offensive** posture are:

- **All-Out Attack:** A Force will not attempt to retreat during the first two (2) combat rounds of a battle. The chances of attempting a retreat are reduced during subsequent combat rounds. Losses are increased for both sides.
- **Sustained Attack:** A Force conducts combat normally. This is the default ROE for Forces in Assault or Offensive posture.
- **Conservative Attack:** A Force attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
- **Feint/Probe Attack:** A Force attempts to withdraw from the battle beginning with the second combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are greatly increased. Losses for both sides are significantly reduced.

14.2.2 Defensive and Passive ROEs The possible ROE options for a Force in a **Defensive** posture are:

- **Hold At All Costs:** A Force will never attempt to retreat. Routing is still possible. Losses for a defending Force will be increased.
- **Defend:** A Force conducts combat normally. This is the default ROE for Forces in Defensive or Passive posture.
- **Defend and Retreat:** A Force attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
- **Retreat if Engaged:** A Force will attempt to withdraw beginning with the first combat round. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced. **A 'Retreat if Engaged' ROE is automatically assigned to a Force adopting a Passive Posture**.

Force Postures and ROEs are assigned to Forces individually and independent of assignments made to other Forces. In other words, it is permissible (and indeed likely) that multiple friendly Forces located in the same region of the game map will have different Postures and ROEs. Such groupings of Forces treat the presence of enemy forces according to their individually assigned Postures and ROEs.

15. Attrition

The term 'Attrition' refers to a unit's gradual loss of combat efficiency and manpower (i.e. disease, desertion, accidents, etc.). Most armies suffered more from attrition than they did from combat with the enemy. This fact is reflected in the game by exposing Forces to potential attrition losses based on activities they perform throughout a game turn.

15.1 Effects of Attrition

Losses from attrition are reflected by the reduction of Cohesion and elimination of Strength Points.

15.1.1 Checking Attrition Forces are checked for attrition under these conditions:

- **Movement:** A Force which moves during a game turn is subject to potential attrition losses in proportion to the Cohesion cost of the move. (Forces suffer one (1) Cohesion point loss for each day of movement subject to a number of modifiers.)
- **Desert Region:** A Force which occupies a Desert region for all or part of a game turn is subject to potentially severe attrition losses.
- **Lack of General Supply:** A Force which lacks General Supply ('Out of Supply') is subject to potential attrition losses each game turn.
- **Harsh Weather:** A Force which lacks shelter (i.e. in a region without a structure) during Harsh weather (i.e. Snow, Frozen, and Blizzard) is subject to potentially severe attrition losses.
- **Epidemics:** Large concentrations of strength points in a region have the potential of causing an outbreak of disease. If an epidemic breaks out, Forces are subject to potential attrition losses.

15.1.2 Attrition Reduction The effects of Attrition are reduced by:

- **Rich Region:** Attrition losses are reduced by 50% if a Force is occupying a Rich region,
- **Civilized Region:** Attrition losses are reduced by 10% if a Force is occupying a Civilized region,
- **Supply Wagons:** A Supply Wagon (with General Supply) accompanying a land Force reduces attrition losses by 10%. Fleets are not protected by the presence of Naval Transports.
- **Force is entrenched:** A Force that is entrenched (regardless of level) reduces attrition losses by 20%.

Attrition modifiers (both positive and negative) are **cumulative**. For example, if an entrenched Force that lacks General Supply experiences an epidemic all three of these conditions would be factored into the final Attrition loss equation.

15.2 Hardened Attrition Option

Players may choose to play the game using the **Hardened Attrition Option**. This rule, while more realistic, will result in increased losses due to attrition as the name indicates. All units, regardless of whether they have moved during the current game turn, are subject to attrition under this option, even if they occupy a structure (in case the region is pillaged and not very loyal). Also, units will not be eligible to receive replacement strength points or elements unless they remain stationary and occupy a Depot.

16. Military Control

Military control of territory in *Rise of Prussia* is handled more realistically than is the case with other simulations or war-games. No longer do players gain immediate control over an area just because they happen to have a few units pass through on their way to somewhere else.

16.1 Controlling Regions

Military Control over a region is expressed as a percentage of friendly/enemy control. A **contested** region is one in which control is split between the players with each player exercising a certain percentage of control. A player is said to exercise **total** control over a region when the percentage of friendly control reaches **100/0** (i.e. 100% control vs. 0% for the opposing player. A player can have anywhere from 51% to 100% and be considered to have military control over a region. (At 51%, however, a player's military control can best be described as tenuous.) At the beginning of each scenario, the military control of regions on the map is indicated by icons representing the controlling side.

16.1.1 Gaining and Losing Military Control Military control is gained by having friendly forces enter a region and remain for a period of time. The amount of time needed to gain complete control is dependent upon a number of factors. (Essentially, the larger the presence a player has in a region; the quicker the level of military control will reach 100.)

If opposing players each have forces in a region, neither will increase their level of military control until one or the other player assumes an Offensive Posture. If the player assuming an Offensive Posture is successful in driving the opposing force out of the region (or into a structure within the region), his level of military control will begin to increase. If only one player has forces in a region, his level of military control will begin to increase. On average, friendly forces will gain total control over a region in only a few turns. (Forces in **Passive Posture** do not increase or contest military control of a region.)

Military control is also affected by the level of civilian loyalty in a region. Military control is gradually increased over time if the citizens of a region are at least 51% loyal. Military control is gradually decreased over time if the citizens of a region are less than 51% loyal. Loyalty only affects military control in regions in which neither side has military forces (i.e. leaving a garrison in a region nullifies the effect of civilian loyalty).

16.1.2 Effects of Military Control Having military control over regions has the following effects:

- **Cohesion costs** for movement are increased in enemy controlled regions,
- an increased chance for successful 'March to the Sound of the Guns' checks,
- an increased **Detection** Level,
- an increased chance of blocking enemy movement through the region,
- supplies cannot transit through regions with less than 26% friendly Military Control.

16.1.3 Entering Hostile Territory Hostile territory is defined as being a region in which a player has **less than 6%** military control. Entering such regions with friendly forces has the following effects:

- A Force that enters a hostile region **automatically** assumes an **Offensive Posture**. (Forces consisting of cavalry units, Irregulars, or support units **ignore** this rule when transiting hostile territory.)
- A Force that conducts an **Amphibious Assault** or **river crossing** into a regions with **less than 10%** control, **automatically** assumes an **Offensive Posture**. (Forces consisting of Irregulars or support units **ignore** this rule.)
- A Force cannot retreat from a battle into a region that is **less than 6%** controlled by the retreating player. (A player that loses a battle and is surrounded by hostile territory is likely to see the total destruction of his forces.)

16.1.4 Controlling Structures In order to assume control over a structure (city, objective city, town, etc.) a side need only be the last to occupy it. It is not necessary to leave a garrison behind to maintain control although it is a good practice. Note however, that Victory Points are not gained from Objective/ Strategic cities in regions with less than 6% Loyalty (i.e. hostile territory) unless the cities are garrisoned.

Irregular units and Partisans may only take control of a structure if the Loyalty of the region is greater than 50%. Likewise, they cannot capture fortifications. (Irregulars and Partisans immediately destroy any Depots they enter including any supplies stockpiled inside).

16.2 Civilian Loyalty

Loyalty is a measure of the civilian population's support for a player's side and is independent from the level of military control. (It is quite possible to have a high degree of military control over a region and yet a very low level of civilian support.) Winning the 'hearts and minds' of civilians in regions you control is a lengthy process.

16.2.1 Effects of Civilian Loyalty A region is considered **Loyal** if a player has **at least a 51% Loyalty**. (Granted, a Loyalty percentage of only 51% is a slim margin.) A player gains the following benefits from having a loyal region:

- garrisons in Objectives are not required in order to earn Victory Points,
- an Increased Detection value in the region,
- a gradual increase of the Military Control percentage.

16.2.2 Influencing Loyalty Loyalty is influenced by capturing Strategic Cities. Each time a player captures an enemy Strategic City, one (1) Loyalty Check is made in the following locations:

- each Strategic City on the map,
- each region with a Strategic City in the Area,
- each region adjacent to the newly captured Strategic City (This also includes the region with the newly captured Strategic City.)

These checks **are cumulative**. For example, a region with a Strategic City that is captured by the enemy would be checked three (3) times—once for each of the Loyalty Check conditions mentioned above.

17. The Ledger (Managing Your Forces)

Rise of Prussia is a complex simulation involving a myriad of command decisions each turn. To assist players in managing their forces, a Ledger feature has been included which places a wealth of critical information into an easily accessible format.

To open the Ledger, **left-click on the Globe** located to the left of the Unit Panel on the Main screen. You may also open a specific page on the Ledger by pressing any of the function keys (F1 through F5) as indicated below.

17.1 The Forces List (F1 key)

The Forces List is a roster of all Leaders, garrisons and maneuver forces available in a given scenario.

17.1.1 Sorting the Forces List The Forces List can be sorted so that specific information is readily displayed. Use your mouse to select the feature you are interested in viewing (i.e. unit strength, cohesion, unit name, region, etc.) Use the mouse wheel to scroll through the Forces List.

17.1.2 Forces List Filters Located to the left of the Forces List is a column of filters that can be toggled On and Off to further refine your display of specific information. (You can identify the filters by holding your mouse over the filter icons.) For example, if you were interested in finding out the strength of cavalry brigades in Germany, you would simply sort the Forces List by **Area** (or Theater) and toggle the cavalry filter to ON.

17.1.3 Jump to Unit Feature The Forces List allows you to select and jump to any unit on the game map by clicking on the icon in the right corner of the unit's information box.

17.2 Available Replacements Screen (F2 key)

The Available Replacements Screen contains a graphic summary of all available replacement chits according to their specific sub-types and nationality.

17.3 Military Options Screen (F3 key)

The Military Options Screen contains a description of all Military Options open to a player along with the cost of these options (in terms of Victory Points). These options will vary according to the scenario being played. Not all scenarios contain selectable Military Options.

The Message Log indicates when Military Options are (or become) available. Players take advantage of these options by left-clicking the option text on the Ledger screen. A signature appears next to the option to indicate that it has been selected. Certain options may be selected multiple times (as long as the player can afford the associated costs).

17.4 Diplomatic Options Screen (F4 key)

The Diplomatic Options Screen contains a description of all scenario options open to a player along with the cost of these options (in terms of Victory Points). These options will vary according to the scenario being played. Not all scenarios contain selectable Options.

17.5 Secretary of State (Objectives) Screen (F5 key)

The Secretary of State (Objectives) Screen contains:

- a brief synopsis of the current scenario,
- a summary of National Morale totals (enemy totals in brackets),
- location of your capital city,
- your total combat losses (enemy totals in brackets),
- the number of enemy Prisoners of War (POWs) held,
- your Victory Point totals (enemy totals in brackets),
- Victory Points received each turn for owning Strategic/Objective cities (enemy totals in brackets),
- The current date and number of game turns remaining in scenario.

Scenario **Objective cities** are listed on the second page of this screen. The list displays the name of the city, the current ownership, the value of the city in NMs, and the location (area) of the city. (Clicking on the ownership icon closes the ledger and takes you to the city on the game map.)

17.6 Secretary of State (Historical Background) Screen (F6 key)

This screen contains a brief historical description of the scenario that may assist you in developing strategies of your own.

18. Weather and Seasonal Effects

Weather can be a general's best friend or his worst nightmare. Weather effects are applied on a regional basis. For example, the weather conditions present in one region can be considerably different than weather occurring in an adjacent region. Weather generation does take into account seasonal variations in temperature and wind patterns. Therefore, the likelihood of harsh weather occurring in a region is greater during winter months (November through February).

WEATHER TYPE	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	ATTRITION	NOTES
FAIR				
MUD	Moderate Penalty Crossing rivers more difficult	Slight Penalty (Atk)	Mountain regions suffer Attrition	See Note 1
SNOW (HARSH)	Moderate Penalty	Moderate Penalty (Atk), Battles start at Close Range	Attrition unless Sheltered	See Note 1
FROZEN (HARSH)	Moderate Penalty, Bodies of water may freeze	Moderate Penalty (Atk)	Attrition unless Sheltered with increased severity	See Note 1
BLIZZARD (VERY HARSH)	Severe Penalty, Bodies of water may freeze	Severe Penalty (Atk), Battles start at Close Range	Attrition unless Sheltered with even greater severity	See Note 2

Notes:

1. Forces in a loyal region (over 50% Loyalty) with a friendly structure ignore Attrition losses due to Harsh Weather. The Force does not have to be physically placed inside the structure to benefit. Do not apply if hardened attrition option is in effect.
2. The attrition effects of Snow, Frozen, and Blizzard conditions involve increasing amounts of severity (with attrition due to Blizzard being the most severe).

19. Losses and Replacements

When combat and attrition losses occur, they are apportioned among elements belonging to the Force which has suffered the casualties. These elements have their losses indicated on the Unit Panel by the presence of gray manpower symbols (black manpower symbols representing remaining strength points).

Each hit suffered causes the loss of one (1) strength point. The exact total of men remaining in the element is indicated numerically. As long as elements have at least one (1) Strength Point remaining, they are eligible to receive replacements. Once the final strength point is lost, the element is eliminated.

19.1 The Replacement Pool

The number, type, and nationality of available replacements are displayed on the **Replacements Screen (F2 key)** of the Ledger. This pool of replacements represents manpower which is being trained and held in reserve until such time as it can be forwarded on to eligible combat units. Replacements are represented on the Replacement Screen in terms of **replacement chits**. Each replacement chit is equivalent in strength to an average battalion-sized element of the nationality indicated.

Figure 19.1 *The Replacement Screen is a graphic representation of the Replacement pool showing the number, type, and nationality of available replacement chits.*

19.1.1 Replacement Chits Each game-turn, specific regions on the map generate 'conscript companies' and money. By holding the mouse over regions on the map, the tool-tip feature indicates how many 'conscript companies' and/or how much money is produced in the region. Note that not every region produces conscript companies and/or money.

Players only receive conscripts and money for regions they control. In addition, certain military options may be selected that allow players to supplement their production of conscripts. These options come with a price that is indicated on the Military Options screen (**F3 key**).

A portion of attrition and combat losses suffered in the field is also returned to the Replacement Pool. This represents, in part, injured soldiers returning to duty and stragglers rejoining their units. The number of conscript companies returned to the Replacement Pool is as follows:

- 1/3rd of **combat losses** is returned to the Replacement Pool as conscript companies,
- 2/3rds of **attrition losses** are returned to the Replacement Pool as conscript companies.

19.1.2 Absorbing Replacements Replacement chits are used in two (2) ways:

- absorbed into elements that have lost one or more strength points,
- used to create entire battalion-sized elements that can be merged into Brigade units that have lost an entire element.

Replacement chits that are used to replace lost strength points are removed from the Replacement Pool when the last of their strength points is consumed. Players do not have a means of knowing how many strength points are remaining in individual replacement chits. This is handled internally by the game engine. Replacement chits used to provide entire battalion-sized elements are removed from the Replacement Pool immediately.

19.1.3 Eligibility to Receive Replacements In order for a unit that has suffered strength point losses to be eligible to receive replacements, it must remain stationary for the complete game turn. The number of replacement strength points a unit may absorb (as a percentage of its full strength) is a function of the type of terrain it occupies as follows:

- 10%: unit in a region with an unbesieged town,
- 20%: unit in a region with an unbesieged city (level 4 or greater),
- 30%: unit in a region with an unbesieged Depot
- 5% per level: unit is a naval vessel in harbor (represents repair to damaged ships)

Note: These percentages are non-cumulative. A unit with a maximum strength of 27 strength points is allowed to replace nine (9) strength points per turn if it remains stationary in a region with a depot (30% of 27 = 9).

19.1.4 Prohibitions to Receiving Replacements The following units may not receive replacements:

- units that are currently at full strength,
- units of a type different from the available replacement chits,
- units of a different nationality from the available replacement chits,
- units that have moved regardless of the terrain they occupy,
- units that are besieged (unless located within an un-blockaded harbor),

Note: In order to receive an entire element as a replacement for an element that has been lost, the receiving unit may not be a component of a Brigade. It must be located on the map as a Force independent of any Brigade or Corps.

19.2 Merging Units

Units that suffer the elimination of an entire element may be combined with other similar units. For units to merge they must first be present in the same Force. A unit that is entirely absorbed by another is eliminated. For example, if an infantry Brigade had lost an entire infantry element, it could be merged with an infantry element belonging to a different infantry Brigade. Similarly, if an infantry Brigade had lost one infantry regiment and one artillery battery, it could be merged with a brigade that had lost all of its elements except for one infantry regiment and one artillery battery.

Merging Procedure

Left-click on a Force to reveal all of its units on the Unit Panel. Select the units to be merged by **Ctrl-Clicking** on their unit counters. Once the units are selected, left-click on the **Add Units** button on the Special Orders Panel. Note the **Add Units** button will only become active if units capable of being merged are present.

20. Capturing Enemy Units

At the conclusion of every battle or siege combat in which the losing side is Routed or Surrenders, the winning side has the opportunity to capture enemy artillery and supply units. Essentially, Routed units that are fired upon by enemy elements are susceptible to being captured. This represents the destruction of an organized line of resistance and the vulnerability of rear echelon formations to being overwhelmed by an advancing enemy.

20.1 Capturing Enemy Units after Field Combat

At the conclusion of a Field Combat in which the losing side has Routed, support units which survived the combat are susceptible to capture. Each artillery battery and supply wagon belonging to the losing side is checked to see if it is captured. Captured units are immediately placed into a single TDM controlled by the winning side. Such units are identified as 'Captured' by the gray background and word 'Capt' printed on the unit counter face.

20.2 Capturing Enemy Units after Siege Combat

At the conclusion of a Siege Combat in which the losing side has Routed, support units which survived the combat are susceptible to capture. Each artillery battery and supply wagon belonging to the losing side is checked to see if it is captured. Captured units are immediately placed into a single TDM controlled by the winning side. Such units are identified as 'Captured' by the gray background and word 'Capt' printed on the unit counter face. Fixed artillery (such as emplaced or coastal batteries) are automatically Captured.

20.2 Using Captured Units

Captured artillery and supply wagons function exactly as normal units in every respect. However, captured units may not recover losses unless they are replacement points available of the same nationality.

21. Unit Experience

One of the most telling factors in any combat situation will be the experience (or lack thereof) of the participants. Prussians Guard units were effective not because of their pretty uniforms, but because the men in these units had years of experience in dealing with the stresses of campaigning. (Consult **Section 6.2** for information regarding the effect of experience on Leaders.)

21.1 Experience Levels

There are multiple levels of experience: bronze, silver, and gold (i.e. levels 1 through 3 respectively). Elements are assigned experience levels at the beginning of each scenario and may gain experience during play by participation in combat. Units and Leaders never lose experience at any time. There is no upper limit to the number of experience levels a unit may gain during play.

21.1.1 Experience Indicators A Unit's level of experience is indicated by the color of the ribbons on its unit counter. For example, a unit with **one level** of experience has **bronze-colored** ribbons, a unit with **two levels** of experience has **silver-colored** ribbons, and a unit with **three (or more) levels** of experience has **gold-colored** ribbons. Note that all levels of experience above three are indicated by gold-colored ribbons.

Experience is also indicated by **star icons** located on the top pane of an element's Unit Detail panel display. Each star represents a level of experience. For example, certain Old Guard units begin scenarios with up to five (5) levels of experience. These units have five (5) stars in their Unit Detail panel displays.

21.1.2 Gaining Experience Experience is gained by participating in combat or through training provided by Leaders with Training-related Special Abilities. When a unit participates in combat, depending upon its individual success, it may be awarded **Experience Points (EPs)**. Experience awards are noted in the Message Log. In order to gain an Experience Level, a unit must acquire anywhere from 5 to 20 Experience Points. Eligible units are checked at the end of each game turn to see if they have gained an experience level.

21.2 Effects of Experience

The net effect of experience is to make units more efficient military formations. For each level of experience, units have their abilities increased as follows:

- For each **Odd level of experience** (i.e. 1, 3, 5, etc.), units gain a +1 increase in their Initiative, Discipline, Patrol, and Evasion values.
- For every **Even level of experience** (i.e. 2, 4, 6, etc.), units gain a +1 increase in their Offensive Fire, Defensive Fire, Assault, and Police values.
- For **every level of experience**, units gain a 10 point increase in their Cohesion value. (For example, a unit with two levels of experience receives 20 extra Cohesion points.)

22. Scenario Events

Each scenario contains scripted 'events' designed to introduce historical perspective and happenstance into the game. Events can be triggered by players who fulfill certain conditions or triggered simply by reaching a particular date in the scenario. Most events are noted in the Message Log. Some even come with their own 'press releases'.
In many cases, the occurrence of an event is merely for information purposes. Some events, however, insert or delete troops from the game map. Pay close attention to the Message Log at the beginning of each turn and use the 'jump' feature (left-clicking on message text) to go directly to the map where an event has taken place.

22.1 Multi-choice events

This is a **new feature** compared to our previous games. When such an event occurs, you shall see a red line in the message log (usually associated with a question mark). When you click on it, the multi-choice window opens. It offers you between two and four choices, but only one can be selected (or even none). Each choice is clearly explained in terms of game consequences in the tooltip appearing when your mouse is over the choice's title.
Event choice made will be implemented in the hosting phase following the turn it appears.

Important Note: if you make no choice, the game will decide among one of the choices offered at random.

23. Construction Mode

This mode is one of the **new features** included in our game. Although we had such a mode in our game *Ageod's American Civil War*™ before, we re-designed it in order to make it more intuitive and simple to use.

23.1 The Construction Mode (Overview)

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

To enter Construction mode, just click on the Eagle statue located on the roof décor on the bottom left-hand site of the interface (above the minimap).

23.1.1 Construction Buttons There are two types of buttons which are used to filter the various construction possibilities. One set allow you to filter constructions by **Unit types** while the other allows filtering by **Nation**. In both cases, you may click on the ALL button(s) to return to the whole list (all units, all nations).

23.1.2 Constructible Units These are listed in the main interface. You can see all those units that are still available for construction, and the number of them is indicated in the white square on the upper-left corner of the unit stamp. A tooltip on each unit gives you indication on the number of these on map, name, costs in the various assets required (money, men, war supplies) and construction time (in number of days).

23.1.3 Where to build When you select a unit for construction, the map coloring changes. You can see where a unit can be dropped for construction as the region is in a green color.
If the region is colored in orange, you could in theory construct there, but you are lacking one (or more) of the assets to do so (NB: *drop the unit there and the error message will tell you the reason*).
Finally, all regions where construction is not allowed are colored in a red background.

You can also know beforehand (before dropping the unit) why it can't be built in a given region. Simply over the mouse over the red colored region and you'll get the reason.

In this game, construction is usually only possible in cities originally belonging to your own nation in 1756. For instance, you cannot build units in conquered opponent's cities.

Note: each unit has a certain construction weight and a given region can only allow construction of a limited number of units' weights. This is to avoid seeing all the production appear in the same location. So choose and plan carefully.

It is also possible to see the statistics of the elements part of the unit to be built, by clicking on the NATO symbols, in the bottom right panel, when a unit is selected.

23.1.4 How to build Select the unit you plan to build and drag and drop it on the map, in a green-colured region. This is as simple as that. In other regions, the drag & drop will be refused, and a short message will appear in the top part of the interface: it usually happens when the construction capacity of the chosen site is exceeded or you are lacking one (or more) of the assets required for construction (see below).

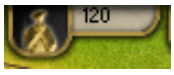
23.1.5 Possible causes preventing the construction of units
If the region is in green, you can build the unit. If the region is in yellow/orange, you could theoretically, if you had enough resources. If the region is in red, there is at least one regional constraint preventing you from building/construction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

- No available unit in the force pool.
- The region build capacity is exceeded.
- The unit is a ship and there is no harbor.
- The region is not playable in this scenario.
- You don't have enough military control in the region.
- The loyalty of the region is too low or the region is in riot.
- The unit need soldiers and the region don't have enough population.
- A specific structure is necessary but is not there (e.g. War Supplies production for Artillery units)
- The unit can only be built in some parts of the theater (e.g. you recruit Hungarian units in Budapest – Hungary, but not in Wien - Austria).
- The unit can only be built in the capital.

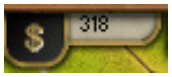
There are some rarer causes preventing you from building a unit in a given region. In all cases, the tooltip will give you the reason.

23.2 Construction Assets and Limits

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

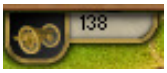


23.21.1 Men Except for a very few places which raise a minimal amount of recruits every turn, the only ways of recruiting more men is through the play of options (***Not in version 1.0 of the game***). Men are needed in order to raise new units.



23.2.2 Money Money is produced each turn in a few places such as your national capital or key financial or commercial centers (e.g. major ports), but those sources of income are marginal. The great bulk of your income will proceed from exceptional events.

In addition to Men and War Supplies, every unit has a cost in Money.



23.2.3 Supplies Supplies come in three varieties in ROP. Cities will produce these three kinds of supplies each turn depending on their size.

War Supplies
This is a general term representing the equipment needed by your troops. Artillery and Cavalry cost lots of War Supplies, as they require industrial capacity, horses and raw materials. Infantry, on the other hand, costs fewer supplies, as muskets and other light equipment are easier to manufacture.

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

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

23.2.4 Visual Representation of Assets This feature has been added under the form of a pie chart, showing, for a given region with production, the number of each of the assets produced there. You need to have the **Supply Mode activated** to see the pie.

You can see, from top to bottom, clockwise:

- Money production
- Conscripts production
- War Supplies production
- VP value of region

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

23.3 Units under Construction on the Map

Units appear immediately on the map on the same turn as you request them, but they start completely depleted (i.e. with one Strength and one Cohesion point only), as they are gathering men and training them, collecting supplies, etc.

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

After a while, units under construction progressively lose this 'special' status and can be moved, but rushing those green units into combat should best be avoided.

Note: Ideally, you should wait until they have completed their training (i.e. health and cohesion is at 100%) before issuing them combat orders. You can move then in passive mode toward their destination though, they will continue to be completed (all soldiers and equipment are considered there, but the troop is still in very green). Note that when a unit can be moved you get a message in the message panel.

23.3.1 Build Duration The build duration is indicated in the tooltip when you hover over the unit under construction. This is the time in days needed for a unit to reach its full Strength and Cohesion and depends on unit type (as well as the morale level and some military reforms which influence it). Within the unit, the various elements will achieve 100% health at their own construction speed though (in essence the time indicated for the whole unit is the time of the element which is the longest to built/recruit).

Example: Militia are low-quality troops but have a good build rate while cavalry takes quite a while more time to complete .

Appendices

A. Terrain Summary for Land Units

Terrain Type	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	OTHER EFFECTS	NOTES
ROADS	Treat as clear terrain regardless of actual terrain			
MAJOR ROADS	Cost of moving is 50% of the cost of clear terrain			
CLEAR			Foraging Bonus	
WOODS	Slight Penalty	Atk: None Def: Slight Bonus		
FOREST	Moderate Penalty	Atk: None Def: Moderate Bonus		
MARSHES	Severe Penalty	Atk: None Def: Moderate Bonus	Hide Bonus	See Note 2
WILDERNESS	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus	See Note 3
MOUNTAIN	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus Limited Foraging	See Note 4
MAJOR RIVER/ LAKE	Severe Penalty	Atk: None: Def: Major Bonus	May freeze during Winter	See Note 5
MINOR RIVER	Moderate Penalty	Atk: None Def: Minor Bonus		See Note 5
FERRY/BRIDGE	Moderate Penalty	Atk: None Def: Minor Bonus	Negated if Frozen	See Note 5
SHALLOW WATER	Moderate Penalty		May freeze during Winter	
COASTAL WATER	Impassable			
OCEAN	Impassable			
TRANSIT LINK	Travel To and From requires 1 full Turn			

Notes:

1. Irregular/Light units receive Major Combat bonus (Atk & Def). **Not in this version of the game**.
2. Irregular/Light units receive Slight Combat bonus (Atk), receive Major Combat Bonus when Ambushing
3. Irregular/Light units receive Moderate Combat bonus (Atk) when Ambushing
4. Irregular/Light units receive Moderate Combat bonus (Atk) when Ambushing, increased movement penalties for wheeled and mounted units.
5. Friendly Forces attacking across a river (major or minor) do not incur a penalty if the region has a level of friendly military control greater than 10%

B. Movement Summary for Naval Units

Terrain Type	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	OTHER EFFECTS	NOTES
MAJOR RIVER	Shallow draught vessels only	Weather may reduce initial combat range	May Freeze	
MINOR RIVER	Prohibited to naval units			
FERRY/BRIDGE				
SHALLOW WATER	Shallow draught vessels only	Weather may reduce initial combat range	May Freeze	
COASTAL WATER		Weather may reduce initial combat range		
OCEAN		Weather may reduce initial combat range		
TRANSIT LINK				

C. Shortcut Keys

Zooming:

Mouse wheel	: Zoom in/Zoom out
Click on mouse wheel	: Alternate between maximum and minimum zoom levels
End	: Alternate between maximum and minimum zoom levels
Page Up	: Zoom in
Page Down	: Zoom out

Handling Forces:

Left-click	: Select a Force.
Right-click	: Unselect (and returns to messages display)
Ctrl + left-click	: Cycle through the various region Forces, make multiple selections on the Unit Panel
Drag-drop on another region	: Moves Force to desired location.
Drag-drop on same region	: Cancel whole move (exception: if **[Shift]** is pressed it allows circular trips)
Drag-drop on another Force	: Either intercept an enemy or combine with a friendly Force
Drag-drop on city, harbor	: Enter the structure
Drag-drop on a tab	: Combine with this Force
Drag-drop + Ctrl	: Moves Force to desired location (Disables pathfinding)
Del	: Cancel the last leg of the movement path of an Army or Fleet
C	: Center map on selected Force
Shift	: When an Army Force is selected: Displays Army Command Radius.
Shift	: When a (non-Army) Force is selected: Displays regions and nature of the links.
Ctrl	: Show number of men
Q/W	: Cylce through 'locked' land forces.
E/R	: Cycle through land Forces. Simultaneously press **[Ctrl]** to skip units that are not moving.
T/Y	: Cycle through naval Forces. Simultaneously press **[Ctrl]** to skip units that are not moving.
S	: (Sentry) Selected Force will be skipped when cycling with keys E/R/T/Y
Ctrl +S	: Remove all “sentry” orders
Ctrl + L	: Lock/unlock all Forces (prevents a Force dropped onto another Force from merging)
Right-click on a tab	: Lock/unlock this Force.
Keys 1 – 6	: Switch Map Filter
Ctrl F1-F4	: Use unit filter for you or your enemy.
Ctrl F9	: End Game Turn
Ctrl + Shift + S	: Save Game
F1	: Force List
F2	: Replacements (Secretary of War)
F3	: Military Options (Secretary of War)
F4	: Diplomatic Options (Secretary of State)
F5	: Objectives (Secretary of State)
F6	: Scenario Background

In the Unit Panel:

Ctrl-click	: Select/unselect multiple units
Mouse wheel scroll	: Move through the list of units
Select unit(s) then drag-drop	: Create a new Army/Fleet. This is used for disembarking in a coastal region without a friendly harbor.
A, O, D, P	: Change the Force to the corresponding posture

Operational Orders (if applicable):

Shift+T	: Enter **T**own upon reaching destination
Shift+D	: Build **Depot**
Shift+S	: **S**ortie from structure
Shift+M	: Force **M**arch
Shift+A	: Set an **A**mbush
Shift+B	: **B**urn Structure (land units)

Messages Log:

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

Windows & Interface:

Esc	: Close the window
R	**:** When on the main menu: Resume last played game.

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

D. Map Icons

Depot

Town (level < #3)

City (level 3+)

Fortress

Fort

Town & Depot

City & Depot

Fortress & Depot

Fort & Depot

Town & Fort

City & Fort

City & Fortress

Port

Town & Fort & Depot

City & Fortress

City & Fortress & Depot

Fortified Camp

Fortified Camp

Town & Fortress

Town & Fortress & Depot

E. NATO Symbols

- Admiral (one to three anchors symbols)
- Artillery, Coastal
- Artillery, Field
- Artillery, Heavy
- Artillery, Horse
- Artillery, Light
- Artillery, Siege
- Balloons
- Cavalry
- Cavalry Brigade
- Cavalry, Heavy
- Cavalry, Light
- Engineers
- General (one to four stars symbols)
- Goods
- Headquarters
- Headquarters
- Headquarters
- Indian
- Infantry
- Infantry Brigade
- Infantry, Heavy
- Infantry, Light
- Irregular
- Marines
- Medical
- Militia (initials designate areas, if any)
- Mountain
- Naval Engineers
- Partisans
- Sappers
- Rangers
- Privateer
- Sharpshooters
- Signal
- Slaves
- Supply
- Flotilla
- Transport
- Warship

F. Leader Special Abilities (Traits)

F1. Special Abilities Applicable Only to Element or Leader

Icon	Special Ability	Description of Special Ability
	Over Cautious	This commander is far too cautious when it comes to engaging the enemy, resulting in passivity and a lack of reactivity in the Chain of Command of his Army. -4 CP if the commander of the Force
	Emplaced Guns	These guns are emplaced batteries and can't be moved outside the region.
	Medical Service	This element is a Medical Service company, able to provide health care even on the battlefield. Give +15% to the Cohesion Recovery rate of all others elements of the Force they are in.
	Signal	This signal unit is of great use to an able commander for transmitting orders along the chain of command. +2 Command Points to the Force it is in. This ability does not improve.
	Reconnaissance	Improves the detection of enemy units in regions adjacent to the Force
	Pillager	If the most senior commander in the region, this leader will let his men burn and pillage the countryside. Only the most loyal and policed regions will be spared by his cruel behaviour. If an element, it will burn immediately any enemy Depot or stockade captured.
	Large Transport	This unit has a transport capacity of 10 CPs.
	Medium Transport	This unit has a transport capacity of 5 CPs.
	Transport	This unit has a transport capacity of 3 CPs
	Small Transport	This unit has a transport capacity of 2 CPs.
	Tiny Transport	This unit has a transport capacity of 1 CPs.

F2. Special Abilities Applicable Only to the Unit to which an Element Belongs

Icon	Special Ability	Description of Special Ability
	Entrencher	Raises Defensive Fire value by 10%, increases Protection value by 1. Applies to all elements in the Unit (ONLY) when the Unit is entrenched.
	Skirmisher	Raises Initiative by 1. Applies to all elements in the Force/Unit.

F3. Special Abilities Applicable to an Entire Force

Icon	Special Ability	Description of Special Ability
	Staffer	+1 Command Point per ability level, even if NOT in command. (If in a Force with an Army HQ, subordinates corps also receive this bonus)
	Screener	This element or Leader is able to screen and mask the progression of the whole Force with the clever use of scouts, use of side-tracks and stealthy march subterfuges. +1 to the Hide Value of the Force and +25% to the Evasion Value, if the Force is moving.
	Deceiver	This element or Leader is adept at establishing dummy positions (Quaker guns and such), camouflaging to the enemy the real strength of his Force. +1 to the Hide Value of the Force, if entrenched.
	Deep Raider	This element or Leader is able to mount deep raids which can avoid enemy patrols, with the use of side-tracks and stealthy march subterfuges. +50% to the Evasion Value, if the Force is moving.
	Patroler	This element or Leader is proficient in making more effective patrols in the region he is in, by setting an effective network of surveying detachments or establishing signal towers. +1 to Detection Value, +35% to the Patrol Value of the Force the element is in, if entrenched.
	Sea Spotter	This element or Admiral is proficient in surveying the seas and spotting enemy ships. +1 to Detection Value, +35% to the Patrol Value of the Force the element is in.
	Brave	Increases Cohesion by 10. Applies to all elements in the Unit. If the commander, applies to all elements in the Force.
	Militiaman	Raises Discipline value by 1, increases Cohesion by 10. Applies to all Militia elements in the Force/Unit.
	Cavalryman	Raises Assault value by 25%. Applies to all cavalry elements in the Force/Unit if occupying clear, prairie or desert terrain.
	Artillerist	Raises Offensive/Defensive Fire value by 20%. Applies to all artillery elements in the Force/Unit.
	Defensive Engineer	Raises Defensive Fire value by 10%, increases Protection value by 1. Applies to all elements in the Force/Unit when the Force/Unit is entrenched.
	Partisan	Raises Offensive/Defensive Fire value by 30%, raises Assault value by 30%, Increases Protection value by 2. Applies to all Irregular elements in the Force/Unit in difficult terrain.
	Irregular Fighting Skill	Raises Offensive/Defensive Fire value by 15%, raises Assault value by 15%. Applies to all elements in the Force/Unit when in combat versus Irregulars or Partisans units (only in difficult terrain).
	Fire Discipline	Increases Offensive/Defensive Firepower value by 10%, increases Assault value by 10%, +3 bonus to the check needed to form a square against cavalry charges. Applies to all regular infantry elements in the Unit. If the commanding officer, applies to all regular infantry elements in the entire Force.
	Infantryman	Increases Offensive/Defensive Firepower value by 10%, increases Assault value by 10%. Applies to all infantry elements in the Unit. If the commanding officer, applies to all regular infantry elements in the entire Force.
	Defensive Commander	Increases Defensive Fire value by 10%. Applies to all elements in the Force/Unit.
	Ranger	Increases speed by 25%. Applies to all elements in the Unit. If the commander, 25% increase applies to all elements in entire Force. (Wild Areas ONLY).
	Pontoneer	Increases speed crossing rivers by 50%. Applies to entire Force when crossing rivers.
	Mountaineer	If the commander, provides a 25% move bonus to the whole Force in Hills, Wooded Hills, Mountain or Alpine terrains.
	Supply Ranger	Reduces consumption of General Supply by 15%. Applies to the entire Force/Unit. (Wild areas ONLY).
	Forager	This element or commander reduces by 25% the chances that a unit pillages a region when foraging (i.e. when General Supply is lacking).
	Expert Forager	This element or commander reduces by 50% the chances that a unit pillages a region when foraging (i.e. when General Supply is lacking).
	Siege Expert	Provides a one point siege bonus to the whole Force when attacking Forts.
	Colonial	25% reduction in supply consumption to the whole FORCE in colonial areas.
	Fort Defender	Provides a one point siege bonus to the whole Force when defending in a Fort.
	Engineer	Provides a one point siege bonus to the whole Force when defending or attacking Forts.
	(Nationality) Commander	Leader can lead units of applicable nationality without penalty.
	Training Master	Provides 1 experience point every turn to all the troops in the Force.

F4. Special Abilities Applicable to an Entire Force only When Leader with Special Ability is in Command

Icon	Special Ability	Description of Special Ability
	Over Cautious	This commander is far too cautious when it comes to engaging the enemy, resulting in passivity and a lack of reactivity. -4 CP if the commander of the Force
	Superior Tactician	Increases Initiative by 1. Applies to all elements in the Force/Unit.
	Offensive Master	Units under his command may deploy better and more units when attacking. If the commander, allows an easier retreat on the first four hours of the battle.
	Master of Defense	Units under his command may deploy better and more units when defending, reducing the enemy's effectiveness.
	Wonderful Tactician	Initiative bonus of 1 to all units under his command. Plus, if naval commander, +1 bonus to Wind Gauge.
	Fast Mover	Increases speed by 15%. Applies to all elements in the Unit. If the commander, the 15% increase in speed applies to entire Force.
	Very Fast Mover	Increases speed by 25%. Applies to all elements in the Unit. If the commander, the 25% increase in speed applies to entire Force.
	Very Fast Cavalryman	Increases speed by 25%. Applies to all cavalry elements in the Unit. If the commander, the 25% increase in speed applies to all cavalry elements in entire Force.
	Very Fast Raider	Increases speed by 25%. Applies to all Irregular elements in the Unit. If the commander, 25% increase applies to all Irregular elements in entire Force.
	Slow Mover	Decreases speed by 25%. Applies to all elements in the Unit. If the commander, 25% decrease applies to entire Force.
	Seaman	Increases speed by 25%. Applies to all elements in the Unit. If the commander, 25% increase applies to entire Fleet.
	Master Logistician	Reduces consumption of General Supply by 25%. Applies to all elements in the Unit. If the commander, 25% reduction applies to all elements in the Force.
	Ambusher	If the commander, 50% bonus to Irregulars' chance to ambush in non-clear areas
	Surpriser	If the commander, 20% chance of surprising the enemy (first fire).
	Withdrawer	If the commander, allows a 30% greater chance of withdrawing during the first two (2) hours of a battle.
	Adept Raider	If the commander, allows an 85% chance of retreat at any round of battle, if overwhelmed. Applies only to Forces needing 4 or fewer command points.
	Reckless	If the commander, will have difficulty retreating on the first two hours of the battle.
	Hothead	If the commander, won't be able to order a retreat during the first two hours of the battle.
	Expert Withdrawer	If the commander, allows a 30% greater chance of withdrawing during the first four (4) hours of a battle.
	Multinational	Can lead units of any nationality without penalty.
	Recruiting Officer	Can muster up to 5 new Conscripts companies on a regular basis in cities of Level 5+. Must be in the city to do so.
	Training Officer	If the commander, will train up to two (2) regiments of Conscript every turn.
	Master Spy	If the commander, improves the detection of enemy units (except Irregulars) within the Theatre by reducing Evasion Level by -1.
	Poor Spy Network	If the commander, erroneous reports received which worsen the detection of enemy units (except Irregulars) within the Theatre by adding +1 to the Evasion level.
	Charismatic	This leader has a charismatic aura. If the commander, provides +5 maximum Cohesion and a +25% increase in the fatigue recovery rate of units under his command.
	Good Army Administrator	The leader is appreciated by his men and cares about their well-being. If the commander, provides a +15% increase in the fatigue recovery rate of units under his command.
	Dispirited Leader	This commander is absolutely not charismatic in the eyes of his men or is a defeatist. -5 Maximum Cohesion to the Force if the commander, -25% to the Cohesion recovery rate.
	Admired Commander	The leader is beloved and revered by his men, as he cares about their well-being. If the commander, provides a +25% increase in the fatigue recovery rate of units under his command.
	Good Population Administrator	If the most senior General in the region, will progressively increase the Loyalty of the population over time. (+1% each turn up to 75%)
	Good Commander	If in command provides +1 Command Point per ability level.
	Gifted Commander	This general is gifted for command. +2 Command Points and +1 additional CP per ability level above 1, to any Force he commands.

	Good Subordinates	This general knows how to pick his subordinates and is able to delegate command at the right moment. +3 Command Points to any Forces he commands. This ability does not improve.
	Quickly Angered	This general is quickly angered and is often having arguments with his subordinates. -4 Command Points to the Force he commands.
	Great Strategist	If the Commander in Chief in the Department, provides +1 Command Point and an additional +1 per ability level, to his Force.
	Dispersed Move	This general (if the commander) has the bad habit of letting his troops move in disorder, thus reducing how they can effectively patrol the region, or conceal their approach. −25% to Evasion and Patrol, −1 to hiding Value of the whole Force, if moving.
	Sea Raider	If the admiral in command, this leader will be adept at avoiding enemy naval Forces, if need be. +25% to the Evasion Value of the Fleet. Works even if not moving.
	Fort Runner	If the admiral in command, this leader will be adept at running enemy Forts, if need be. +10% to the Evasion Value, −35% to the damage taken from Forts firing on the passing Fleet. Works only if moving.

H. Manual Errata and Additions

This section will contain changes or additions to information as a result of future updates to the software. Information contained in this manual is current up to version 1.01.

J. Credits

PARADOX FRANCE - Athena Games Entertainment Online Distribution (AGEOD)

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