

GAME MANUAL

English Civil War



ageod

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I. INTRODUCTION

English Civil War is a historical strategy game that recreates the bloody civil war that confronted the King Charles I and the Parliament between 1642 and 1646. The question of control of an army to defeat the Irish Uprising of 1641 confronted the Parliament and the King, this was the beginning of what finally ended in an open war.

Political tension grew during 1641 and led to a broke down of the political dialogue. The king tried to capture the most prominent Paliamentarians of the opposition, but he failed. After this, he left London.

The King raised the royal battle standard at Nottingham on 22 August 1642. Meanwhile the Parliament appointed the Earl of Essex commander of all its forces.

The first big battle of the war was Edgehill, in October 1642, but it was undecisive.

After this both sides tried to gather more support from the whole countrie, Wales and Scotland included.

During 1643 several battles ocured (Braddock Down, Hpton Heath, Newbury, Winceby,) but neither side could deliver a decisive military victory. The King sought reinforcements from troops stationed in Ireland; Parliament negotiated a religious and military alliance with the Covenanters in Scotland. The Scottish invasion of 1644 was a major turning point in the war, culminating in the defeat of Prince Rupert at the battle of Marston Moor and the fall of York, which ended Royalist presence in the north of England. However, Parliament became divided over the conduct of the war. Supported by the Scots, Presbyterian politicians and officers called for a negotiated settlement with the King, while the Independent faction insisted upon pursuing a decisive military

victory. The Independents secured a major re-organisation of the Parliamentary army, resulting in the formation of the New Model Army in 1645.

The New Model Army, commanded by Thomas Fairfax inflicted a great defeat to the Royalist at Naseby on 14 June 1645. After this the Royalist fought during another year but, finally the king Charles surrendered to the Scottish army at Newark.

Players assume the role of military and political leaders in command of land and naval forces belonging to the Royalist or Parliamentarians. Using a system of simultaneous turn resolution, you can play against either the computer's artificial intelligence (AI) or a human opponent using file transfer protocols (PBEM).

The *English Civil War* game system will be familiar to veteran players of the AGE engine, such as previous titles: *Birth of America*, *American Civil War 2*, *War in America*, *Napoleon's Campaigns*, *Rise of Prussia*, *Revolution Under Siege*, *AJE*, *BoR*, *Thirty Years War* or *To End All Wars*. There are, however, certain differences in *English Civil War* that give it a distinctly XVII Century conflict feel. The *English Civil War* game system goes beyond mere cosmetics to give players an authentic gaming experience that accurately reflects conditions on the ground of the kinds faced by generals such as Thomas Fairfax, Prince Rupert or Essex.

I.1. UNIQUE FEATURES AND CONCEPTS

Even though *English Civil War* shares a common lineage with earlier AGEOD simulations, many new features and concepts have been incorporated into the game play, including the following:

- ❖ **Production and Decisions:** These are adjusted to be easier to use and with a wide variety of Regional Decisions created for better representation of a XVII century war.

- ❖ XVII units: Cornish foot regiments, Ironsides, Covenanters, The Whitecoats, historical leaders as Thomas Fairfax, Essex, William Waller, Prince Rupert, Hopton, Lord Byron, Newcastle.
- ❖ Control of key cities to get Money, War Supplies and its industrial capability.
- ❖ XVII Century Battle Plan: The Battle Plan has been adjusted to better represent how battles were handled in the XVII Century.

1.2. GAME SCALE

English Civil War consists initially of 5 scenarios that are each divided into game turns each representing two weeks of game time. The smallest military component in the game is the Element. An Element is a body of men or ships consisting of at least one (1) strength point. Unit strength points are equivalent to approximately 25 men for infantry and cavalry units. Naval elements represent squadrons of four ships. Units are of varying sizes, composed of one or more elements.

The map is a 2D representation of England, Wales, Scotland, Ireland and its surrounding sea. It is divided into regions grouped into political areas, weather zones and strategic theaters.

1.3. UPDATES

AGEOD strives to fix any problems with its software or documentation as soon as possible after such problems are identified. Owners of *English Civil War* are encouraged to visit <http://www.ageod-forum.com/> for the latest available information and software updates (patches). Moreover, AGEOD's **forums** are a great place to meet other players for discussions of strategy, historical commentary, news, and opinion, and to arrange

multiplayer games. If technical support is required, owners should contact AGEOD also on the forum for a speedy resolution of various issues. Please note that a proof of purchase (serial number) and forum registration may be required in some cases.

In the main menu of the game, the Update button is active. When you click on it, it automatically leads you to the AGEOD forum as well.

Customer Support

English Civil War development team members are present on AGEOD's Forum to provide answers to questions you may have, as well as customer support for any issue you may have with the game.

Visit our forums at: www.ageod-forum.com

2. INSTALLATION

2.1. DOWNLOADING & INSTALLING THE GAME

The game is installed through digital download. Follow the download instructions given by the website where you purchased your game. Once your purchase has been validated, you shall be given a serial number with your invoice. Enter this serial number in the game once the installation process is launched.

2.2. SYSTEM REQUIREMENTS

Minimum Requirements

Processor: Intel Pentium or AMD, 1500 MHz

RAM: 2 GB

Graphic Card: 128 MB RAM, DirectX 9.0c compatible

Sound Card: 16-bits, DirectX 9.0c compatible

CD Rom: x 8

Peripherals: Microsoft compatible keyboard and mouse

Operating System: Windows XP, Vista, Seven, Windows 8.

Hard Disk: 2000 MB free disk space

DirectX: Version 9.0c

Recommended Requirements

Processor: Intel Pentium IV or AMD Athlon, 2000 MHz

RAM: 2 GB

Graphic Card: 128 Mb RAM, DirectX 9.0c compatible

Sound Card: 16-bits, DirectX 9.0c compatible

CD Rom: x 8

Peripherals: Microsoft compatible keyboard and mouse

Operating System: Windows XP, Vista, Seven (1536 Mb of RAM for Vista)

Hard Disk: 2000 MB free disk space

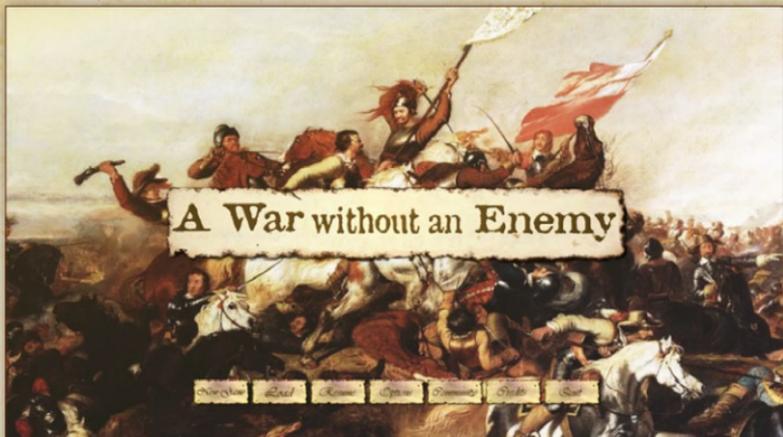
DirectX: Version 9.0c

3. MAIN MENU

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

3.1. OPTIONS

Game options are divided into various sub-groups:



3.1.1. Media

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

3.1.2. Game

In this menu, you can activate / deactivate the Fog of War (see chapter), Activation (see chapter) and Withdrawal (see chapter) rules. You can also play with Leaders randomized to various degrees: in this case, leader names and attributes are randomized when you create a new game. We recommend leaving the default settings for your first game. You may adjust whether armies delay before committing to battle, and the level of routine attrition you choose to model. You may

select Extended Force Pools to relax the historical limitations on available. Units by doubling or tripling them (expect great divergence from historical patterns). Player aids available here include Easy Supply rules, simplified Naval Box handling (not used in this version of ECW), several degrees of automated replacements, and a variety of other options. We believe the best historical feel is achieved by using the default settings.

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

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

3.1.3. Scripts

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

Note: The “reset” button on options pages allows you to reset that page to its default settings.

3.2. CAMPAIGNS AND SCENARIOS

If you click on ‘new game’, you will be presented with several types of scenarios to choose from. There are basically three scenarios apart of the Tutorials. The main difference is the date they start being all of them of same level of difficulty.



- ❖ The Grand Campaign covers the whole duration of the war July 1642 through 1646.

- ❖ Scenarios are more limited in scope and feature individual Campaign starting in the second and third year of the war, the Units involved are according to the starting point.

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.

3.3. TUTORIAL SCENARIOS

The list also includes three Tutorials, which are instructive scenarios as in other Ageod games, designed to help learn the basic game mechanics and provide some gameplay tips. Players are strongly encouraged to play through these early, perhaps before finishing this manual. These tutorial scenarios are designed not only to introduce certain core game concepts (through a series of step-by-step instructional event boxes) but also to provide a hands-on introduction to the game interface.

Starting a game: Hovering the mouse over the name of a Campaign/Scenario on the left hand sign displays a short description on the right hand side. After selecting a Campaign/Scenario, you get to choose your side and clicking play begins the game.

Note: the stars next to the scenario pictures indicate the level of complexity (the more stars the higher).

3.4. LOADING, DELETING, AND RENAMING GAMES

Instead of starting a new game, you can resume a game you previously saved or that was saved automatically. You also have the option to rename, delete or restore a previous turn, of any

saved game, as indicated by each entry's tooltip (there is a settings file that adjusts the number of turns saved). Hovering the mouse over the game in the Load Game window provides you with the shortcuts to these file manipulation options. It is not advised to rename a saved game other than through this ECW interface. It is best to rename files only through this interface. To go back to the end of the last turn played, hover over your current save and type "Home" as described in the menu. It erases the current save and loads the save from the end of the previous turn. This can be used repeatedly to access an even earlier save.

3.5. SAVING A GAME

At any time during a game, you can reach the Main Menu (Esc key). From here, you can select the Save Game menu. You don't generally have to save a game, as this is done automatically each turn once you hit End Turn. As explained previously, you have the option to restore the 24 previous turns of any saved game. Usually, the only cases where you would want to manually save a game is either if you halt your planning in the middle of a turn and want to resume giving orders after quitting the game or to change the name of the save game from its default.

In other words, if you click End Turn, watch it unfold and only check your forces without entering new orders, you can quit safely and everything is saved by default.

3.6. PBEM (PLAY BY EMAIL)

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

1. Create a game

Step1: The Hosting player chooses a Campaign/Scenario and a side and starts the game as usual. This automatically generates a sub-folder in C:\Program Files\English Civil War\ECW\Saves\directory, named after the Campaign or Scenario selected (ECW_The_Swedish_Intervention if you play the 'The Swedish Intervention' scenario, for example).

Note: In order to avoid possible data corruption if transferred by E-mail, it is strongly advised to E-Mail using some type of compressed format such as ZIP or RAR.

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. *ECW Campaign John vs. Joe*). Do NOT rename any ECW 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 (example: ROY for Royalists or PAR for Parliamentarians).

Note: C:\Games\ English Civil War\ECW. 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. Host Sends TRN file to Opponent

Step 2: The Hosting player sends his opponent the TRN file with the **opponent's designation**. The opponent must store this file in the folder named Game\ECW\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 Games\ English Civil War\ECW \Saves\JohnVsJoe subfolder.

3. Non-Host sends ORD file to Host

Non-Hosting player now loads the game and gives his orders for the upcoming turn. When ready, the Non-Hosting player **saves** the game. This will generate an **ORD** file (in the folders mentioned above).

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

4. Host Resolves Turn

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, which executes all orders.

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 turn's Message Log to see what has occurred during the turn, including battle reports.

4. WINNING THE GAME

Automatic Victory (or defeat) is achieved when one side reaches its minimum or maximum "National Morale" (NM) level. However, if the scenario ends without reaching an Automatic Victory, the side with the most Victory Points (VP) is declared the winner. The level of victory is based on the VP difference.



4.1. VICTORY POINTS (VP)

Victory Points are earned and accrued each turn for such things as holding important locations on the map, achieving goals set by individual scenarios, and by destroying enemy Units (or their component elements).

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

VP Accumulation:

Strategic City – 1 VP /Turn

Objective City – 1-3 VP /Turn depending on the value set by the scenario

Destroyed Units – Variable per enemy element destroyed

Note: You don't lose VPs when you destroy your own Units.

Important Note: In order to gain credit for a captured Objective or Strategic City, a player must garrison the location with a Unit of Regular infantry or cavalry (i.e. Leaders, Militias are not enough) if the region has a Loyalty Rating less than 51%.

4.2. NATIONAL MORALE (NM)

For both sides in the conflict, the will to fight is tracked by their National Morale (NM). Above and below certain levels, you

instantly win or lose the game. These thresholds will vary during the course of play depending on the political situation.



Current NM is tallied in the upper left side of the main screen under the flag of the side you are playing.

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

NM is influenced by several factors:

- ❖ Capturing the Objective regions set by the current scenario will increase the capturing player's NM and lower the enemy's by the values indicated in the Objectives screen.
- ❖ Winning a battle can boost the winner's NM while reducing the enemy's according to the number of enemy Unit and general elements taken out of action.
- ❖ Some Historical Events have an impact on NM.

In addition to triggering Automatic Victory conditions, NM also has an impact on the Unit Cohesion (i.e., how fast they move and how well they fight)(so defeats can become a vicious circle).

1. Calculating National Morale Each side's initial National Morale is set by the scenario. As 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 immediately during the processing of a turn by events as they occur.

TRIGGERING EVENTS	EFFECT ON NATIONAL MORALE
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
Leader Casualties or Lost Seniority)	Reduces NM according to Leader's Political Cost

2. National Morale Variation Effects Current National Morale affects different game factors, such as maximum Unit cohesion and cohesion recovery (reflecting the fact that military forces with high morale are generally more combat-efficient), as well as production of supplies.

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 lists 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%

NATIONAL MORALE VALUES	EFFECTS
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% less supply and, ammo.

4.3. AUTOMATIC VICTORY / DEFEAT

Automatic Victory is achieved when a side's National Morale meets or exceeds the **maximum** morale threshold as indicated by the scenario. Conversely, a side that reaches a National Morale 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 (F9 key)** of the Ledger and as a tool-tip on the Main Screen.

A scenario immediately ends if either side possesses a total National Morale 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.

5. GAME SCALE

Turn length: 1/2 month

Units: Regiments, Flotilla, Groups (a set of regiments).

Map: Divided in regions.

6. THE MAIN SCREEN AND GAME INTERFACE

Lets take a look to main interface.

The majority of your gaming experience in *English Civil War* 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** .



Figure 1: *The Main Screen*

6.1. TOUR OF MAIN SCREEN

The Main Screen below (Figure 4.1) shows the initial game turn of the English Civil War. For illustrative purposes, the **Fog of War** option has been turned on.

6.1.1. What means all that things?

Watch carefully at the numbers on the main screen and their explanation on the list below:

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

Top: Activation-status envelope with a Padlock if Unit is locked.

Left-section: Portrait of Leader in command of Force or a representation of the Unit. Command Posture and Special Orders on right border

Bottom: A number indicating the strength of the Force.



Top Right: The Flag of the controlling nationality.

Mid Right: Three Bars representing Supply, Cohesion and Strength of the Stack

Figure 2: *A Unit represented by its Troop Display Marker or TDM.*

The Main Screen Refers to **Figure 1** regarding the following numbered items of interest.

- ❖ **Terrain and Weather Panel (1):** 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. Weather is important since it affects movement, cohesion, and combat effectiveness. Structures and entrenchments can provide shelter from weather effects.

- ❖ **Player Summary & National Assets Display (2):** This display keeps a running total of a player's accumulated **Victory Points**, **National Morale**, **Engagement Points** and **Money**. The tooltip on any value gives you the normal change of this value each turn (without any Regional Decision or Ledger option effects; see below).
- ❖ **Main Commands Panel (3):** This panel contains three (3) buttons; **End Turn** (used to initiate computer resolution of your orders), the **Main Menu**, and **Save Game** procedure. The current game date is also located here.
- ❖ **Pike, Cards and Book (4)** Left-clicking on the **Playing Cards** opens the **Decision Mode**. Left-clicking on the **Pike** enters **Construction Mode**. Left-clicking on the **Book** opens **The Ledger**. Clicking either of them again returns you to normal mode (escape key do the same).
- ❖ **Map Filters(5):** Located on top of the minimap. Left-clicking on these toggle buttons allows players to filter the map view. Use the tool-tip to determine each filter and its function. The numeric keys on the keyboard correspond to various filter functions.
- ❖ **Mini Map Display (6):** The mini-map depicts a map of England, Wales, Scotland and Ireland and contains a jump feature allowing players to left-click and view any location on the map by clicking on it.
- ❖ **Special Orders Panel (7):** This panel contains Special Orders buttons grouped into three separate tabs (Arquebusses,

Tent and Hammer tabs). A grayed-out or subdued button indicates that a particular Special Order is either not applicable or is unavailable.

- ❖ **Postures and ROE Buttons (8):** 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**.

Message Panel

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



Figure 3: *The Message Log*

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; these important events may be clicked to view a pop-up looking like an ancient parchment roll.

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.

The Strategic Atlas

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

6.2. REGIONS AND SEA ZONES

Land and naval Forces move across the game map by tracing their movement paths into (and through) land regions, major rivers and sea zones. Holding the mouse over a region, major river or sea zone creates a tool-tip displaying information specific to the region or zone and map filter selected.

Forces have a limited ability to 'live off the land' (i.e. forage) depending upon the development of a region. Regions that are considered Wild, for example mountains, provide less forage than regions that are deemed Rich. Regions are identified in part by their Civilization Level. The four (4) Civilizations levels are: **Wild, Cleared, Developed, and Rich.**

Land forces may not enter Sea Zones except when being transported by naval vessels. Therefore, forage is not available in Sea Zones.

If you want to find a particular region, you can use the Region Finder that is opened with the Ctrl+F keys.

6.3. TERRAIN & TRANSPORT NETWORK TYPE

Each region has a terrain type. Different terrain types have varying effects on movement, combat and supply (See Appendix A).

Each region also has a transport network type:

- ❖ None
- ❖ Tracks



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

Figure 4: Pictured here, the Roads leading to Reading.

6.4. TERRAIN TYPE

Different terrain types have varying effects on movement, combat and Supply (see table overleaf):

6.5. STRUCTURES

All structures provide shelter for friendly land Units in the region against bad weather. Ports do the same for ships. When there are Units actually inside a structure, this is indicated by the presence of small squares by the structure icon (light brown for land Units, light blue for naval Units). Clicking on those squares will display these Units in the Stack Panel.



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

Figure 5: Pictured here, Bristol structures.

TERRAIN	OBSTACLE TO MOVEMENT AND SUPPLY TRANSPORT	EFFECT ON ATTACKER	EFFECT ON DEFENDER	NOTES
Hills 	Moderate	Slight bonus if Irregular (Not applicable in this Game)	Moderate bonus	Bonus of 1 to Hide Value.
Marshes 	Severe	Moderate bonus for Irregulars when ambushing. Combat is mostly limited to inconclusive skirmishing (Not in use in this game)		Bonus of 1 to Hide
Impassable Mountain 	Impassable	n/a	n/a	
Major River/Lake 	Severe obstacle to land movement.		Major bonus if attacker crosses the river.	May freeze during winter, blocking all naval movement.
Minor River 	Moderate obstacle to land movement. Not navigable at all.		Minor bonus if attacker crosses the river.	
Bridge 	Moderate obstacle to land movement. Not navigable at all.		Minor bonus if attacker crosses the river.	

Shallow Waters 	Land Units can cross shallow waters at a cost. Seagoing vessels cannot navigate in shallow waters.			May freeze during winter, blocking all naval movement.
Coastal Waters 	Some non sea units may navigate in coastal Waters (not in use in this game)			
Ocean 	Non-seagoing Units cannot navigate in the ocean (there are not non-seagoing units in this version of the game).			
Clear 				Slight bonus to foraging.
Woods 	Slight			Slight bonus
Forest 	Moderate			Moderate bonus
Mountain 	Same as wilderness, with increased penalties for wheeled and mounted Units.			
Bayou Swamp 	Similar to marshes, with even worse penalties.			

City: Controlling cities is critical to winning the game. Cities cannot be destroyed. On the map,

Units inside a city are not displayed but rather are indicated by small boxes as shown above. Each dot (green or blue) represents 3 Units in the structure. Cities have a Level between 1 and 5 noted on the Box before their name on the city's nameplate.

Depot: It can be built at a cost of two Supply units or by two transports ships if a harbor or anchorage is in the region. They can also be destroyed. Depots are able to stockpile. Presence of a depot inside a city is indicated by tents and cannon balls.

Permanent Fortification: Either made up of older fortifications or modern fortifications made mostly of earthworks, they are shown by a wall and bastion extension on the left-hand side of the city sprite. Permanent fortifications can't be destroyed.

Iron Works: Produces War Supplies and money. Helps to raise Artillery regiments.

Recruitment Center: Helps in the effort of raising new regiments in a city. Gives War Supplies.

Cloth industry: Produces War Supplies and money, helps in the effort of raising new regiments in a city.

Powder Mill: Produces ammo supplies. Helps in the effort of raising new regiments in a city.

Armory: Produces ammo supplies, regular supplies and money. Great help in raising new regiments in a city.

Arsenal: Produces ammo supplies. Helps in the effort of raising new regiments in a city.

Trade Port: Produces ammo supplies, regular supplies and War supplies. Help in raising naval units in a port.

Requisition Office (I, II or III): Produces Money (1, 3 or 5)

Commander's Note: Forces regain lost 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; being in a region with a structure is enough. A Force that is inside a structure may only be attacked through the two forms of Siege combat .

6.6. TRENCHES

Trenches represent the variety of entrenchments and other temporary field fortifications built for infantry and artillery Units that provide defensive benefits to their occupants depending on their Level. Trenches are not considered to be structures, although they do provide limited shelter against bad weather. They are not subject to siege. Units automatically start entrenching if they don't move during a turn and can keep improving their entrenchments over a period of weeks or months. A Stack only needs a few days to dig into Level 1. The building leader's Strategic Rating plays a key role in the speed of the process, especially for low-level trenches.

Note: The highest entrenchment levels represent the extensive networks of field fortifications like those around York. They are still trenches, not structures. The only way of getting a level 3 in ECW is using the Decision Card Defensive Works (will see it later).

6.7. AUTO-GARRISONS

Structures defined as having the auto-garrison feature (e.g., cities, fortifications and depots – mostly depending on scenarios) spawn an automatic garrison if enemy forces appear in a loyal region. These range in size depending on the structure and prevent it from being taken without a fight. An enemy attack will also release Units present that are otherwise permanently fixed in position.

6.8. AREAS AND THEATERS

Areas are made up of geographically connected regions. Local raised units (i.e. Cornish Royalist) will lose men (strength) outside of their Areas due to desertion. Theaters represent a collection of geographically connected Areas. Use the Map Filters listed in **Map Filters** to see the Areas/Theaters present in the scenario being played.

6.9. MAP FILTERS

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

- ❖ **Military Control:** Shows which side has the dominant military presence in each region (even if you don't have a Stack present) (see Military Control chapter).
- ❖ **Supply:** Crates and cannonballs indicate the quantity of General Supply and Ammunition respectively that are present. The regions highlighted in red indicate the extent of not favorable supply situation (without color is favorable). Tooltips provide specific information regarding Supply levels in particular regions.
- ❖ **Objectives:** Highlights Objectives and cities granting VP s and indicates their owner (see chapter).
- ❖ **Loyalty:** Shows the local population's bias towards one of the sides in the conflict (see Loyalty chapter).
- ❖ **Areas:** The different Areas are shown with different colors.
- ❖ **Departments:** Each Department (also known as a "Theater") is shown with a different color (see chapter).
- ❖ **Weather:** shows the current weather on the map (see Weather chapter).
- ❖ **Terrain:** shows the current terrain type (see chapter).



Loyalty



Supply



Terrain Types



Control

6.10. 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 return to the Main Menu options screen.

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

7. ORGANIZING YOUR FORCES

The purpose of having separate Forces composed of one or more Units is that separate Forces can be issued different orders and can make efficient use of available leader Command Points. Success in *English Civil War* is determined in large measure by how well players are able to organize their troops into effective forces.

7.1. THE STACK PANEL

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

7.1.1. Understanding the Stack Panel

There can be a variety of Stacks in a region and/or in the structures therein. The purpose of having separate Stacks is that they can

be issued different orders. The size of a Stack is also limited by leadership (see chapter).



Figure 7: *The Stack Panel details.*

When you click on a playing piece or structure on the map, the window in the Stack Panel shows Units in the region.

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

Additional Stacks in the region are each indicated by a tab along the top of the Stack Panel. To switch Stacks, click on its corresponding tab and it will become the active Stack. The active Stack is also represented on the map by a Stack counter, which can be selected to receive its orders. The Unit currently selected within the Stack has its name, composition, current position and destination indicated in the top left corner, just after the parchment icon (which allows selecting the special orders for the Unit in question). Essential information about a Stack (level of General Supply, Ammunition, etc.) can be displayed in a tooltip by hovering your mouse over the different icons in the Inspection Panel to the right of the Stack Panel.

7.2. UNITS

The term 'Unit' refers to military formations that are represented by a single 'counter' and can be moved independently on the game

map as their own Force, or be combined with others in a larger Force moving together. Units can vary in size from small cavalry regiments to infantry regiments with several battalions. Note that Unit size and strength are two different concepts. It is possible to have a Regiment Unit weakened by attrition or combat losses to a strength less than a single battalion. This Regiment can be reinforced

up to its higher level buying the appropriate replacements.



Figure 8: *Unit counters for two Parliamentary Units – The Mandeville's Foot Regiment and the Essex' Horse.*

7.2.1. The Unit Counter

When displayed on the Stack 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),
- ❖ Special Ability icons (small symbols in the bottom left corner),
- ❖ Unit type (shown by the the top right corner Unit symbol (see Appendix E)),
- ❖ Number of component elements (small ribbons running vertically down the left of the counter, there is one ribbon per two elements),
- ❖ Unit experience (the symbol at the left-hand side in the white stripe, usually a star or laurels),
- ❖ Unit Cohesion (% of full Cohesion, represented by the purple column),

- ❖ Unit Strength (% of full Strength, represented by the green column),
- ❖ Unit Supply level (% of full Supply represented by the blue column),
- ❖ Combat Efficiency ('PWR') (numerical value provide a quick info of a unit power, but it is not a number used during battle calculations).

7.2.2. NATO Symbol and Unit Type

There is a NATO symbol on the Unit counter to show the primary type of the elements it contains. For example, an Infantry Brigade is an infantry Unit, but in addition to infantry regiments may contain artillery batteries (in the Swedish Brigades). You can click on any NATO symbol, on the Unit or on the elements, to get even more details. Each element is of a specific type, with corresponding strengths and weaknesses, as shown in the elements details Window accessed through the Inspection Panel (see Element Attributes below). A Unit's characteristics are derived from the attribute values of its elements.

7.2.3. Number of Elements and Experience

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

7.2.4. Cohesion

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

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

Movement and combat reduce a Unit's Cohesion. Resting (see chapter) gradually improves its Cohesion until it ultimately reaches its maximum level, which depends on training and Experience. NM affects a Unit's maximum Cohesion and its Cohesion recovery rate when resting.

7.2.5. Manpower

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

Elements Units are made of one or more sub-units known as elements. An element is the smallest military formation in the game, usually representing a group of 250 men. Elements cannot be further sub-divided or detached from their Unit, but, when an Element loses its last strength point, it is eliminated.

7.2.6. Element Attributes – Inspection Panel

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



Figure 9: Click on an element's NATO Unit type symbol in the Inspection Panel to display the element details window, which provides several pages of detailed information on the Unit and all of its different attributes. Here, a Royalist musketeer element's details are shown.

7.3. LEADERS

7.3.1. Leader Attributes

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

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

7.3.2. Leadership

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 up to 3-stars.

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

Command Points Summary

- ✦ A 1-star Leader provides **six (6)** Command Points to units in his Force .
- ✦ A 2-star Leader provides **twelve (12)** Command Points to units in his Force .
- ✦ A 3-star Leader provides **twenty-four (24)** Command Points to units in his Force .

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

Command Cost Summary

- ✦ Regiment units: **one (1)** CP
- ✦ Small unit (regiments): **one (1)** CP

Increased or Decreased Command Costs are used to represent cultural differences in command and control methodologies between nationalities.

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

of a percentage loss of movement and combat effectiveness. The penalty is equal to roughly 5% per Command Point available below the Force's Command Cost.



Figure 10: Command Penalty. Essex' stack, contains units requiring 38 command points total, while his rank allows him only 24. A penalty of 35% is therefore indicated by the red 35% on the Unit Panel. You also can see this info in the tooltip.

- ❖ **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 24. This number can be modified by Leader Special Abilities.

7.4. 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 them in the game. To get the best use out of your Leaders, be sure to always put the right man in the right job.

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'.
- ❖ **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** .
- ❖ **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**.

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 **Appendix F**.

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.

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

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

7.5. LEADER RANKS

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 up to 3.

- ❖ 1-star General: usually Colonel
- ❖ 2-star General: can be General (Lieutenant-General),
- ❖ 3-star General: General (the highest rank Captain-General).

7.6. 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, only a few of them are promotable)
- ❖ 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 alongside 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.

7.7. 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 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.

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.

7.8. GROUPS

Groups are a unique type of Unit made up of other Units including /regimental/and battery-sized component Units. Groups can be **broken down** into their component parts during a game turn. Groups may also be **created** during a game turn if certain conditions are met. The reason for grouping regiments and artillery battery Units into Group-sized Units is to maximize the command effectiveness of leaders. For example, the command cost to a Leader having five (5) Regiments and an artillery regiment under his command could be six (6) CPs. If these same six (6) units were combined into a Group-sized unit, the command cost to the Leader would be only the **four** (4) CP cost of a Group.



Figure 11: Holding your mouse over a Group Unit counter causes its component Units to be displayed (left).

'Breaking Down' a Group. If a Group-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 Group can then be broken down by left-clicking on the **Group Break Down** button on the Special Orders panel. The Group counter is immediately broken down into its component parts (including the Group commander's Leader Unit). These Units are now displayed on the Unit Panel.

Creating a Group. In order to create a Group Unit, an **'Active' Leader** and **one or more** combat Units must be present in a single Force. A maximum of **one Leader** and **8 Units** (made of a maximum of **40 elements**) may be included in any one Group-sized Unit.

Other than that, there are no restrictions on the types of Units that can combine into a single Group.

Group Creation Procedure. Select the **'Active' Leader** and left-click on the **Enable Group Command** button on the Special Orders panel.

Select the Units to be combined into the Group and left-click on the **Create Group** button on the Special Orders panel. This procedure is described in the Tutorial 3.

The Leader and Unit counters are removed from the Unit Panel and replaced with a single Group-sized Unit counter. The Units are displayed as components to the left of the Unit Panel.

8. ORDERS

Game play in *English Civil War* is conducted simultaneously. Players plot their activities for the upcoming game turn (each turn represents half month 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.

8.1. 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 for being leaderless.

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.

2. Active Leaders Leaders who are **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.

3. Inactive Leaders Leaders who are **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.

4. Restrictions Placed on Inactive Land Leaders Inactive Leaders of land forces may only assume a **Defensive** or **Passive** Posture (Naval Leaders are not restricted). 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.
- ❖ These are cumulative with reductions for lacking CP, but capped overall at 35%
- ❖ A user option is available that creates a probability that an inactive leader and his force can become 'locked' (i.e. inactive) for 1 turn or more.

8.2. 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 allowing the reception of Replacements). The default order you issue to your land Forces is to move by land. Note that movement is severely restricted by the presence of enemy Units.

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.

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, the presence of enemy forces, etc.

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 'Forced 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
- ❖ **Ships:** Ships 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 Rules of Engagement) to a Force before moving it.

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-dropping 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.

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(ping) the selected Force.

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 friendly plans are affected by enemy action. For example, if a Force in an Offensive Posture moving through a region 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).

8.3. 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 cumulative 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 in Offensive or Assault Posture.
- ✦ -0.50 CPs: Force is being transported by naval transport
- ✦ -0.50 CPs: Force is besieging.
- ✦ -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.

8.4. 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 has an Assault or Offensive Posture.

8.5. BLOCKING MOVEMENT AND ZONE OF CONTROL

The simultaneous nature of *English Civil War* movement plotting and resolution segments means that players (and the computer AI) must anticipate their opponent's activities. The presence of enemy forces inhibits friendly movement in a land region during the resolution portion of a game turn. If the enemy presence is strong enough, friendly troops will be able to enter a region but move no farther. 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 the enemy have no Military Control.)

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.

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

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 the resulting number. Regions that a selected Force cannot enter due to a blocking Zone of Control **are indicated in Red** on the game map when the Force is selected and shift is held. 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.

8.6. INTERCEPTING ENEMY FORCES

During the movement plotting portion of a game turn (i.e. pre-resolution), rather than order a friendly Force to move to a

specific region, a player may order 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 largest of such Forces. An intercepting Force will have its movement path adjusted by the computer AI during movement 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.

8.7. 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.

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.

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 are represented as ‘**tabs**’ above the Unit Panel row of Units in the selected Force. To transfer Units and Leaders, drag-drop the Unit counters onto the desired Force tab.

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.

8.8. SPECIAL ORDERS

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

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

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

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

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

Build Depot: The Stack will expend a Supply Unit of at least two elements to build a Depot in the current region.

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

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

Promote Leader: The leader is eligible for promotion to the next rank, though at a possible Political Cost.

Combine Units: The selected Units can be combined into a single one. This is used to form a Group, if a leader with Group command enabled is included. It is also used to merge weakened Units into a stronger one (see chapter). The Unit selected first will absorb the other Unit, which returns to the Force Pool.

Split Units: the opposite of the above (e.g., removing all Units from a Group).

Evade Combat: The moving land or naval Stack will try to avoid contact during movement (see chapter). Inactive leaders may not use this order.

Disband: selected Stack will be disbanded at a cost in VPs.

Surrender: selected Stack will surrender.

9. MILITARY INTELLIGENCE

(FOG OF WAR)

English Civil War recreates the uncertainty regarding enemy locations and intentions by presenting players with a condition known as the 'Fog of War': the position of enemy forces is not revealed to a player unless the player is 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.

9.1. 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**.

9.1.1. Detection Point Generation Summary

Detection Points (DPs) are generated by the following conditions:

- ✦ Highest Detection Rating of any friendly element in the region. For example, an element belonging to a cavalry Unit 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.

9.1.2. Detection Procedure

The **Detection Value** is applied to cancel the enemy's **Hide Value**. If the **Detection Value** equals or exceeds the **Hide Value** of an enemy Force, that enemy Force is **detected** (i.e. revealed on the game map). Enemy Forces with higher Hide Values remain concealed. For each point of Detection Value exceeding an enemy's Hide Value, the accuracy of the information received is increased.

Commander's Note: Enemy forces near your territory or in your territory are almost always detected unless the enemy are particularly stealthy.

9.2. HIDE VALUE

The ability of a friendly Force 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 in the Force 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. Some Forces may be spotted while others remain undetected.

9.2.1. 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 (Forest, Woods, Wilderness, Mountain, Marsh, Swamps)

- ❖ +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 cavalry (with a base Hide Value of three (3)) is located in a region with **covered terrain** (+1 HP) and **harsh weather** (+1 HP), so 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 fewer than four (4) Command Points worth of Units/Elements.
- ❖ **Large Force**: A Large Force is a Force that contains either more than nine (9) Units or more than nine (9) Command Points worth of Units/Elements.

10. NAVAL UNITS

The *English Civil War* was essentially a land war. However, there are also some ocean-capable surface ships that operated on the neighboring seas.

10.1. 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.



Note: There are no naval leaders represented in English Civil War.

Intercepting Naval Movement Naval Forces can never be directly prevented from entering a sea zone. However, whenever a naval Force enters a sea zone where an opposing naval Force is present, each naval Force uses its Patrol and Evasion Ratings and Postures to determine whether a naval engagement occurs.

10.2. NAVAL UNITS AND SUPPLY

Naval vessels require General Supply and Ammunition to operate efficiently just like land forces.

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 also replenish their inherent General Supply points (but not Ammunition) **while at sea** if they occupy a sea zone **adjacent** to a land region with a supply of General Supply points available.

10.3. 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.

10.4. ENGAGING IN NAVAL COMBAT

Naval combat between opposing Forces in the same sea zone is generally similar to Land combat. It can occur only if at least one of the opposing Forces has an Offensive Posture, and the other side does not successfully evade combat. Naval Forces engage in combat according to their assigned Command Postures and ROEs. Each engagement is conducted as a series of up to six (6) consecutive combat rounds per day. Combat continues until one side or the other decides to withdraw, is forced to withdraw, is destroyed, or night falls at the end of the sixth combat round. Combat resumes the following day with each side having to pass a Commitment Check. If neither side passes its Commitment Check, the battle is immediately ended and considered a Draw.

10.5. WEATHER AND INITIAL SHOOTING RANGE AT SEA

The initial range at which combat takes place is determined by identifying the element with the **longest** (i.e. highest) **Fire range**. This initial range is modified by weather conditions (usually resulting in a reduction). The first round of combat takes place at this modified range.

This range is **reduced** by one (1) during each subsequent round of combat until the combat range reaches a minimum of one (1).

10.6. NAVAL BATTLE RESOLUTION AND AFTERMATH

The Withdrawal procedure is calculated and executed in the same way as on and. A naval force that withdraws from combat (either voluntarily or otherwise) is moved to an adjacent sea zone or section of river. The winner of a naval combat is determined according to the losses suffered and losses inflicted on the enemy. Leader casualties are checked and indicated on the Message Log .

Ships can recover Cohesion Points by spending time **resting in a harbor** rather than sailing and fighting. The basic rate of recovery for ships is **two (2.0) Cohesion Points per day of rest**. Ships that are at sea (i.e. not in a harbor) do not recover Cohesion regardless of whether they move or fight.

Commander's Note: Damaged elements do not recover losses while at sea. It is a good practice to have damaged ships return to a friendly harbor.

10.7. NAVAL TRANSPORT

Swedish and Danes have naval ships designated as transports. Naval transport ships each have a carrying capacity of three (3) points of transport weight.

Naval Transport Procedure

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

- ❖ 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(ping) 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.

- ❖ 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(ping) 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 aboard transport ships in sea zones indefinitely. However, land Units will suffer attrition losses while embarked. 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).

10.8. AMPHIBIOUS LANDINGS

10.8.1. Amphibious Landing Procedure

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

- ❖ The transporting naval Force and Units being transported are moved to a coastal sea zone.
- ❖ 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).

10.8.2. Distant unload special order

If the player already knows where land Units shall disembark, he can use the distant unload special order. Using distant unload permits the player only to select the landing destination region and the naval Force will move automatically to the nearest coastal region and disembark all land forces.

10.9. 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. The physical and tactical risks of wind, tide, weather, and darkness made the nature of a blockade somewhat different in this period as compared with the Age of Sail or modern times.

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.

II. 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. *English Civil War* with a supply system that very accurately recreates the problems faced by generals in this regard. Players that ignore the realities and limitations imposed by XVII Century logistics soon find their

forces rendered combat-ineffective or worse—simply melting away through attrition.



Figure 13: Supply Filter on: regions with depot are shown in green color, regions with good supply levels have normal color, those in red-orange colour have very low supply. The supply production of each city is indicated by the tooltip if you pass the mouse over the city.

II.I. THE SUPPLY SYSTEM (OVERVIEW)

II.I.I. 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 consumable items used by military units to maintain their manpower in good fighting order (i.e. food, water, clothing, etc.) Ammunition primarily represents the supply of bullets, cannon balls and powder that XVII Century military units would expend in combat.

11.1.2. 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.

11.1.3. Special Leadership Abilities Affecting Supply

There are several Special Ability leadership attributes which have an effect on supply. Only some of these are present in this version of the game.

ICON	SPECIAL ABILITY DESCRIPTION	EFFECT	SEE NOTES
	Master Logician	General Supply consumption is reduced by 25%.	1
	Forager	Reduces chance a region will be pillaged when foraging by 25%.	2
	Expert Forager	Reduces chance a region will be pillaged when foraging by 50%.	2
	Pillager	Regions ENTERED are pillaged. Only REGIONS THAT ARE BOTH loyal and policed regions are spareD.	2

Notes:

- 1: if Special Ability is possessed by the **commanding** officer
- 2: Special ability is possessed by any leader in the stack, even he is not in command

II.2. SUPPLY SOURCES AND PRODUCTION

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

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

Supply is generated in amounts expressed in supply chips (SC), which come in two varieties: a full SC holds 5 supply points and 2 ammo points, while a basic SC only holds 5 supply points.

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

- ❖ The countryside of a region generates 0-4 basic SC to unbesieged units (depending on civilization level, weather and looted status). When enemy armies co-exist in the same region, the region's supply is distributed in proportion to the percentage of military control. For the moment there is no cavalry, light troop or irregular advantages to foraging.
- ❖ Level 1 cities and Raider villages generate 1 basic SC.
- ❖ Unbesieged level 2 (or +) cities, all fortifications, depots and unblockaded harbors generate full SCs as follows (cumulative):
 - ❖ 1 / city level
 - ❖ 1 / port level
 - ❖ 5/ fortification level if there is a fortification in the region
 - ❖ 10/ depot level if there is a depot in the region

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

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

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

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

II.3. PENALTIES FOR LACK OF SUPPLY

Units out of General Supply lack food & water and start taking hits, eventually resulting in elimination. They also incur a moderate combat penalty. Units lacking Ammunition will incur a severe combat penalty.

II.4. INHERENT UNIT SUPPLY RESERVES

Each unit carries reserves of General Supply (2 turns worth for line units) as well as ammunition for approximately 2 normal-intensity battles. These reserves are replenished every month if there is enough supply generated and that it can access within range (own and adjacent regions).

The current supply reserve of each unit (before replenishment) can be seen in its tooltip.

Note: Once cut off from their supply sources, units will gradually spend all their reserves and have to rely on accompanying Supply units to supply them if they want to avoid starvation and desertion.

II.5. SUPPLY UNITS/WAGONS

Each supply element stockpile up to 80 points each of General Supply and Ammunition. They are replenished the same way as units. Units with no inherent supply left will draw supply from Supply units, if any are present in their army.

Supply elements also have the following additional benefits:

- ✦ They provide a +10% Shooting bonus during battles (provided they have some Ammo left).
- ✦ They protect units from bad weather effects by trading hits for supply.

Note: Supply elements are critical if you intend to carry out operations out of range of your supply sources for more than a few months, as well as to defend in sieges.

II.6. LOOTING

Looting occurs if structures (cities, fortifications, depots, harbors, etc.) do not provide enough supply and the force must then resort to living off the region's countryside. This does not apply, however, **if the region has a loyalty of 75%+** (as the people freely provide General Supply to friendly forces).

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

Looted regions are tagged with a small owner shield with smoke. They have a good chance of recovering each Spring season.

II.7. NAVAL UNITS SUPPLY

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

12. FIELD COMBAT

Field combat is defined as two opposing forces engaging in combat. Combat happens when two enemy Stacks meet and at least one of them is in

Offensive or Assault Posture and has detected the other. 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.



Figure 14: When battle starts, the battle gauge opens and shows the forces involved and balance.

12.1. ENGAGING IN FIELD COMBAT

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

Unengaged troops that are not moving, or are in Offensive or Assault posture, tend to join first, though others may join if targeted. For example, if your Offensive Forces are overcome and your Defensive Forces are targeted, they will join in (a Defensive Forces that joins in brings all other Defensive Forces in with it). Elements fighting are organized in two lines – line troops (infantry and cavalry) in the front line, and support troops (artillery and non-combat Units such as supply wagons) in the second line. An element's special abilities apply to its Unit even if the element itself is not engaged in a particular round of combat. It is important to understand that Units do not dissipate their fire over the whole enemy force. Elements belonging to a single Unit always target elements of a single enemy Unit, favoring weightier targets. Artillery elements always target the eligible enemy elements on the field with the most hits remaining. This means large Units concentrate more fire on their target, and are able to absorb more damage from the enemy.

12.2. BATTLE PLANNER

The Battle Planner interface give the player the opportunity to select a Deployment and a Battle Plan just before a battle starts, but only in the Single Player game (currently not available in Multiplayer games). You need to activate Battle Planner in the game options if it is not. Battle Planner only appears in combat between 3 stars leader's stacks or 2 stars leaders with a high Strategic Rating.

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



Figure 15: *A battle planner window which opens just before a battle is started*

where the action is happening. Based on all that information, the player can select a Deployment and then one of the associated Battle Plans. These Battle Plans can grant you different bonuses to try to turn the battle in your favor if they succeed, but they can also fail or be countered by the AI Battle Plans.

If the player's Commander is good enough, he may be able to see the Deployment selected by the AI and also the possible Battle Plans that she may choose... but he will not know exactly which Battle Plan will be played, so it will be the player's decision to guess wisely the possible Battle Plan of the AI. After all is set, the player can now start the battle and see how the action unrolls. When the battle is finished, the player will be able to see the results of his decisions on the Battle Report window.

12.3. COMBAT FRONTAGE

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

Note: Fighting in terrain with limited frontage is well suited to delaying tactics. A veteran defending Stack in such terrain may even force the enemy to break and cancel his assault despite a large numerical advantage. The frontage space occupied by an element depends inversely on its maneuverability in this type of terrain.

12.4. COMBAT RANGE

The distance at which the two opposing forces begin combat operations is referred to as 'initial combat range'. The initial combat range used to resolve the first round of combat is determined by terrain and the local weather conditions. Range is greatest (opposing forces start farther away from each other) in cases where a battle is fought in Fair weather over open terrain—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 (0)), 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.

12.5. FIRE COMBAT

Fire combat refers to the use of modern fire arms to cause casualties among the enemy (muskets, artillery,).

12.5.1. 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.

12.5.2. 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
- ✦ Friendly Supply Unit present
- ✦ Command Posture (Offensive/Defensive)
- ✦ Failed Withdrawal/Passive Posture
- ✦ Forced March Penalties

12.5.3. 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) by firing on an enemy Unit —each Unit firing directs all its fire against a particular enemy Unit. 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.

12.5.4. 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. Severely damaged elements or Units may be replaced in the front-line combat by fresher elements or Units if they are available.

12.5.5. 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 (2) and fifteen (15) points worth of cohesion damage.

12.6. ASSAULT COMBAT

Assault combat refers to the type of combat that occurs when opposing forces make physical contact and engage in very close-range and even hand-to-hand fighting. The principal weapons used only for Assault combat are the Pike, the rapier, dagger, etc... Unit morale is particularly important in determining who stands their ground and who runs away.

12.6.1. 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.

12.6.2. 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.

12.6.3. 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.

12.6.4. 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 (2) and fifteen (3) points worth of cohesion damage.

12.7. SPECIAL ASSAULT ACTIONS (CAVALRY CHARGES)

The way of using the cavalry army changed since the appearance of the tercios tactic in Century XVI. The common use for cavalry was the called 'Caracole' in which the cavalry armed with two pistols was to be deployed in relatively large number of rows, the front rank fired its pistols, trotted to the rear to reload and was replaced by the second and successive ranks ensuring continuous fire over the enemy. But Gustavus of Sweden change this. Suedish cavalry attacked less armored and with just one pistol charging over the enemy, this was very common in the English Civil War.

12.7.1. 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 is 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.

12.7.2. Musketeers Support Fire

If an opposing force mounts a cavalry charge, defending line **infantry** elements have a chance of calling the supporting fire of musketeers. To see if they use their Muskets instead of turning away and fleeing, the defending elements must pass a Support Fire Check. The chance of using Support Fire 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 of the defending element or is **halved** if the Leader providing the bonus is commanding the entire Force .

12.7.3. Cavalry Charge Resolution

A Cavalry charge attacking defending elements that **do not have** 'Support Fire' from Muskets inflicts a **50% increase** in damage (i.e. damage equals 150% of normal). A Cavalry charge that attacks infantry elements **that have** 'Support Fire' from Muskets results in normal damage being done to the defending elements. The damage



done to cavalry elements that charge defending elements with the benefit of Support Fire is increased by 100% (i.e. damage equals 200% of normal).

Parliamentarian regiment banner

12.7.4. Unit 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', while a Force that withdraws successfully (with some unrouted elements as a rearguard) suffers less.

12.7.5. 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 **Shooting Rate** and **Assault Value** reduced during the current combat round only.

12.7.6. Morale Checks During Combat Round

Elements that suffer losses in a combat round (due to enemy fire or close 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 (e.g. its home or capital region),
- ❖ 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.

12.7.7. Morale Checks and Cohesion

The morale check is based on the current cohesion compared to the max cohesion, modified by losses taken.

12.8. 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.

- ❖ A Force that is surrounded by enemy controlled regions (i.e. all adjacent regions are at least 95% enemy-controlled) will never attempt to withdraw from battle.
- ❖ Forces conducting an Amphibious Assault may not withdraw.

12.8.1. 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 Combat' Special Order,
- ❖ the relative size of the opposing forces,
- ❖ the commanding officer's Strategic Rating,
- ❖ the presence of cavalry (both friendly and enemy),
- ❖ a Leader with a 'Skirmisher' Special Ability .

12.8.2. 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 increases with each successive combat round.

12.8.3. Successful Withdrawal from Battle

A Force that passes a Withdrawal check immediately withdraws 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 there, a withdrawing Force may be forced into another battle in the region to which it withdraws. Being surrounded by enemies can be devastating.

12.8.4. 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 to 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 that Routs is subject to additional casualties (for Pursuit see 9.1 below).

12.8.5. Complete Rout

When too many elements on a side have routed (i.e. have failed a morale check), the routed force as a whole must pass a test. If this test is failed, all remaining Units on that side rout from the battle.

12.9. 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.

12.9.1. 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 routed force 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.

12.9.2. 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 are immune from Casualty checks; however, ALL Leaders, regardless of rank, may become a casualty if their immediate subordinate Unit (the one to which they are attached) is eliminated (a good reason not to attach 3-stars). Leaders that survive the battle may gain experience based upon their personal (i.e. for their troops) 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.

12.9.3. Effects of Battle on Unit Experience

Units participating in combat gain experience regardless of whether they won or lost the battle.

12.9.4. 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.

12.9.5. 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.

12.10. BATTLE REPORT

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 16: After each land combat or naval engagement, a battle report is generated which acts as an after-action schematic representation of the battle.

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

- ❖ **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**.
- ❖ **Battle Result:** This opens the filter to see the battle report in detail for each round of combat.
- ❖ **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.
- ❖ **Initial Forces:** The report lists the number, type, and nationalities of all combat and support elements that participated in the battle.
- ❖ **Casualties:** In red, the losses for each side.
- ❖ **Total Inflicted:** Health hits, and cohesion hits inflicted.
- ❖ **List of units:** With a detail of their performance in the battle.
- ❖ **Deployments:** The specific deployment used for each round of the battle.

13. 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)

Lord Byron



may choose to either: (1) 'lay siege' to the structure or (2) 'Storm' the structure

13.1. 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. bombardment, starvation, disease, desertion). Combat is resolved by comparing the Siege Value of the besieging force to the Siege Value of the besieged defending force. The siege resolution procedure occurs every turn unless the siege is broken.

The siege is broken if the besiegers leave the region or withdraw from the siege (e.g. attacking other enemy in a field battle or taking a Passive posture counts as withdrawal).

13.1.1. 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 number of artillery strength points in the attacking force.
- ❖ Attacking force commanded by a Leader with 'Siege Engineer' Special Ability .
- ❖ Attacking force contains a Sapper element (with 'Siege Expert' special abilities).
- ❖ Presence of a 'Breach' in the structure's defenses.
- ❖ Defending Force lacks General Supply .

13.1.2. 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 number of artillery strength points in the defending force.
- ❖ Defending force commanded by a Leader with 'Engineer' Special Ability .

13.1.3. 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 (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 Unit 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 color 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.

13.2. 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. A failed storm during a siege does not break the siege.

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 for 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.

13.3. FATE OF LEADERS IN BESIEGED CITIES

A leader of any rank who is inside a city when it is captured (either via surrender or storming) is **eliminated** if the city is inland or a blockaded port (otherwise the leader escapes by sea). Nevertheless, there is always a very small, rare, chance that the leader escapes to fight again rather than being eliminated.



The Siege of Gloucester in 1643

14. COMMAND POSTURES AND 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 further define the intentions of a Force as to how it will conduct itself 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. If you are moving, you only storm structures if you have stopped moving (i.e. the region of the structure is your final destination or you don't move at all) OR your ROE (see below) is 'all out attack'. Also note that storming without breaching defenses is not possible (unless your leader has a special ability allowing it). You will not stop moving to lay siege, but will lay siege if you are no longer moving and are not allowed to storm.
- ❖  **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). It will not stop moving in order to lay siege.
- ❖  **Defensive:** A Force will not attack opposing forces in the region. If attacked, it defends itself with the benefit of the region's terrain bonus (if any). A Force **will lay** and continue a **Siege**. This is the default posture.
- ❖  **Passive:** A Force will not attack opposing forces in the region. If attacked, it defends itself without benefit of terrain and with combat penalties. It will have an increased chance to withdraw from 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 effect of each Rules of Engagement option available is 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 stacked in in the same region of the game map will have different Postures and ROEs. Such groupings of Forces treat the presence



Battle of Edgehill 1642

of enemy forces according to their individually assigned Postures and ROEs. Accordingly, forces not intending to fight may be drawn into battle by the actions of the enemy.

15. ATTRITION

The term 'Attrition' refers to a Unit's gradual loss of combat efficiency and manpower from circumstances and events other than fighting (i.e. disease, desertion, accidents, etc.). During the English Civil War, both sides suffered such losses. Thousands of soldiers died not in combat, but of several types of diseases. 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 in 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.)
- ❖ **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 Units:** A Supply Unit (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 multiplied in 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 elements of all Units, regardless of whether they have moved during the current game turn, are subject to attrition under this option unless they

occupy a structure. 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 *English Civil War as in other Ageod games* is handled more realistically than is the case with other simulations or wargames. No longer do players gain immediate control over an area just because they happen to have a few units passing 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 initial military control of regions on the map is indicated by small shield representing the controlling side or by a flag if there is a city in the region, showing the flag who controls the city.

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 in which neither side has military forces (i.e. leaving a garrison in a region nullifies the effect of civilian loyalty). If there are no military forces present, military control is gradually increased over time if the citizens of a region are at least 51% loyal or gradually decreased over time if the citizens of a region are less than 51% loyal.

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* or *support Units* **ignore** this rule when transiting hostile territory.)
- ❖ A Force that conducts an amphibious assault or **river crossing** attack into a regions with **less than 10%** control, **automatically** assumes an **Offensive Posture**. (Forces consisting of *Cavalry* 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.)



Figure 17: Military Control filter shows who controls which region (here Red for the Parliamentarians and Light Grey for the Royalists).

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.

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.

The Loyalty filter on the map will show the regions loyal to you with your color: The denser the color, the more loyal the region. Regions that are not loyal to you do not display a color filter. The tooltip on a region gives the percentage value of the highest loyalty for one of the faction.

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 (this represents small combat parties).

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.

Otherwise Loyalty can be influenced by Regional Decisions (see below).

16.2.3. Engagement Points

Engagement Points (EP) are the currency used for Military, Religious, Political and Diplomatic Options. They are earned in several ways:

- ❖ Capturing of Objectives and Strategic Cities.
- ❖ By event.
- ❖ By certain options.

Note: EP's are earned each turn but randomly.

Royalist Horse



17.1.1. Sorting the Force Listing

The Force Listing 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 Force Listing.

17.1.2. Force Listing Filters

Located to the top of the Force Listing is a line 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 your navy, you would simply sort the Force Listing by **Area** (or Theater) and toggle the naval Unit filter to ON.

17.1.3. Nationality Filters

By clicking on one of the flags at the top right of the Force Listing, you can filter the Units belonging to just one of multiple nationalities or factions you may control.

17.1.4. Jump to Unit Feature

The Force Listing allows you to select and jump to any Force on the game map by clicking on the flag icon in the most left column of the Force's information box.



17.2. THE PRODUCTION CENTER (F2 KEY)

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

A standard bearer



Figure 19: *Available replacements and Units under construction page of the Ledger (F2).*

nationality. It also contains the details of all the Units you are currently building (and where):

To construct new Units, see the 'Construction Mode' section below. For each type of replacement, the number under the icon represents the number of chits currently available for use by a given nationality. The number in brackets is the number you have ordered this turn. To order more, right click on the icon (the costs and conditions are on the tooltip). To cancel an order, left click on it.

The number above the icon is the number of strength points of that type which have been lost from existing Units and which may be replaced using the chits if the required circumstances apply. To change the nation or faction you want replacements for, click on the flag.

17.3. THE OPTIONS SCREENS (F3 TO F6 KEYS)

[ECW073]

Figure 20: *Various Military options pages in the Ledger (F3).*

The Different Options Screens (F3 - Military, F4 - Government, F5 - Religious, F6 Diplomacy), contain a description of the currently available Options along with the cost of these options (in terms of Engagement Points, Victory Points, etc.). These options will vary according to the scenario being played. Some are triggered by events or preconditions, while others are available through the game. Some are repeatable and others may only be used once.

17.4. THE STRATEGIC MAP (F7 KEY)



Figure 21: *Strategic Map page in the Ledger (F6).*

The Strategic Map is like a giant minimap:

As well as being more readable, you can notice some differences with the minimap:

- ❖ **Armies** are represented by *squares*. **Fleets** are represented by *triangles*.
- ❖ *Squares* and *triangles* come in 3 different sizes. The game allocates these sizes using a 3-tiered system, depending on the relative size of the forces on the map. So, if your army is among the smallest forces on the map, you'll get a small *square*. If your army is among the strongest, you will get the largest sized *square*.
- ❖ Hovering the mouse over the *squares* and *triangles* gives you a tooltip naming the forces they represent.
- ❖ Clicking on one of the forces will jump to the Force on the main map.
- ❖ The minimap shows two colors, Grey Royalist, Orange for the Parliament, but there could be more colors like the Scottish. The Strategic Map, on the other hand, displays the factions, so just two colors here. This is because factions control more than one nationality.

17.5. SCORES & OBJECTIVES SCREEN (F9 KEY)

The Scores & Objectives Screen contains:

- ❖ The campaign title, option (Sudden Death on or off), current turn (turn number vs. total turns on the tooltip), location of your capital city, a summary of current National Morale, VP and EP totals.
- ❖ The number of enemy Prisoners of War (POWs) held, and your total combat losses.
- ❖ List of Objective Cities. The list displays the current ownership with a flag, the name of the city, and the value of



Figure 22: Score and Objective page in the Ledger (F9).

the city in National Morale. (Clicking on the ownership icon closes the ledger and takes you to the city on the game map.)

- ❖ National Morale, VP total, Gain per turn, Combat Power and Lost Men (includes POWs) of your enemies.
- ❖ No foreign intervention available in the scenarios provided but, the feature is open for modding reasons.

17.6. SCENARIO HISTORICAL BACKGROUND SCREEN (F10 KEY)

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

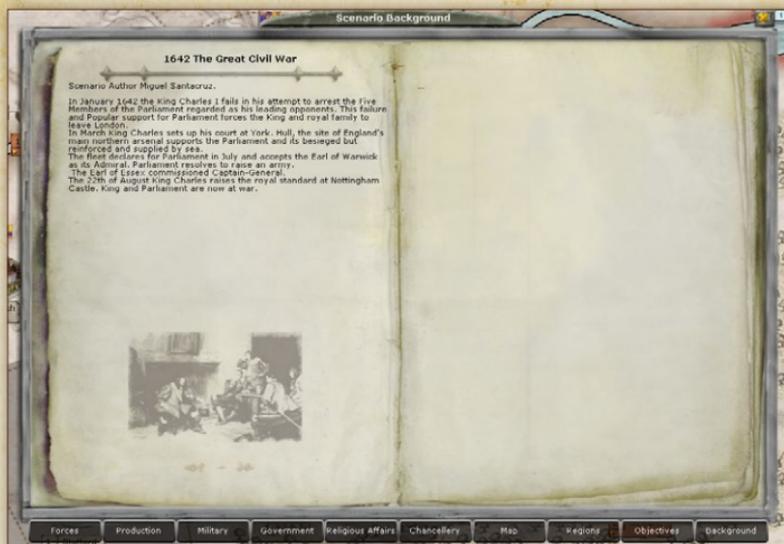


Figure 23 Scenario Background page in the Ledger (F10).

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).



Figure 24 The map shown using the weather filter. Regions with Snow conditions are shown in white, rain is shown in light brown (mud) and fair weather is shown in light green. Here we see clear weather but muddy terrain.

WEATHER TYPE	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	ATTRITION
 Fair			
 Mud	Moderate Penalty, Crossing rivers more difficult	Slight Penalty (Atk)	Mountain regions suffer Attrition
 Snow (Harsh)	Moderate Penalty	Moderate Penalty (Atk), Battles start at Close Range	Attrition unless Sheltered
 Frozen (Harsh)	Moderate Penalty, Bodies of water may freeze	Moderate Penalty (Atk)	Attrition unless Sheltered, with increased severity
 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

Notes:

- ❖ 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. *(Does not apply if Hardened Attrition option is in effect.)*
- ❖ The attrition effects of Snow, Frozen, and Blizzard conditions involve increasing amounts of severity (with attrition due to Blizzard being the most severe).

18.1. RAISING UNITS



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

18.1.1. Construction Filters



The Construction Mode is used to allow you to build new Units for the nation you are playing. Of course, some limitations are applied, such as how many your nation is allowed to have (the “Force Pool” concept) in the field, the various assets needed to pay for the construction (recruits, money and war supplies) and also the location of the build, as it is not always possible to construct all kinds of Units everywhere. There are some filters buttons are used to switch between the various construction possibilities. One set allows you to filter constructions by Unit types while the other allows filtering by sections of the country. In both cases, you may click on the first button (showing 3 stars) to return to the whole list (all Units, all departments).

18.1.2. Constructible Units



Figure 25: Several Parliamenarian regiments available to build. You can see foot reg, artillery, horse, etc.

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

18.1.3. Where to Raise Units

When you select a Unit to raise, the map coloring changes and shows you regions in either a green, orange or red background. You can see where a Unit can be dropped for construction as the region is in a green color. A double click on the selected unit type will prompt you to a green zone where you can build that unit if you meet the conditions needed to build it.

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

In this game, Unit construction is usually only possible in cities originally belonging to the subfaction of the unit you want to build. Lancashire's Royalist in Lancashire, Northern Royalist in Newcastle and surrounding cities, Welsh Royalist in Wales, West Royalist in Cornwall and Devonshire, Yorkshire's Royalist in Yorkshire, regular Royalist in Oxford and other cities of the Central England, some units only in a determined cities like the ones of Cheshire. The same applies for the Parliamentarians, Scottish units on Scotland, West Association in the West of England, South in the South cities of England, East Association in Newark, Lincoln, Boston, Norwich and Yarmouth, regular Parliamentarians in London and surrounding cities.

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

18.1.4. How to Raise Units

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

18.1.5. 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's build weight capacity is exceeded.
- ❖ The Unit is a ship and there is no harbor.
- ❖ The region is not playable in this scenario.
- ❖ You don't have enough Military Control in the region.
- ❖ The loyalty of the region is too low, **51% needed**.
- ❖ A specific required structure is not there (e.g., War Supplies).
- ❖ The Unit can only be built in some parts of the map (e.g., Eastern Association Units are raised in the East part of England, North Royalist in Newcastle and neighbour cities, etc.).

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

18.1.6. Construction Assets and Limits

To raise Units, you need Military Control, Loyalty in the regions and Money and War Supplies: this is what your war economy is about.

Money, War Supplies and Engagement Points

Money, Supplies and Engagement Points are produced turn the cities. Additionally, you can get money from different structures (Cloth Industry, Requisitions Office, Trade Port, etc...)

You can also get some assets playing some Decision cards. Some events can also give you some additional aid.

War Supplies is a general term representing the war equipment needed by the Units. Artillery (mostly), Infantry and Cavalry (less) cost needs of War Supplies, as they require industrial capacity, horses and raw materials.

18.1.7. Force Pools

Each Faction of each side (like Parliament, Eastern Association, North Association, South Association and Scotland for the Parliamentarians) can only field a limited number of troops at any time. This is what is called its Force Pool (FP). In addition, if all of a Faction's Units are in play, this Faction can't field more Units until some are eliminated.

18.1.8. Units under Construction on the Map (see figure 15)

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

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

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

To get a summary of your Units under construction, press F2 and open the War Department window.

Note: Ideally, you should wait until they have completed their training (i.e. health and cohesion is at 100%) before ordering them in harm's way. You can move them in passive mode toward their destination though; they will continue to be completed (all soldiers and equipment are considered present, but the troops are

still very green). Note that when a Unit can be moved you get a message in the Message Panel.

18.1.9. Build Duration

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

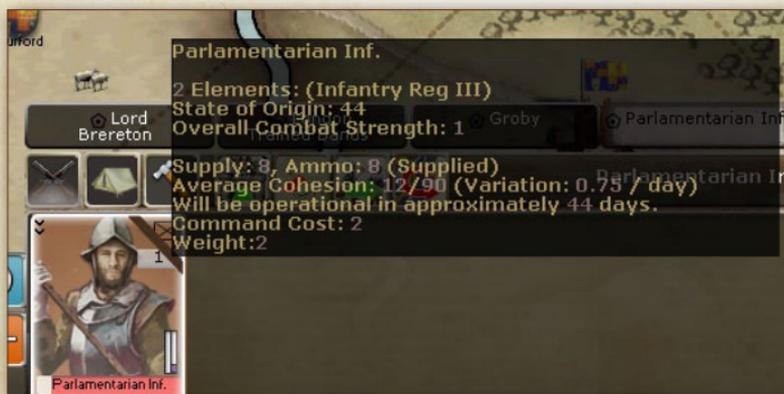


Figure 26: *This Parliamentarian Regiment will be ready in approximately 44 days*

19. LOSSES AND REPLACEMENTS

Each basic Unit is made up of sub-units called elements (regiments, squadrons and individual ships). Combat is calculated, and then losses from battle, damage, attrition, or lack of maintenance are

taken as “hits” by these discrete elements indicated by a number of red heart symbols in the battle report and men icons in the element details window accessed from the Inspection Panel. Each element is destroyed when all its “hits” are used up.

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

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

- ❖ Base recovery rate for land Units: 5%
- ❖ Depot: 20%
- ❖ City: 10%
- ❖ Naval Unit: 5%/port level

19.1. THE REPLACEMENT POOL

The number, type, and subfaction/faction of available replacements are displayed on the Production page (F2 key) of the Ledger, at the bottom right of the screen. 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 subfaction/faction indicated.



Figure 27: The Replacement Screen is a representation of the Replacement pool showing the number, type, and subfaction/faction of available replacement chits.

19.1.1. Replacement Chits

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 companies returned to the Replacement Pool is as follows:

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

19.1.2. Absorbing Replacements

Replacement chits are used in two (2) ways:

- ❖ absorbed into multiple elements that have each lost one or more strength points,
- ❖ used to create entire battalion-sized elements that can be merged into bigger Units (Regiments of more than one element) 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 — only one condition can apply. 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 (rounded down)).

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),

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 ships or Supply Units. Essentially, Routed Units that are shot at 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 Supply Unit 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 ship and supply Unit 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.

20.3. USING CAPTURED UNITS

Captured ships and supply Units function exactly as normal Units in every respect. However, captured Units may not recover losses.

21. UNIT EXPERIENCE

One of the most telling factors in any combat situation will be the experience (or lack thereof) of the participants. Many elite formations were effective not because of their fine equipment and appearance, but because the men in these units had years of experience in dealing with the stresses of campaigning.

21.1. EXPERIENCE LEVELS

There are multiple levels of experience indicated by small stars on the Unit counter. Units and Leaders may lose experience when trained (upgraded) to a new Unit type. 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 star on its Unit counter.

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 veteran elements begin scenarios with some level of experience. These elements have one or more stars in their Unit Detail panel displays.

21.1.2. Gaining Experience

Experience is gained by participating in combat. When an element participates in combat, depending upon its individual success, it may be awarded Experience Points. Experience awards are noted in the Message Log. In order to gain an Experience Level, an element must acquire anywhere from 5 to 20 Experience Points. Eligible units are checked at the end of each game turn for increased experience levels.

21.2. EFFECTS OF EXPERIENCE

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

- ❖ For **levels of experience 1, 3, 4 and 6**, units gain a +1 increase in their Assault values.
- ❖ For **levels 2 and 5**, units gain a +1 increase in their Discipline values.
- ❖ For **level 7**, units gain a +1 increase in their Shooting Rate values.
- ❖ For **every level of experience**, a Unit gains 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 Panel.

In many cases, the occurrence of an event is merely for information purposes. Some events, however, add or remove troops from the game map. Pay close attention to the Message Panel at the beginning of each turn.



23. REGIONAL DECISIONS

This mode uses an intuitive and simple method of to play 'decisions' that enable the player to interact with the map and get local regional benefits (such as supply, loyalty, or money), although often at a cost. Some Decisions might also be described as local military actions, political measures, policies, diplomacy, etc.

23.1. THE DECISION MODE (OVERVIEW)

To enter Decision Mode, just click on the middle round button located on the topleft corner of the screen (the one showing

Playing Cards) or press the F12 button. This will show you on the bottom of the screen a list of playable Regional Decisions.

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



- ❖ All Decision effects occur for a certain period of time (generally 1 or 2 turns), and you can only take a Decision a limited number of times as indicated in the interface.
- ❖ The effect of the Decision will be applied at the end of the period unless it specifies.

Note: Not all Decisions are accessible to all factions at all times. Some may only become available after certain events.

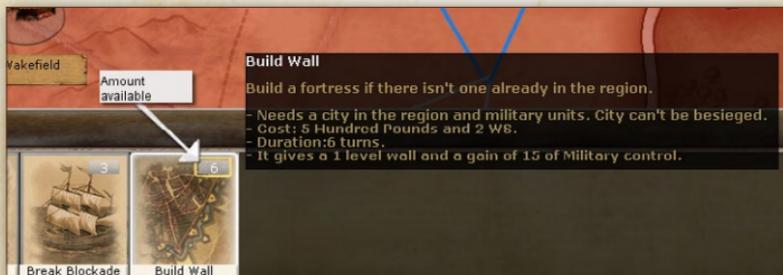
23.1.1. Regional Decisions Details

Each regional decision has this different attributes detailed in their description, once you pass the mouse over it in the list of the Reg.Decisions:

- ❖ Small **description** of what is the regional decision selected,
- ❖ **Where** you can play: In a city, in a sea region,

- ❖ **What you need to play it:** It can be money, a cost in Engagement Points, Military Control in that region,
- ❖ **Benefit of playing it:** What, in case of success, gives the Regional Decisio. It can be such things like build a fortress, gain loyalty, give money,
- ❖ **Duration:** this is how many turns must pass to take effect the Decision.

Regional Decisions sometimes have only a percentage of being successful.



24. APPENDICES

24.1. GLOSSARY & ABBREVIATIONS

ROY: This is the Royalists side (Lancashire, Cornwall, Wales, Irish, Newcastle troops etc...).

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

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

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

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

PAR: The Parliamentarians. (English Parliamentarians and Scottish covenanters).

VP: Victory Point

Supply: Both General Supply and Ammunition.

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

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

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



The city of York after Marston Moor battle

25. TIMELINE

Military History of the English Civil War - Basic Timeline from 04/01/1642 to 1/12/1646

1642	
January 04	The King Charles I fails in his attempt to arrest five member regarded as his leading opponents (John Pym, John Hampden, Denzil Holles, Sir Arthur Haselrig, and William Strode) in the Parliament.
January 10	The King leaves London.
February 05	The bishops of the Church of England are excluded from the House of Lords by the Bishops Exclusion Act
February 12	The King refuses to surrender control of the militia to Parliament.
February 23	Henrietta Maria goes to the Netherlands with Princess Mary and the crown jewels.
March 05	Parliament passes the Militia Ordinance, despite the King's objections.
March 19	King Charles sets up his court at York.
April 23	Sir John Hotham prevents the King and his entourage from entering Hull, the site of England's main northern arsenal.
Jun 01	The Nineteen Propositions passed by Parliament, requiring the King to give up control of the militia and the right to appoint ministers.
Jun 06	The King issues the first Commissions of Array.
Jun 19	The King rejects the Nineteen Propositions.
Jul 02	The fleet declares for Parliament and accepts the Earl of Warwick as its Admiral.
Jul 04	Parliament appoints the Committee of Safety.
Jul 10	The first military action of the English Civil War takes place when a Royalist raiding party approaches Hull to burn down buildings outside the town walls, but is driven away by gunfire from the defenders.

Jul 12	Parliament resolves to raise an army. The Earl of Essex commissioned Captain-General.
Aug 21	Prince Rupert and Prince Maurice join the King.
Aug 22	King Charles raises the royal standard at Nottingham Castle. The King and Parliament are now at war.
Sep 07	William Waller takes Portsmouth
Sept 09	Essex starts moving from London.
Oct 23	Battle of Edgehill means a stalemate.
Nov 13	Royalist advance is halted at Turnham Green
Nov 29	The King's army go to Oxford which remains for the rest of the war as Royalist capital.
1643	
Jan 19	Battle of Braddock Down, Cornwall. Hopton secures Cornwall for the King.
Mar 27	Parliament issues first ordinance of sequestration.
Apr 14	Essex besieges Reading
Jun 30	Battle of Adwalton Moor: The Earl of Newcastle defeats Lord Fairfax to secure most of Yorkshire for the King.
Jul 01	The Westminster Assembly meets to discuss reform of the Anglican church.
Jul 13	Battle of Roundway Down: Sir William Waller's army destroyed.
Jul 26	Prince Rupert takes Bristol by storm.
Aug 10	The King besieges Gloucester
Sep 02	Newcastle besieges Hull
Sep 05	Essex relieves the siege of Gloucester
Sep 15	The Marquis of Ormond signs a one-year cease-fire with the Irish Confederates, allowing troops stationed in Ireland to return to England and fight for the King.
Sep 20	First Battle of Newbury; the Earl of Essex fights his way back to London.
Sep 25	Parliament and Scottish firm the Solemn League and Covenant securing a military alliance between the English Parliament and the Scottish Covenanters

Oct 12	Newcastle abandones the siege of Hull.
Dec 08	Death of John Pym
1644	
Jan 19	The Scottish army of the Covenant crosses the River Tweed and marches into England.
Jan 22	The King formally opens the Oxford Parliament.
Feb 16	The Committee for Both Kingdoms formed to co-ordinate the Parliamentary and Scottish armies.
Mar 12	The trial of Archbishop Laud opens in London.
Mar 21	Prince Rupert relieves the siege of Newark.
Mar 29	Sir William Waller defeats Lord Forth and Lord Hopton at the battle of Cheriton. This is Parliament's first decisive victory of the war.
Apr 22	Allied Parliamentary and Scottish armies besiege York.
May 16	Prince Rupert marches to relieve the siege of York
Jul 02	Battle of Marston Moor. Great Royalist defeat.
Aug 30	The Marquis of Montrose raises his standard in Scotland.
Sep 02	The Earl of Essex abandons his army at Lostwithiel surrendering all his infantry.
Sep 18	Battle of Montgomery: Parliamentarians gain control of central Wales.
Oct 27	Second battle of Newbury: Parliamentary commanders bickering.
Nov 25	Oliver Cromwell presents his complaints against the leadership of the Earl of Manchester in the House of Commons.
1645	
Jan 04	Ordinance for a Presbyterian Directory of Worship to replace the Book of Common Prayer.
Jan 10	Execution of Archbishop Laud
Feb 17	New Model Army Ordinance passed by the House of Lords.
Apr 03	Self Denying Ordinance passed by the House of Lords.

Apr 30	Sir Thomas Fairfax marches with the New Model Army to raise the siege of Taunton.
May 30	Prince Rupert storms Leicester.
Jun 14	Battle of Naseby: the New Model Army inflicts a crushing defeat on the King's army.
Jul 10	Battle of Langport: the New Model Army advances into the West and defeats Lord Goring.
Aug 10	Battle of Kilsyth: the Marquis of Montrose defeats the Covenanters to briefly gain control of Scotland.
Sep 11	Fall of Bristol to the New Model Army.
Sep 13	Battle of Philiphaugh: defeat of the Marquis of Montrose.
Nov 27	The Covenanter army besieges Newark.
1646	
Feb 16	Battle of Torrington: Sir Thomas Fairfax defeats Lord Hopton and the western Royalist army.
Mar 14	Lord Hopton surrenders to Fairfax.
Mar 21	Lord Astley and the last Royalist army defeated by Sir William Brereton at Stow-on-the-Wold.
May 03	The New Model Army besieges Oxford
May 05	King Charles surrenders to the Covenanter army at Newark.
Jun 24	Surrender of Oxford

25.1. 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.

Manipulating Stacks

Left-click: Select a Stack

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

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

Drag & drop on another region: Move

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

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

Drag & drop on city, port: Enter the structure

Drag & drop on a tab: Merge with this Stack

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

C: Center map on selected Stack

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

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

[Ctrl] Show number of men

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

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

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

[Ctrl] +S: Remove all “sentry” orders

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

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

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

Keys 1 – 8: Switch Map Filter

F1: Force List.

F2: Replacements and Production.

F3: Military Options.

F4: Political Options.

F5: Religious Options.

F6: Diplomatic Options

F7: Strategic Map

F8: List of regions

F9: Scores & Objectives.

F10: Scenario Background.

F11: Forcepool

F12: Decisions Cards (Regional Decisions)

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 Stack/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 Structure upon reaching destination.

Shift+D: Build Depot.

Shift+S: Sortie from structure.

Shift+M: Force March.

Shift+A: Set an Ambush (Not in this game release)

Shift+B: Burn 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:

Esc: Close the window

Saved Games:

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

25.2. CITY ICONS

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

City

Fortified City

City (South) Fortified

Depot (inside city)

Royalist owned city

Royalist owned Pillaged city

Harbor

25.3. NATO SYMBOLS

Unit Type / Replacement Chit:

UNIT SYMBOL	UNIT TYPE	REPLACEMENT CHIT
	Pikemen	Line Infantry
	Musketeers	Line Infantry
	Dragoons	Cavalry
	Cuirassiers	Cavalry
	Cavalry	Cavalry
	Light Artillery	Light Artillery
	Medium Artillery	Field Artillery
	Heavy Artillery	Heavy Artillery
	One star general	No replacements
	Two stars general	No replacements
	Three stars general	No replacements
	Warship	Heavy Warship
	Light Warship	Warship
	Naval Unit, Transports	Transport Ship
	Supply	Supply

25.4. SPECIAL ABILITIES ICON DEFINITION

ICON	SPECIAL ABILITY	DESCRIPTION OF SPECIAL ABILITY
	Reconnaissance	This leader is adept at good reconnaissance (has higher detection value).
	Static Unit	This Unit can't leave its region unless attacked.
	Fire Support	This element possesses firepower that impedes enemy reaction. +1 Initiative bonus in battle to the whole Unit.
	Strong Morale	This element is either composed of highly motivated, battle-hardened individuals or is a leader capable of inspiring his men. The inspiration provided gives a +5 Maximum Cohesion bonus to all other elements of the Unit.
	Transport	This unit has transport capacity.
	Weak Morale	This element is either composed of unmotivated individuals or is a leader not capable of inspiring his men. The inspiration provided gives a -5 Maximum Cohesion penalty to all other elements of the Unit.
	Artillerist	Raises Offensive/Defensive Fire value by 20%. Applies to all artillery elements in the Force/Unit.
	Cavalryman	25% combat bonus for all cavalry Units in the Force, if in clear, woods, steppes or desert terrain.
	Cool Headed	Initiative bonus of +2 to all Units in the same Force.
	Deceiver	This element or Leader is adept at establishing dummy positions, 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.

ICON	SPECIAL ABILITY	DESCRIPTION OF SPECIAL ABILITY
	Defensive Commander	Increases Defensive Fire value by 10%. Applies to all elements in the Force.
	Defensive Engineer	Raises Defensive Fire value by 10%, increases Protection value by 1. Applies to all elements in the Force when the Force is already entrenched.
	Honorable	Cohesion bonus of 10 to all Units in the Force.
	Infantryman	Increases Offensive/Defensive Firepower value by 10%, increases Assault value by 10%. Applies to all infantry elements in the Force.
	Light Cavalry	This element or general 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. +25% to the Evasion value, if the Force is moving.
	Loyal	+1 Command Point per ability level, even if NOT in command.
	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.
	Pontoneer	Increases speed crossing rivers by 50%. Applies to entire Force when crossing rivers.
	Poor Spotter	This leader provides a 15% increase on the whole Force supply consumption, even if not the commander.
	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)
	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.

ICON	SPECIAL ABILITY	DESCRIPTION OF SPECIAL ABILITY
	Siege Expert	Provides a one point siege bonus to the whole Force when attacking Fortifications.
	Skirmisher	Raises Initiative by 1. Applies to all elements in the Force/Unit.
	Staffer	+1 Command Point per ability level, even if NOT in command.
	Supply Ranger	Reduces consumption of General Supply by 15%. Applies to the entire Force. (Wild areas ONLY)
	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.
	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.
	Brave	This commander is always in first line. If the commander, applies a cohesion bonus of 10 to all Units under his command but he has higher chances to get killed.
	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.
	Cool Headed	Initiative bonus of +2 to all Units under his command.
	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 Hide Value of the whole Force, if moving.
	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.
	Drunk	This general is often completely drunk. -4 Command Points to the Force he commands and to subordinates' corps if any.

ICON	SPECIAL ABILITY	DESCRIPTION OF SPECIAL ABILITY
	Elaborate Strategist	If the Commander in Chief in the Theater, provides -3 Command Points.
	Expert Withdrawer	If the commander, allows a 30% greater chance of withdrawing during the first four (4) hours of a battle.
		I
	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 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.
	Good Commander	If in command provides +1 Command Point per ability level. (If in command of an army, subordinates corps also receive this bonus.)
	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.
	Great Strategist	If the Commander in Chief in the Theater, provides +3 Command Points and an additional +1 per ability level, to his Force.
	Hothead	If the commander, won't be able to order a retreat during the first two hours of the battle.
	Indecisive	Initiative penalty of -1 to all Units under his command.
	Master Logistician	When in command, this leader provides a 25% reduction on the whole Force supply consumption.
	Master of Defense	Units under his command may deploy better and more Units will be able to engage the enemy when defending, reducing the enemy's effectiveness (apply also if army commander).
	Morale Booster	This general is a leader capable of inspiring his men. The inspiration provided gives a +1 to discipline to all Units in the Force he leads (or all Units in the region if he is the Command in Chief).

ICON	SPECIAL ABILITY	DESCRIPTION OF SPECIAL ABILITY
	Naval Bombard	When in command, this leader provides 20% rate of fire bonus for all capital ship Units in the Force.
	Offensive Master	Units under his command may deploy better and more Units will be able to engage the enemy when attacking (apply also if army commander).
	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
	Pillager	If the most senior commander in the region, this leader will let his men burn and pillage the countryside without regards for justice, slaughtering civilians if need be. Only the most loyal and policed regions will be spared by his cruel behavior.
	Poor Defensive Strategist	Units under his command may deploy worse and with fewer Units when defending, increasing the enemy's effectiveness.
	Poor Fleet Tactician	Initiative penalty of -1 to all Units under his command.
	Poor Logistician	When in command, this leader provides a 15% increase on the whole Force's supply consumption.
	Poor Offensive Strategist	Units under his command may deploy worse, and fewer Units will be able to engage the enemy when attacking (apply also if army commander).
	Poor Offensive Strategist	Units in this Commander in Chief's Theater deploy worse, and few will be able to engage the enemy when attacking.
	Poor Subordinates	This general picks subordinates based upon loyalty rather than skill. -2 Command Points to any Forces he commands.
	Poor Tactician	Initiative penalty of -1 to all Units under his command.
	Precision Naval Artillerist	20% combat bonus for all capital ship Units in the Force.
	Cornwallist	Cohesion bonus of 10 to all Cornwall units under his command.

ICON	SPECIAL ABILITY	DESCRIPTION OF SPECIAL ABILITY
	Reckless	If the commander, will have difficulty retreating on the first two hours of the battle.
	Retreater	When in command, doubles the retreat bonus coming from the evasion of the Force.
	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.
	Seaman	If the commander, increases speed by 25%. Applies to all elements in the entire Fleet.
	Slow Mover	If the commander, 25% speed penalty. Applies to all elements in the entire Force.
	Staffer	This Commander in Chief grants +1 Command Point per ability level in all his theater.
	Strategist	This Commander in Chief in the Theater provides +1 Command Point to all Forces within the theater.
	Strategist	If the Commander in Chief in the Theater, provides +1 Command Point and an additional +1 per ability level, to his Force.
	Superior Tactician	Increases Initiative by +1 to all Units under his command (apply also if army commander).
	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.
	Royalist	Cohesion bonus of 10 to all units under his command.
	Musketeer	If the commanding officer, +10% firepower and assault value for all regular infantry units in the stack.

Note: In version 1.0 of the game not all the abilities of this table are present.



The siege of Oxford by Jan de Wyck

25.5. CREDITS

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