

Introduction to CTG NIE, 8/28/07

This describes a way of explaining CTG NIE to new players, using a simple introductory scenario. The scenario parameters are: Team, all land battles are Quick Battles, game duration is real time limit of 3-6 hours, scenario IV/1805, and 2 to 5 players. The person explaining the game may want to just referee, instead of playing a nation.

This is the Charge the Guns variant of Eagle Games' Napoleon in Europe. It's also called CTG NIE or just NIE. It's derived from Eagles' original version, but there are changes in the rules, the map, the pieces, the reference charts, the scenarios, etc. etc., in short, basically everything is changed to some degree. It's really a completely different game, but still an "epic game of grand strategy".

In this game you will control the government of one of the seven major European countries involved in the Napoleonic Wars. Your main concern is national strategy, using politics, economics, and military forces to achieve your nation's goals. For this game, you'll be divided into two teams, the French and Anti-French teams. Your specific goal is to force the other team to surrender. Most likely the game will end in a draw, with neither side forced to surrender, but you'll at least get to learn the game and try out a few strategies.

Especially because of the settings for this introductory game, you'll see similarities between CTG NIE and games like Age of Napoleon and Axis and Allies. Other game settings make it more like Diplomacy. NIE is in some areas more detailed than Age of Napoleon, and takes longer to play, but it's much simpler and easier than games that try to simulate history, such as Empires in Arms. It's a little more complex than Axis and Allies. There are no cards, but there are a ton of dice rolls. It helps to have at least a rough idea of the probabilities involved in a 2 6-sided dice bell curve. Also there are a lot of die roll modifiers to add and subtract.

The game mechanics are simple by themselves, but there are lots of them, because you can try so many different things. So, I'm going to give you a mostly high level overview of the rules, rather than getting down in the details right now about every rule and die roll modifier. I'll explain the details whenever you have questions, and I'll try to give you some warning when something special is coming up during the game. The charts will help you pick up the details. You should realize that no one anywhere has this all memorized; it helps to have the rules and charts available during a game. But the more rules you memorize, the easier it is to play.

First I want to be clear about the object of the game. The Anti-French team wins if France Sues for Peace. The French team wins if France is no longer at war, and France has *not* Sued for Peace. It doesn't matter what goes on with other nations on the French team, such as Spain. If France is still at war at the end of the game, it's a draw. Later I'll explain exactly how to make nations sue for peace, and the other way France can impose peace on Britain. Just keep in mind for now that that's the goal.

Each player has one *player-nation* that they'll control throughout the game. The other major nations are called non-player nations; these can switch from being controlled to uncontrolled and vice versa, and even switch teams (French and Anti-French). The major nations each have their own homeland regions, shown by colored borders. Outside the major nations, each region on the board is a minor nation. Minor nations without a flag marker are independent, otherwise they're owned by the major nation matching the flag marker there. Regions change ownership through political actions, but having troops in a region, even if you don't own it, also gives you some influence there. The marker in Serbia indicates Serbia is in uprising against its current owner. It's possible to start uprisings in a few major nation homeland regions and in all minor nations except Gibraltar.

Ports are always part of a land region, and are adjacent to all the sea areas they touch. Land pieces can be transported across sea areas, including the 5 "straits" on the map, which are between Denmark and Sweden, Gibraltar and Western Spain, Gibraltar and Andalusia, Constantinople and Anatolia, and Sicily and Naples. Ignore the line that looks like a border in Egypt. Armenia is adjacent to Caucasus, as are most regions separated by one of the portraits at the edge of the map. The unnamed islands around the map such as Corsica are not used. Note that Russia has two capitals, one in Moscow and one in St. Petersburg. The horsemen and other pictures have no effect on the game.

There are land and naval pieces representing military forces on the board. The colors of the pieces show which nation they belong to, and in some cases the type of piece. The colors used in CTG NIE are dark blue for France, red for Great Britain, black for Prussia, green for Russia, purple (and sometimes tan) for the Ottoman Empire, gray for Austria, and yellow for Spain. The naval pieces are naval squadrons and admirals. Naval squadrons are represented by a stack of zero or more ship markers and one frigate piece. Admirals are represented by a leader figure on a brown horse, but the only admiral on the board now is the "named leader" Nelson, who rides a black horse. Land pieces are divided into 4 types: infantry, cavalry, artillery and generals. These all have subtypes. Infantry are divided into Militia, regular Infantry, and Elite Infantry. For most nations, Militia only show up when your homelands are invaded, but all the Ottoman infantry are considered to be Militia. Likewise cavalry are divided into 3 types: Irregular Cavalry, regular Cavalry, and Heavy Cavalry. Irregular and regular Cavalry share the same figure, but the horses are white and brown, respectively. Heavy Cavalry have their own figure and ride a black horse. There are two types of artillery: regular Artillery and Horse Artillery. The Horse Artillery are distinguished by having wheels of a different color than their barrel. The color of the barrel shows which nation they belong to. Finally generals are divided into regular generals (who ride gray horses), and "named leaders" (who ride white horses). There's one of these special "national hero" generals for every major nation. The flag bearers represent a group of pieces kept on these army cards.

The stacks of markers around Napoleon's portrait represent each major nation's collection of Political Action Points (PAPs). At the start of this scenario France has 4 PAPs, Russia has 3, etc. You'll be gaining more of these in a variety of ways, such as winning large battles, and spending them on political actions. We also have the charts, which keep track of the date, how much gold is in each nation's treasury, who's at war or allied with whom, which player controls which non-player nation, etc.

Next I'll describe the Sequence of Play. This is pretty important to understand, and can be confusing.

The game is played in a series of Movement Rounds, each representing a month. For example, this scenario starts in September, the second turn will be October, and so on. March, June, September and December are each followed by a Production Round; in these you can build troops and buy PAPs, etc. December through March rounds are winter rounds. Movement is much more restricted in winter, and no amphibious invasions are allowed then. Each movement round is divided into 7 turns, 1 for each major nation. The order follows the order of pictures around the board, starting with France, then Britain, Prussia, Russia, Ottomans, Austria, and finally Spain. On the first month in this scenario, we skip all except the Austrian and Spanish turns. We always completely skip the turns of uncontrolled nations. Each nation's turn is divided into 3 phases. The three phases, in order, are: Sea Movement and Naval Battles, Land and Amphibious Movement, and Land Battles. The key to remember is that all ship movement happens in one phase, and all amphibious movement happens in a separate phase. Land battles (except some caused by political actions) occur during the land battles phase.

Here is a key point to understand. *A nation may move in the turn of it's ally.* This is often the most important benefit of formal alliances. Another key point is nations may only move during *one turn each month.* They can either move in their own turn, or in an ally's turn. They have to choose when to move, because *they cannot move on more than 1 turn in the same month.* This applies to the nation as a whole, *not* individual pieces. For example if you just move one ship in a turn, you can't voluntarily move any pieces, including all your land pieces, in a later turn in that round. The only exceptions are when you are forced to retreat from a lost battle, or when your squadrons are forced to leave a port that's been captured by enemy forces.

If a controlled nation has moved before their own turn, for example say Spain moves in France's turn, Spain or other nations can still try political actions, etc., in Spain's turn, but Spain can't move its pieces. These kind of "non-moving" turns usually go by quickly, but they aren't skipped.

Finally, any nation can try a political action at about any time. This adds a dimension you normally don't have to think about during most wargames. It doesn't have to be your turn or your allies' to start a political action. I'll go over the timing of political actions later.

In the naval phase you can move any or all of your ships and admirals. These can only enter sea areas and ports. You can move any naval piece an unlimited number of areas each turn, but cannot backtrack. For example if a ship starts in the North Sea, moves to the Baltic Sea, and enters the port of Denmark, it cannot continue moving back into the Baltic Sea, because it's already been there that turn. Ships can move in fleets (groups) of any size, down to a fleet consisting of just one squadron. Admirals must *always* be "on board" a naval squadron. Admirals can transfer from one ship to another ship in the same sea area or port at *any* time in the naval phase of a turn in which his nation's pieces may move.

Naval battles happen during movement in this phase. Before ships fight, they have to be intercepted. There are a lot of rules about how interception works, but it boils down to basically the side that does not want the fight has to roll to avoid the other fleet. If both want to fight, the interception automatically succeeds. Moving nations get a chance to intercept each time they move a fleet into a sea area containing an enemy naval piece. As you'd expect, it's easier to intercept ships moving out of a port you are blockading, or coming through a strait like at Gibraltar, instead of meeting them on the open sea. Having an admiral on your side helps too. Any time an interception occurs, all ships at war there fight a simple battle. Each side rolls two dice and adds some modifiers, such as bonuses for being British, etc. Having a larger fleet is critical. A roll of 10, 11, or 12 has the additional effect of eliminating an enemy admiral. Any surviving ships may retreat to an adjacent port after a battle, even if they moved earlier in the round.

There are a bunch of limitations on naval movement. You don't have to remember all these; I'll point them out as the situations arrive. The main ones are: a ship can't continue moving after it's been in a battle, it can't move after trying to intercept, can't move between the Black and Aegean Sea's without permission of the owner of Constantinople and Anatolia, can't enter the Baltic Sea or Gulf of Bothnia in winter, and can't enter an enemy port, or a port with an enemy ship in it, or a port in a region controlled by enemy troops, or a port owned by a neutral *major* nation. If a ship finds itself in a port it couldn't move into, it must immediately leave – this is called Leaving a Closed Port and can happen at any time during a turn. Ships and any admirals on board may be lost when leaving an enemy *owned* port.

Ships can also attack enemy or minor nations' ships in an enemy or minor nation's *port* during this phase. Port attacks are handled like regular naval battles, except interception always succeeds, the defending fleet gets a +2 bonus to their roll to represent the aid of the fortress guns, and only 2 squadrons and their admirals can be on the attacking side. Ships in the Black Sea cannot port attack Constantinople.

Next I'll cover the Land and Amphibious movement phase. In this phase you can move any or all of your land pieces. All land pieces have a movement allowance. It's 1 for infantry and artillery, 2 for cavalry, and 3 for generals. It costs 1 movement point to move from one region to an adjacent region. There are no extra movement point costs for

entering an enemy occupied region, as there are in Age of Napoleon. There's no special terrain either. It is possible but risky to Force March some kinds of pieces to gain 1 more movement point, except during winter. The pieces that can force march are Infantry, Elite Infantry, and Horse Artillery.

Here are the basic rules for land movement: First, a piece can enter any adjacent region *unless* the region is owned by a neutral major nation. A piece *can* enter a neutral major nation's region though if there is an enemy piece there, or if it has a Right of Passage through that nation. At the beginning of this scenario, no one has any Rights of Passage. Second, a piece cannot move out of a region if there are enemy or neutral troops there, unless they were all neutral and there at the start of the turn. Third, pieces may not move after moving amphibiously (by sea). And fourth, pieces may not move further in the same round after they have captured a capital, tried to annex a region, fought in an annexation battle, or tried to suppress an uprising. Lastly, movement into neutral Denmark can trigger an annexation attempt.

In winter, any troop movement into a region occupied by even 1 enemy troop piece is considered a Winter Campaign. This is a risky move, because pieces (except generals) in the moving army must roll as if they are making a forced march. All pieces roll as if they were regular infantry, except Elite Infantry roll as Elite Infantry.

2 Militia (4 in London, Wales, Cornwall, and Midlands) pop up when you invade a homeland region, unless it's in uprising. 2 Militia isn't a big obstacle, but it can stop (or facilitate!) movement for the movement phase.

You can also make amphibious moves. An amphibious move can either be an invasion, strategic deployment, or an evacuation. To invade, a piece must start the turn in a friendly or allied region, not in uprising, with a port. A strategic deployment can be made from any region with a port. An evacuation can be made from a region without a port, but the destination region must be friendly or allied, free of enemy pieces, and not in uprising. An invasion or strategic deployment can be traced through a path of any number of sea areas; an evacuation only through one. In any case, *there must be naval squadrons belonging to you or your ally in the last moved through sea area. There must be as many of these ships there as troop pieces trying to move amphibiously.* Each naval piece can escort only one troop piece per major nation turn. Generals do not count against this limit – they can always move by sea without escorts.

There are some restrictions on amphibious movement. In winter, you can't amphibiously invade a region containing enemy troops (unless crossing straits), or a place that would raise militia if you invaded it. Also you can't go through the Baltic Sea (unless crossing straits) or the Gulf of Bothnia in winter. Troops cannot move on land on the same turn either before or after an amphibious move, except Generals can (usually) move 1 region before embarking.

The risky part is when there are enemy ships along the path of sea areas, or if there are enemy troops in the destination

region. It does help to have your own ships in sea areas you are trying to move through. Landing in a region containing enemy troops is also risky, until you outnumber the enemy troops in the destination region. It's easier to invade if the destination region is friendly, allied, or in uprising.

Crossing straits, such as between Denmark and Sweden, is a special type of one sea area amphibious move requiring no ships to escort the transports. Movement across straits can be intercepted by enemy squadrons though.

The final thing to know about movement is that if you have troops in a neutral major nation, and you don't have a Right of Passage, and there aren't any enemy troops there, you must Withdraw. Withdrawing happens on your normal movement turn, you don't have to do it immediately. This can be required for example if you stay too long in a conquered nation, after forcing it to surrender to you.

Any questions so far? The next part is about land battles. For this game we're using a simple system to resolve battles, called Quick Battles, but there's also another popular and elaborate system called Tactical Battles. Each tactical battle can take up to 45 minutes to resolve. So we're using Quick Battles in this game. They work like this:

You are going to fight battles in the Land Battles phase, until no regions contain troops of nations at war with each other. If there's more than one battle to resolve, the player whose turn it is decides the order. One battle is fully resolved before moving on to the next one. The first step is to roll 2 dice for *each nation* involved in the battle for Initiative. This happens often, so you have a place on your Commander Cards that shows the die roll modifiers. The nation with the highest roll gets to choose which side will attack, and which side will defend. Usually but not always, the side with initiative will choose to attack rather than defend. The attacker may be able to fight separate battles against enemy armies in the region if the initiative rolls are greatly in his side's favor.

Then the attacking side rolls one die for each of its pieces to attack the defending side. The number needed to score a hit is shown on the Quick Battle chart. Generals can either attack or rally. If they attack, they "use" a piece on their side to make their attack. In other words, they roll as if they are one of the pieces in their army. Alternately, they rally on a roll of 3 or higher on one die. A successful rally reduces their side's routed pieces by one for the current battle round. The defending side then chooses which pieces to take as casualties (1 piece per hit); these are considered routed. If there are cavalry or artillery pieces in the army taking casualties, every 4th casualty must be a cavalry or artillery. Nations with special skirmishing ability have an advantage if there are no cavalry opposing them. Armies without combined arms (infantry + cavalry + artillery) are penalized.

Next the defending side decides whether to retreat or stay and fight. If a side retreats, only it's casualties from that round may fire back at the attacker. If it stays, all it's pieces fire back at the attacker. Otherwise, the defender's turn is the same as the attacker's turn.

The battle continues in rounds, and the attacking side has the option to retreat starting with the second battle round. It ends when one side either voluntarily retreats or loses all its pieces. Three things follow each quick battle:

First, each side gets a chance to *regroup* its routed pieces. The tougher the piece, the better chance it has to regroup (for example, Elite Infantry are easier to regroup than Militia). Second, the army that lost the battle has to *retreat*. Each nation's army on the losing side must retreat to an adjacent region. If it can't for any reason, the whole army is lost. You *can* retreat to an enemy occupied region if the enemy troops are less than or equal to the friendly troops there before the retreat (note that a battle will be fought in that region later in the Land Battles phase). Third, if the losing side permanently lost any Artillery or Horse Artillery, the winning side rolls a die for each to see if it *captures* the artillery piece.

That's it for battles. Next I'll describe commitment rolls.

Commitment rolls are the only way to make a nation Sue for Peace. Suing for Peace means surrendering to all nations you are at war with. Getting your enemies to Sue for Peace is the main goal of the game, particularly in a Team style game like this one, so forcing them to make commitment rolls is important. These are the 5 ways to cause commitment rolls:

- For all nations, losing 6 or more pieces (and generals count for this) in any land battle *that you lose*. You make 1 roll for every 6 pieces lost in a lost battle.
- For all nations except Prussia, capturing a capital – capitals are captured if they are enemy occupied at the end of land battles. Prussia does not have to make a capital commitment roll unless there are no Prussian troops in all the Prussian homeland regions.
- For France only, if Napoleon is killed or captured. In this case, it's especially easy for France to fail the roll.
- For Britain only, if they lose at least 3 squadrons and at least 1 admiral in a naval battle
- For Britain only, if France is successful with the political action Enforce Continental System

When a nation must make a commitment roll, roll 2 dice and compare the result to the Major Nation Ratings chart for the scenario. To pass, the roll must equal or exceed the nation's diplomatic rating. In this scenario, the ratings are France: 5, Britain: 6, Prussia: 7, Russia: 7, Ottomans: 9, Austria: 7, and Spain: 8. So for example it is much harder to persuade France to surrender than Spain. If a nation passes, it becomes harder by 1 to pass its next roll (but this penalty is reduced by 1 for each month the nation does not make a commitment roll). If their capital remains captured, the nation will have to roll again next round. If the modified roll is less than the nation's commitment rating, the nation Sues for Peace. The surrender is resolved using the Sue for Peace political action. Or if the roll was due to Enforce Continental System, Britain immediately Concludes an Armistice with France.

Next I'll explain Political Actions. Political actions are a lot less important in Team games than Empire games, but there are still a few important things to cover. First I'll go over

how you gain Political Action Points (PAPs), then briefly describe the political actions you can try.

At the start of every movement round, except the first, all controlled nations roll for PAPs. In production rounds, France can get one free PAP if Napoleon is in Paris, and all nations can buy as many as they can afford at 10 production points each. You also get a PAP for winning a large land and possibly a naval battle, for eliminating at least 4 pieces in any size land battle, and for capturing a capital. Finally you might get either 1 or 2 when a nation you are at war with Sues for Peace. You get 2 if you were the first nation to be at war with that nation, 1 if you were the second, and none if you went to war later. Nations that start the game at war are "tied" at first place, in other words they all get 2 PAPs when a starting nation surrenders.

There are 15 types of political actions, all listed on the Political Reference Chart. For the more complicated ones like Sue for Peace, I look them up in the manual and read 'em like a cookbook as they occur. There are some easier ones too. You can see on the chart how much they cost to try, and a few details about each. Some of the more important ones for Team games are:

Sue for Peace – this is how a nation surrenders. The winners form a Congress and carve up the defeated nation. The defeated nation can neither attack or be attacked for several months. It is usually best to avoid surrendering in a Team game. You lose control of a non-player nation when it Sues for Peace, and that can be fairly devastating. Spain in particular can be carved up quickly, but all regions annexed in Spain immediately go into prickly uprisings.

Control Non-Player Nation – this is how you can take control of neutral major nations, such as Prussia. It is not as all-powerful as it may first appear. It is often great to have Prussia or the Ottomans on your team, but there are a couple down sides. First, it takes a lot of PAPs and time to get these nations under control, allied with your team members, at war with the other side, and their troops into position. Second, you cannot declare war on nations you or your team members control, and sometimes it's better to be at war than at peace with these neutrals. So use with caution. A key point is: ***only player nations may try this!*** Also, nations have different abilities regarding taking control of the various non-player nations, as shown on the Major Nation Ratings chart. That is one reason why Britain should often be a player nation.

Recruit Minor Nation – a useful but risky political action, commonly used in Team games. It's the fastest way to raise troops quickly near the front lines if the roll succeeds. Keep this option in mind when you have 2 PAPs. It's often good to make this your short-term goal, especially if you can afford to place an uprising in the region right before rolling. Denmark is difficult to recruit while neutral.

Foment Uprising – this is mainly important because of the advantage it gives to Recruit Minor Nation. There are actually quite a few more or less important effects of a region being in uprising. Suppress Uprising is fairly common also, but requires a large army to be successful. Uprisings are

usually started in Minor Nations as opposed to homeland regions. Certain uprisings left unsuppressed for a long time may succeed in changing the ownership of the region.

Enforce Continental System – when France wins a team game, this is usually how it's done. The idea is if Britain is the only major nation at war with France *at the beginning of any production round*, France can spend some PAPs to try to pressure Britain into signing a peace treaty. Thus Britain is motivated to encourage nations to make war on Napoleon.

The following are less important but still useful in Team games. The others are pretty rare.

Annex Minor Nation – costs fewer PAPs and is less risky than Recruit, but doesn't provide the troops that Recruit does. Useful to prevent the enemy from Recruiting a region. Often causes a battle to determine control of the region. It is essential in Empire type games.

Form Alliance – used often after Control Non-Player Nation.

Declare War – Cry Havoc, and let slip the dogs of war!

Grant Right of Passage – allows a nation to pass through another nation, without an alliance. Only applies to nations neutral to each other. The opposite is Rescind Right of Passage. Costs 0 PAPs.

Here's another important rule: a *player* nation may spend its PAPs for the actions of a non-player nation controlled by the same player. But, no other nations may use the PAPs of a *non-player* nation.

Here's the final thing to know about political actions: when can you try them? There are a lot of rules, such as not during battles, production rounds, between movement turns, or when other political actions are being resolved. At the start of a movement turn, the nation who's turn it is gets to make the first political action. Normally political actions should be attempted during your own or your ally's movement turn. A final point is that when one player tries a political action, it starts what's called a Diplomatic Round. After the political action is resolved, every controlled nation gets a chance to try a political action, in standard turn order, starting after the nation that took the first action. The first nation can only start another action after the diplomatic round is over.

There's a lot more detail I could go into about political actions, but it's better to see how they work during the game.

Getting close to the end of this rules explanation, next we have Production Rounds. Production rounds are when each nation spends their income, generated by the regions they own, to build new pieces and PAPs. Regions that are enemy occupied or in uprising don't produce income. There are important limitations on what kinds of troops some nations can buy. Realize that nations get a 20% bonus if they are at peace. Also, you just don't get very many troops per production round in this game, compared to others such as Axis & Allies. This helps simulate the difficulty of

continually supplying troops in this era, among other things. New pieces are placed in homeland regions. I will explain the details of production rounds when we get to the first one, after the first turn.

There are a few other important things that can happen during production rounds though that you might want to know about before we get there. First, in September only, the Spanish treasure ships sail in from the New World. The British usually seize part of these. The more British squadrons there are in the Bay of Biscay and the Mid Atlantic, the more treasure can be seized. The British ships should be split evenly between those two sea areas. Any silver that gets past the British goes to Spain. Second, any enemy troops in Russia, Spain, North Africa, the Ottoman Empire, Portugal or Poland can suffer attrition from Harsh Campaigns. You might want to place an uprising in one more of those areas if it is enemy owned and contains enemy troops. Third, regions that have been in uprising for a while may throw off their oppressors and return to 'native' ownership. Lastly, Lines of Communication are checked for all armies and fleets; isolated pieces may suffer attrition.

Finally we have National Leaders. These are also called named leaders or National Heroes. Several start on the board: Nelson, Napoleon, Archduke Charles, and Mohammed Ali. Each nation has one, except Britain who has Nelson and Wellington, but these two are usually not available at the same time. Named leaders can be bought like normal generals and admirals, can be wounded or captured, and they all have special abilities in addition to their role as generals or admirals. The Commander Cards describe the effects they have on various parts of the game.

That concludes the rules explanation. Unless you have any questions, I'll describe the scenario, and then give you a bunch of ideas about strategy. After that we'll choose where to setup our special pieces, and finally get started.

Last thing. At the start of the game, controlled nations often have some special pieces to setup. These are always Elite Infantry, Heavy Cavalry, or Horse Artillery pieces. They are placed on the board in the location of a regular Infantry (not Militia), Cavalry (not Irregular Cavalry), or Artillery. The replaced piece then comes off. France places special pieces first, then the rest in standard turn order. After that, we'll start with the first Austrian movement turn.

Our scenario starts at the beginning of September 1805. Britain and France have been in a cold war for 2 years, and both want to dominate the world. Russia and Austria, alarmed by the growing power of France, have joined Britain's war against Napoleon. Spain is allied with France and at war with Britain, due to British interference in Spain's American colonies. Prussia is sympathetic to the Anti-French coalition, but remains effectively neutral. The Sultan in Constantinople favors France, but fears Russian armies and the British navy. Sweden, Sicily, and Naples have also joined the Anti-French coalition, but their pieces cannot move until November 1805.

Here are 22 points to consider while forming your strategy:

1. Remember the victory conditions. France needs to achieve peace with all the major nations without France being forced to surrender first. The Anti-French need to maintain the war against France and force Napoleon to surrender. If France is still at war at the time limit, the game is a draw. Remember how to cause commitment rolls and how to be able to try the political action Enforce Continental System.
2. The most basic aspect of strategy is finding a balance between offense and defense. You need to threaten the other side's forces, supply lines, and/or capitals, while defending your own. There are many different combinations and methods to try. Your commitment rating should be considered when deciding how many troops to leave in defensive positions near your capital.
3. Numbers and timing are the real key to strategy in this game. Be ready to concentrate your troops for important battles. When deciding what to raise and when, consider how long it will take them to get where they need to go. Consider how long and how far you might have to campaign, for example to capture and hold a capital long enough for that nation to fail a commitment roll. It's often worth sacrificing a piece to delay the progress of enemy armies. Beware of upcoming production rounds and the approach of winter.
4. Set traps for enemy armies and fleets to move into, and avoid your enemy's traps. This is very important!
5. Spread out your troops to prevent enemy armies from retreating forward (through your army) into your rear areas. It just takes one infantry following your main army to block a retreat in that direction.
6. It is nearly always a good idea to leave at least 1 piece in your capital(s). This prevents raids into your capital by pieces retreating from an adjacent region. Especially defend capitals adjacent to sea areas. A player who forgets to protect his capital will lose most of the time.
7. Try hard not to get depressed by setbacks. It can be surprisingly easy to make dramatic comebacks in this game. Instead of giving up hope, see what you can do in a few rounds. You'll probably be favorably surprised. Be prepared to temporarily switch to the defensive, but switch back to the offensive when opportunity arises.
8. Make best use of the ability to move in your allies turn. This can be especially helpful for France and Spain. It often helps to see what your enemies are doing first. Look for good opportunities to make two turns in a row, before your opponents can respond.
9. Use the Diplomatic Round sequence to your advantage. For example Spain might start an uprising somewhere, to help France recruit that region.
10. Keep some PAPs available if possible to use as a threat in Diplomatic Rounds.
11. Check the charts before doing things to see how to improve your odds of success.
12. Know the capabilities of your leaders. Especially the named leaders are valuable in many ways. They can often contribute to more than one action in one turn.
13. Blockades are the best form of defense against invasions of Britain, together with a small army kept in London. Once the attacking fleets come out and are intercepted, it's easy to concentrate the Royal Navy to sink the upstart fleet. Use the Nelson Blitz tactic, which is moving in ships one by one until interception succeeds. Attack again if the losing fleet doesn't retreat, if you can.
14. France has the option to either launch campaigns at the enemy capitals, or build up troops in France to hammer the allied armies as they come within range. They will be harder to hit individually if you wait. Consider that Napoleon chose to attack first, typically.
15. Due to their superior combined income levels, the Anti-French will usually win if they can avoid defeat while sufficiently building up their forces. Choosing the right time and place for the Anti-French to start attacking can still be difficult.
16. Nations in a Grace Period, which happens after surrendering, should usually buy PAPs before they rebuild their armies.
17. Horse Artillery tends to be more useful to France than to other nations. The others can often use the British Royal Navy to transport their artillery.
18. Armies should be made up of combined arms when possible. A good basic ratio would be 3 Infantry, 1 Cavalry, and 1 Artillery. Larger groups should have a General. You'll need extra Infantry to cover all the secondary positions around your main armies.
19. It's common and historical for the French to do some recruiting in Germany on their way to Austria. For example, Baden allied with Napoleon during his famous 1805 march to Ulm, Bavaria.
20. Don't underestimate the value of Switzerland. An army there can threaten or support many of the regions that usually see the most activity in the game.
21. A single ship by itself in a port is a pretty good target for a port attack, especially if Nelson can join in.
22. It's difficult at first to comprehend the ways political actions can be combined with the movement of fleets and armies to make the most of your resources. Remember that political actions are worth learning about, because they often multiply the effects of your existing pieces.