

MAKING HISTORY[®] **THE GREAT WAR**

GAME MANUAL

Last Update: October 23 2014

This update includes previous information and some sections in detail as we progress to a complete game manual. Thank you for being part of Early Access!

Table of Contents

Game Overview

Controls

- Mouse controls

- Keyboard Controls

 - Map Views

 - Map Movement

 - Control Panel Keys

- Tooltips

The Game screen

- Fog of War

Game Action: Using Units, Cities, Regions, Nations

Resources and Manufactured Goods

Research

Industrial Production

- Factory Building Slots

- Transportation and Industrial Tracks

Diplomatic Actions

Economy

- Income and Expenses

- Generating Income

The Control Panel

Warfare

Military Units

- Groups

Unit Properties

Unit Specifications

- Infantry

- Artillery

 - Friendly Fire

- Armor

- Aircraft

- Ships

Combat

- Naval Combat

 - Firing Range

 - Order of Attack

- Land/Air Combat

 - Resistance

 - Order of Attack

 - River Crossing

 - Amphibious Attack

Gas Attacks
Mountain Terrain Bonus
Readiness and Mobilization
Morale

Production Panel

Cities

- Factory Tab
- Units Tab
- City List

Building your Industry

- Factory Upgrades
- Industrial Tracks
- Specialty Buildings
- Recruitment Buildings
- Research Buildings
- Other Specialty Buildings

Infrastructure

- Region List
- Infrastructure Costs and Requirements
 - Military
 - Transportation
 - Food

Resources

- Resource Producers
- Extracting Resource
- Upgrading resources
- Reserves
- Expanding Output
- Prospecting
- Output Limitations
- Building Limitations

Resource Producer Region List.

Game Screen Panels

The Information Bar

- Stockpile Projection
- Tradable Materials
- Capacity
 - Suppressing and Destroying Capacity
- Road Capacity
- Rail Capacity
- Shipping Capacity
- Gas Shells
- Arms
- Fuel

- Steel
- Nation Flag
- Coal
- Metals
- Oil
- Food
- Gold (Treasury)
- The Summary Panel
- The Control Panel
 - Control Panel Icons
 - Scenario Turn Data
 - Map Views
 - Mini-Map
- Notification Panels
- Selection Panels
 - Region Selection Panel
 - Expanded Region Panels
 - Region Details
 - Power Points
 - Stability
 - Available Manpower
 - Resource Output
 - Terrain
 - Wind
 - Project Menu
 - Infrastructure Improvements
 - Previous / Next Arrows
 - Expanded Panels
 - Unit Selection Panels
 - Fleet Selection Panel
 - Combat Power
 - Armor health
 - Ship List
 - Carrier Capacity
 - Merge Fleet
 - Split Fleet
 - Transport Capacity
 - Coal and Fuel Supply
 - View List
 - Fuel & Coal Demand
 - Speed
 - Group Movement Range / Capacity
 - “ Move To” and “Cancel” Orders
 - Ship List Panel
 - Split Group Panel
 - Artillery Selection Panel
 - Range
 - Effectiveness
 - Air Defense
 - Units in Group

Map Views

Map View Organization

- Standard Map View
- Political Map View
- Empire Map Views
- Demographic Maps
- Region Revolt Risk
- Diplomatic Maps
- Region Improvements
- Resources
- Atlas
- Supply
- Trade
- Points

GAME OVERVIEW

CONTROLS

MOUSE CONTROLS	
Left-click	Select Item
Right-click	Open menus or move units
Mouse wheel	Zoom
Move Cursor to screen edge	Scrolls map (Full screen mode only)
Hold and move left mouse	Scrolls map
Ctrl / hold and move Left Mouse	Select multiple



CONTROL PANEL KEYS	
[1]	Military Panel
[2]	Diplomacy
[3]	Government
[4]	Production
[5]	Research Tree
[6]	Trade (World Market)
[7]	Encyclopedia
[8]	Main Menu

KEYBOARD CONTROLS

Two rows of 6 keys on the center of the keyboard correspond to each of the Map View buttons on the control panel. [R] - [O] and [F] - [L]

MAP VIEWS			
R	T	Y	
U	I	O	
F	G	H	
J	K	L	

The [1] – [8] keys correspond to the policy icons on top of the control panel.

Map Movement can also be controlled from the Keyboard.

MAP MOVEMENT	
W A + S D	Map scrolling: Up, Down, Left, Right
[Home]	Decrease map angle
[End]	Increase map angle
[-]	Zoom out
[+]	Zoom in

TOOLTIPS

Almost everything in the game has a tooltip giving more detailed information. Simply hover your mouse over something and after a moment the tooltip will appear. Tooltips may change with different map views.

THE GAME SCREEN



#	Area	Description
1	The Information Bar	Displays all the status of your resources and manufactured goods, food, money (displayed as Gold) and shipping capacity for road, rail, and sea. Hover over each with your mouse to view the Tooltips.
2	Summary Panel	Lists what has finished this turn, including research, combat, production, diplomacy and more. Clicking on an icon expands the panel.
3	Notification Panel	Displays key events in the game, from riots to declarations of war, announcements about changes in trade status and more.
4	Control Panel, Map Views & Mini-map	Circular icons open up each area of the game. When you first begin playing, click on each to see how to find all the detail about each area of the game. The Mini-map lets you click to shift larger distances instantly. Left of the Mini-map is a grid of Map Views. Each places different overlays on the map to show the player different information.
5	Selection Panel	Shows details about whatever area or object you have clicked on, from units and cities on the map, to game panels selected from the Control Panel.

Fog of War

In the game lobby, under Scenario Options on the Nation Selection screen, check the box marked "Fog of War" and only your own regions, and those of your allies, will be visible. One region beyond your border is also visible. You can still see fixed objects like cities when fogging is active, but you cannot see any units.

GAME ACTION

The game is organized around Units, Cities, Regions and Nations. Each turn you can choose to take actions in each of these areas to achieve your goals.

UNITS



Units are constructed in Cities. Troops are built in particular specialty buildings called Recruitment Facilities and the machines of war, such as artillery, planes, and tanks are built in factories. Ships are built in shipyards. Left click to select them.

CITIES



Cities are where you build units, add factories and specialized buildings, such as aircraft hangers to construct plane parts, Motor Works, to produce autos, Mechanized Mill to produce textiles, among others. It is critical to balance manufacturing between units for war and items to provide wealth. Left click to select.

REGIONS



In regions you build defensive fortifications, airfields, and transportation infrastructure such as rail. Regions are where food is generated and they may also contain resource producers such as Coal, Oil and Metals. Transportation using rail is critical during this time period. Without building rail to remote cities, you will be unable to grow that city since you cannot bring resource materials there to be processed, nor remove raw materials from resource producers to be used in your nation. Regions have different terrain that affects movement speed, food production and Left click to select.

NATIONS



This is where you assign research, set tax rates, introduce government policy actions, review trade, manage your economy and exercise diplomacy. This is also the area where you can review details about your colonies, puppet states and protectorates. To select, right click over the desired nation and choose the nation name from the menu.


RESOURCES AND MANUFACTURED GOODS

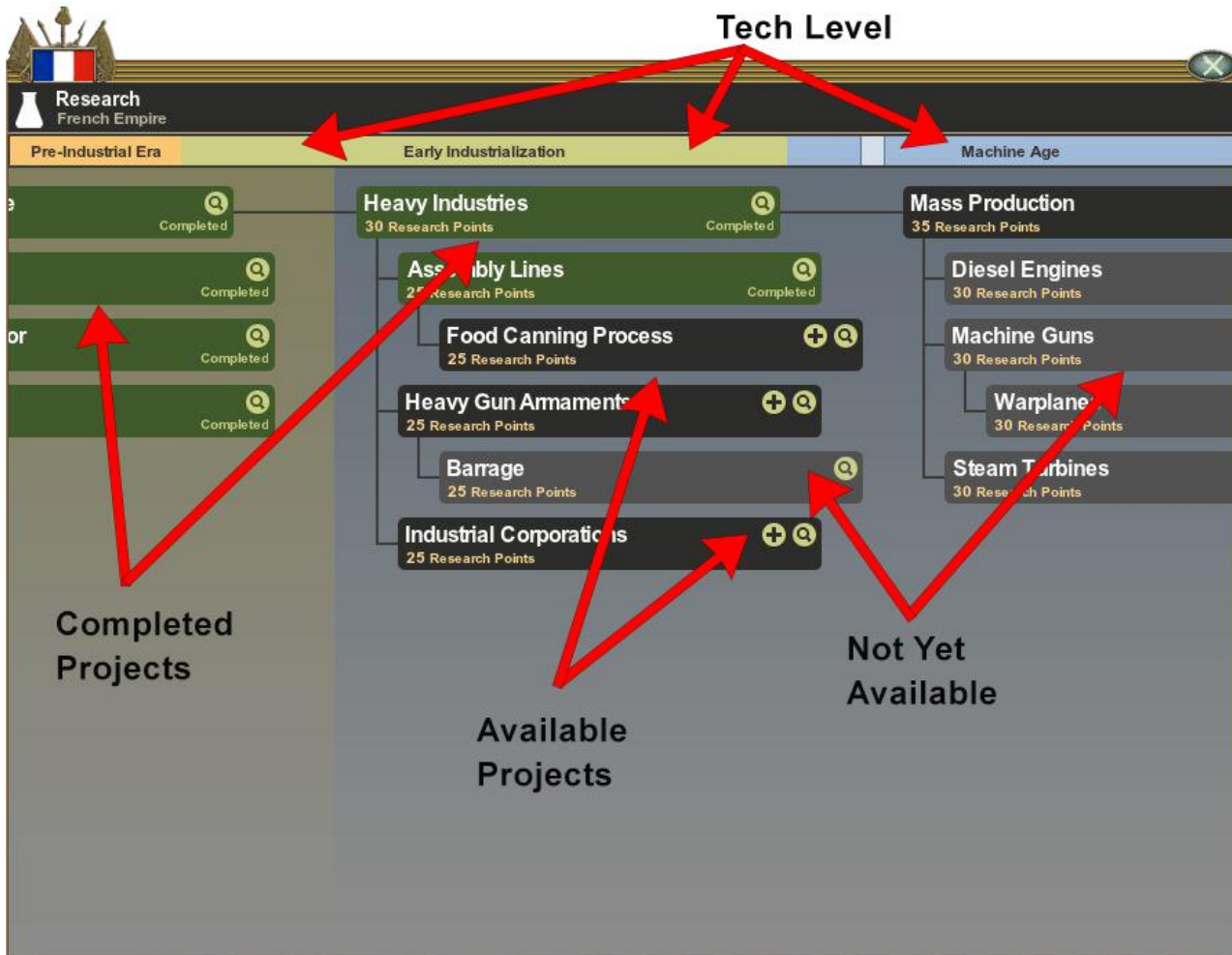
On the Information Bar, you will see items listed that include resources: Coal, Metals, Oil and Food, and Manufactured Goods: Steel, Fuel and Arms. The numbers beneath show your current stockpile (number on left) and whether you are running a surplus or a deficit each turn (in parenthesis on right with surplus listed in green and deficit in red).

RESOURCE	HOW DO I GET IT?	WHAT IS IT USED FOR?
COAL	<ul style="list-style-type: none"> - Build or expand your resource producers. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. - Take control of a region that contains coal. 	Coal is the major power source used by all factories. It is consumed when moving land forces along railroads and powers earlier naval vessels until oil-using ships replace them. It can also be sold directly on the world market to generate wealth.
METALS	<ul style="list-style-type: none"> - Build or expand your resource producers. - Propose resource-specific trade agreement with a friendly nation. - Put out general buy order on the world market. - Take control of a region that contains metals. 	Metals are primarily used to make steel, a requirement for many military units. Metals are also used directly to make wrought iron, machine tools and capital goods which can generate wealth. It can also be sold directly on the world market.
OIL	<ul style="list-style-type: none"> - Build or expand your resource producers. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. - Take control of a region that contains oil. 	Oil is required to produce fuel. It can also be used to create petrochemicals and kerosene to generate wealth, or sold directly on the world market.
FOOD	<ul style="list-style-type: none"> - Build or expand farms in your own territory. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. - Take control of a region producing food. 	Food is used to improve or maintain the morale of the people in your nation, including military forces. It can be sold on the world market to generate wealth.

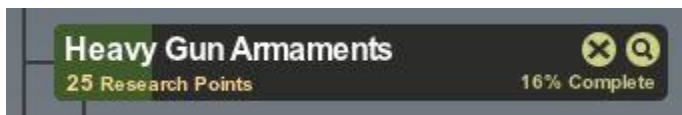
MANUFACTURED ITEM	HOW DO I GET IT?	WHAT IS IT USED FOR?
Steel	<ul style="list-style-type: none"> - Manufacture it in one of your factories using metals. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. 	Steel is used to build It can also be sold directly on the world market to generate wealth.
Fuel	<ul style="list-style-type: none"> - Manufacture it in one of your factories using oil. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. 	Fuel is used for planes, vehicles and later classes of ships. It can also be sold directly on the world market to generate wealth.
Arms	<ul style="list-style-type: none"> - Manufacture it in one of your factories. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. 	Arms are consumed when using your military forces. They can also be sold directly on the world market to generate wealth.

RESEARCH

Research can be set directly from the Research Tree. Click the  Beaker icon on the control panel to open it. There are three technological eras in the game. The later eras have a higher percentage change of successfully adding to research each turn. Undeveloped nations will tend to start at the earlier era while some, like the Great Power nations, will begin already in the Machine Age.



Click one of the available projects and each turn there is a percentage chance you will make progress on that project.



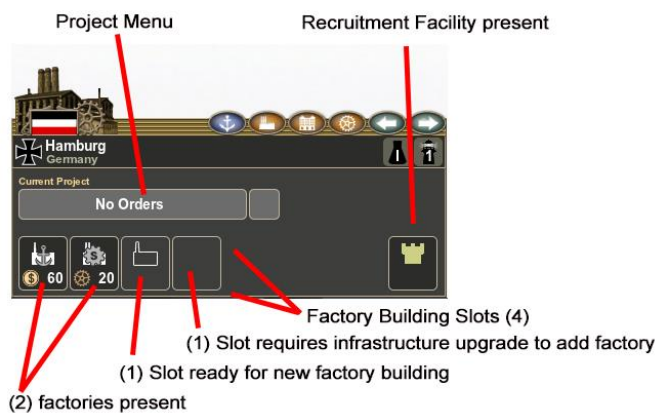
Having more Universities, Research Centers and Technology Centers will increase your chances to make progress. Definitions of the individual programs can be found in the Encyclopedia. Research can also be set from the Government Panel.

INDUSTRIAL PRODUCTION

Your cities are where you build **Factories** for producing hardware, **Recruitment Facilities** for training troops, and other **Specialty Buildings** to add to food supplies and research.

Factory Building Slots

Each of your cities has slots to construct factories that generate income, military units, industrial supplies like steel, and shipping capacity for sea, roads and rail. The number of slots available is tied to the level of transportation infrastructure. Each category of industrial building has a specific output. You can choose between manufacturing that produces income or creates military units and vital supplies. For example, a vehicle plant can produce autos (which generate income) or tank units. Only one type can be produced at any one time and you can switch production between the two whenever you wish. However, there is a production penalty for “retooling” when you switch.




Transportation & Industrial Tracks

If you have no rail or roads attaching your city to your supply network, you cannot build a factory. Each level of transportation infrastructure you add allows you to move more materials, food, and personnel through that region, and to add more industry to the cities within that region. Higher transportation levels mean more factory slots in your cities. If you cannot improve the Transportation Infrastructure level, you probably lack the technology and will need to complete additional research.

TRANSPORTATION INFRASTRUCTURE LEVELS	SLOTS
None	0
Unpaved Roads	1
Low Rail Density	2
Medium Rail Density	3
High Rail Density	4

DIPLOMATIC ACTIONS

To initiate Diplomacy with another nation, right-click on the country you'd like to speak with and select the nation name. This opens the Government Panel of the selected nation. Then click the tab with the Government Building icon. 

You will see this panel:




The screenshot shows the Government Panel for the United States. At the top, it displays the United States flag and the text "United States Washington DC". Below this, there are navigation icons for a compass, a government building, a gear, a factory, a globe, and a globe with a star. The panel is divided into several sections:

- Global Status:** Great Power, Leader of the American Empire, World Power Points: 3666, World Ranking: 2nd. It includes icons for a laurel wreath (7th), a gear (1st), a flask (2nd), and a pill (4th).
- Government System:** Representative Democracy, National Ideology: 75% (blue), 0% (red), 25% (orange), 0% (green).
- Diplomatic Relations:** Stable, Treaties.
- Diplomatic Influence:** Weak, Current Level: +28%.
- Government Support:** -6%, Government Policies: -5% (tax), 0% (shield), -3% (people), +2% (dollar), 0% (scales).
- Industrial Capacity:** 280, Factories: 41.
- Military Readiness:** Medium Readiness, Current Level: 31%.
- State Nationality:** American, Culture: Anglo-Celtic (70%), Religion: Secular (0%), Total MPUs: 4,915, Ethnicity: Anglo-American, Black American (100%).

On the right side, there is a "Diplomatic Actions" panel with the following options:

- Treaties & Declarations:
 - Declare War
 - Cut Diplomatic Ties
 - Request Military Access Treaty
 - Grant Military Access
 - Propose Trade Access Treaty
 - Propose Trade Agreement
 - Request Alliance Treaty
 - Declare Embargo
 - Propose Territorial Transfer
- Government Policy Actions:
 - Propose Financial Aid Agreement (+25)
 - Buy Influence
 - Fund Political Faction
 - Fund Coup Attempt


From here you can make treaties and declarations and take Government Policy actions. These are covered in detail in the DIPLOMACY SECTION.

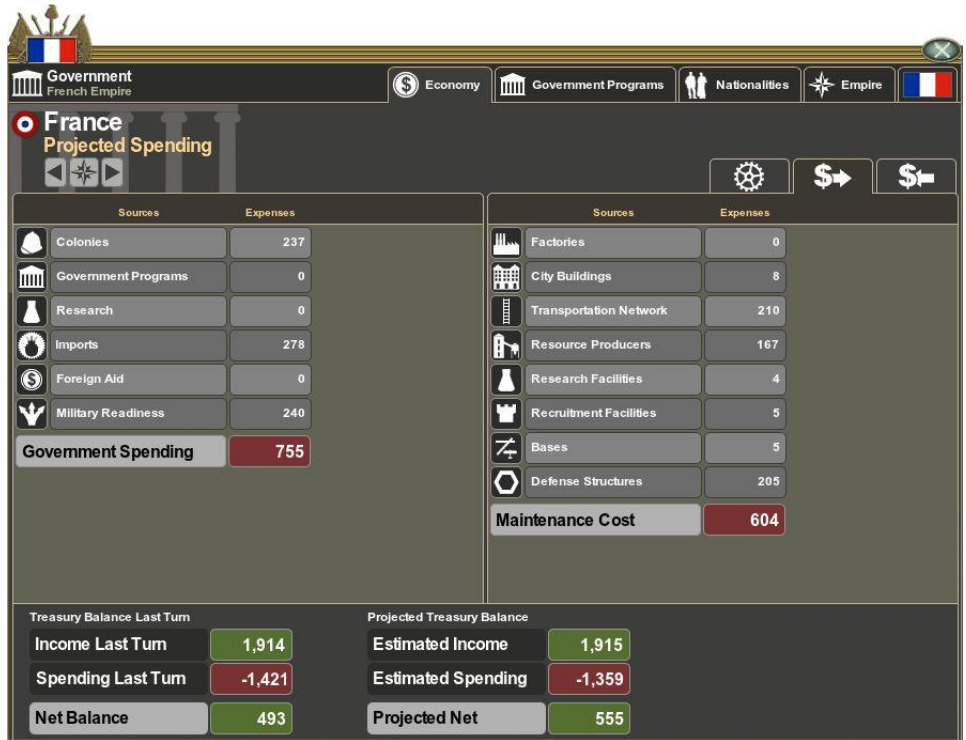
 If you wish to initiate diplomacy with other areas with those nations that are also empires, you can use the Empire Navigation menu. Use the Left/Right Arrows to cycle through the different colonies, puppet states and protectorates of the empire, or click on the Compass Rose icon itself to open a menu with a list. This is especially useful if the empire has many colonies and dependencies. You can also click on these colonies directly from the map. Subordinate nations will tend to have fewer diplomatic options available.

ECONOMY

Income & Expenses

Managing your income and expenses in the game is critical. The Information Bar at the top of the screen shows how much money you have right now, and what you are projected to have the next turn based on current spending. As you begin building up your nation, you can quickly find yourself in debt.

To see where exactly you are making money and where you are spending it, open the Government Panel and view the Economy Tab. 



Sources		Expenses
Colonies		237
Government Programs		0
Research		0
Imports		278
Foreign Aid		0
Military Readiness		240
Government Spending		755

Sources		Expenses
Factories		0
City Buildings		8
Transportation Network		210
Resource Producers		167
Research Facilities		4
Recruitment Facilities		5
Bases		5
Defense Structures		205
Maintenance Cost		604

Treasury Balance Last Turn		Projected Treasury Balance	
Income Last Turn	1,914	Estimated Income	1,915
Spending Last Turn	-1,421	Estimated Spending	-1,359
Net Balance	493	Projected Net	555

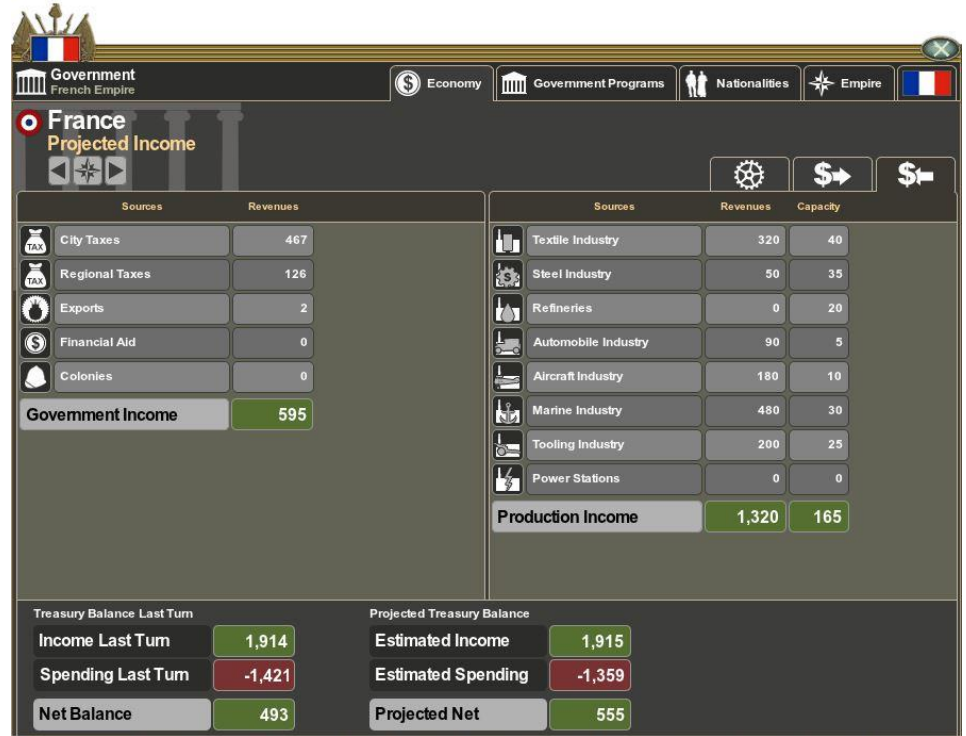


The center tab on the Economy panel shows expenses. All expenditures from every part of the game are tallied here.



The tab on the right displays income. This tallies every area where you are earning money.

At the bottom of the Economy panel you can see your current treasury balance for the current and previous turns. Used together, these panels can quickly show you where you are earning money, and where you are incurring costs.

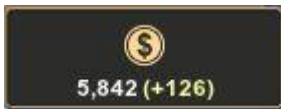


Sources		Revenues	Capacity
City Taxes		467	
Regional Taxes		126	
Exports		2	
Financial Aid		0	
Colonies		0	
Government Income		595	

Sources		Revenues	Capacity
Textile Industry		320	40
Steel Industry		50	35
Refineries		0	20
Automobile Industry		90	5
Aircraft Industry		180	10
Marine Industry		480	30
Tooling Industry		200	25
Power Stations		0	0
Production Income		1,320	165

Treasury Balance Last Turn		Projected Treasury Balance	
Income Last Turn	1,914	Estimated Income	1,915
Spending Last Turn	-1,421	Estimated Spending	-1,359
Net Balance	493	Projected Net	555

Generating Income

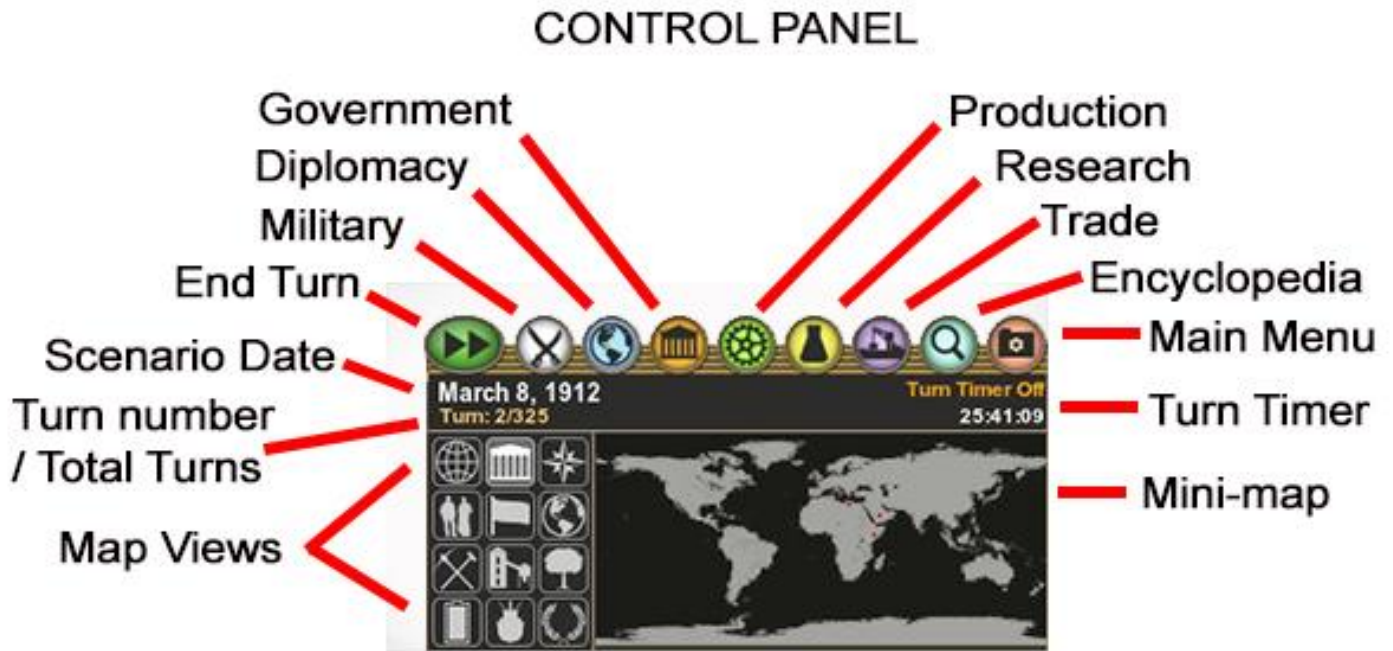


It's very important to be looking for ways to generate income and increase the amount of money (represented as Gold). Building and maintaining an empire is expensive, and without proper funds you will be unable to trade for needed materials. Some of the costs are listed above. The next chart illustrates ways to add to your treasury. Some ways are immediate, others improve over time. Some revenue increases will occur as you improve your technology. For example, more advanced infantry can be more effective for less overall expense than simple militia.

WAYS TO INCREASE INCOME			
Action	Location	How to earn more Gold	What's the potential downside?
Increase number and quality of factories	Cities	Adding more factories increases production income and allows for more trade revenue from fuel, textiles, steel and arms.	Results only after construction complete, and higher levels of factories require more advanced research.
Trade	Trade or Government panels	Sell any resources or manufactured goods in your stockpile by posting a general sell order, or look for specific nations wishing to buy the resource you want to sell	You have fewer resources to use for production and expansion projects, plus you might need that stockpile if a global demand outstrips supply.
Ask for financial aid	Destination nation's Government panel	Other nations may lend you gold, if you ask for it.	Usually a temporary solution, requires established diplomatic relations.
Alter Military Readiness	Military Panel, Military Command tab	Lowering your military readiness status will immediately and significantly increase your income.	Military is less effective, and it takes multiple turns to return to higher levels of readiness.
Increase tax rate	Government Panel, Gov. Policy tab	Increasing the tax rate on your people gives an immediate boost to income.	Higher tax rates make your people unhappy, which reduces stability and can lead to strikes, riots, or worse.
Increase colonial taxes	Your colonies	Increasing the tax rate on your colonies gives an immediate boost to income without threatening national stability.	Higher tax rates can lower stability and cause rebellion in colonies.
Demolishing military infrastructure	Production panel or individual region	Removing infrastructure such as trenches or airfields reduces maintenance costs, thus improving your income.	Lowers defenses in the region. Best to not overbuild in the first place!
Disbanding military forces	Military panel or directly on map	Disbanding troops or ships lowers overall costs, thus improving your income.	Removing troops weakens your military capability. Signals other nations that you are in financial distress.
Conquest	Varies	Invade other nations and take their territory, including any cities infrastructure and resources.	Risks counter-attack, allies may leave and nations may embargo you.

THE CONTROL PANEL

All policy areas of the game can be accessed via the Control Panel at the lower right of the screen. This is also where you end turn, bring up the main menu, change map views, review game turn status, and use the mini-map.



See the section **GAME SCREEN PANELS** for more details

WARFARE

MILITARY UNITS

Each land and air unit represents a group of individual soldiers that varies in size, typically a “division”. Naval vessels can represent a flotilla or an individual ship. Since the actual number of people in a division varied dramatically from one nation to the next, the units in The Great War simply represent a percentage of your nation’s MPUs, which is a limited pool that grows slowly each turn and can be reduced through loss during battle. All Units are organized into Groups.

Groups

Groups, organized into Armies, Air Forces and Fleets, are how combat is waged in the game. When you attack or defend in a battle, the strength and defense of the group are used to determine success. Separating off one unit just makes it a very weak group.

UNIT PROPERTIES

HIT POINTS

All Land units and air units have one (1) hit point. Ships have more than one point, detailed in the charts below.

ATTACK POWER

Every unit has an Attack Power score that indicates the chance to hit for every situation applicable to the specific unit. For example, some units have Land Attack and Air Attack power. Some have Land Attack and Infrastructure Attack Power (artillery, for example). Ships have Sea Surface and Sea Submerged Attack Power. Attack Power is used when the group moves into an enemy region and initiates battle.

LAND DEFENSE POWER

Land Defense Power is used by troops defending a region to determine the chance to hit when they are attacked by an enemy force.

INFRASTRUCTURE ATTACK POWER

In addition to causing damage to enemy groups, units with this power also cause damage to trenches and other defensive infrastructure.

SPEED

The number of regions a unit can traverse per turn before modifiers without using road or rail capacity.

RESISTANCE PERCENTAGE

This allows units to have a chance to take no damage even with a successful hit. Except for armored units and ships, most land units have zero resistance before any modifiers are added such as defensive infrastructure.

AMPHIBIOUS ATTACK BONUS

Units with this bonus are more effective when attacking from the sea.

RIVER ATTACK BONUS

Units with this bonus increase attack power when fighting in regions with rivers.

MOUNTAIN ATTACK BONUS

Units with this bonus increase attack power when fighting in regions with Mountain terrain.

RANGE

Number of regions away artillery can fire into. (1) indicates an adjacent region.

FUEL COST

Motorized units require fuel. This cost reflects the amount of fuel removed from your stockpile for this unit each turn the unit is using fuel, either moving or fighting.

ARMS COST

This cost reflects the amount of arms removed from your stockpile for this unit each turn the unit is fighting.

MAINTENANCE COST

This cost reflects the amount of Gold removed from your stockpile for this unit each turn.

SHORE BOMBARDMENT

This represents the Attack Power used by ships capable of bombarding land regions adjacent to sea regions.

CRITICAL HITS

Submarines have a 25% chance to score a critical hit, causing massive damage and usually sinking the attacked ship.

FIRING RANGE

This score determines which ships fire first during naval combat.

UNIT SPECIFICATIONS

Infantry



Militia & Infantry

Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Militia	1	1	0	0	0	3	1	1	1	1	Inexpensive
Infantry I	4	1	0	0	0	6	1	1	3	1	Early Game Unit
Infantry II	7	1	0	0	0	7	1	1	4	1	Improved
Infantry III	10	1	0	0	0	8	1	1	5	1	Best Infantry Unit



Cavalry & Mounted Infantry

Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Cavalry	1	1	0	0	0	3	2	1	2	2	Special attack: "hit-&-run" Cavalry Charge
Mounted Infantry I	4	1	0	0	0	6	2	1	4	2	Early Game Unit, faster than Infantry.
Mounted Infantry II	7	1	0	0	0	7	2	1	5	2	Improved combat, faster than Infantry.
Mounted Infantry III	10	1	0	0	0	8	2	1	6	2	Most effective and faster than Infantry.



Engineers

Name	Land Attk	Air Attk	Infra Attk	River Bonus	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Engineers I	4	1	2	+2	0	8	1	1	4	1	Better Land Def, can attack infrastructure, +2 bonus over rivers.
Engineers II	7	1	2	+3	0	9	1	1	5	1	Better Land Def and attack. Infrastructure attack, +3 river bonus.
Engineers III	10	1	2	+4	0	10	1	1	6	1	Best Land Def and attack. Infrastructure attack, +4 river bonus



Marines

Highly effective when used attacking onto land from sea regions.

Name	Land Attk	Air Attk	Infra Attk	Amphib bonus	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Marines I	4	1	0	+2	0	6	1	1	3	1	Comparable to Infantry, +2 bonus for amphibious landing.
Marines II	7	1	0	+3	0	7	1	1	4	1	Comparable to Infantry, +3 bonus for amphibious landing.
Marines III	10	1	0	+4	0	8	1	1	5	1	Comparable to Infantry, +4 bonus for amphibious landing.



Mountain Infantry

Highly effective when used attacking in Mountain terrain.

Name	Land Attk	Air Attk	Infra Attk	Terrain (mts)	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Mountain Infantry I	4	1	0	+2	0	6	1	1	3	1	Comparable to Infantry, +2 bonus for mountain combat.
Mountain Infantry II	7	1	0	+4	0	7	1	1	4	1	Comparable to Infantry, +4 bonus for mountain combat.
Mountain Infantry III	10	1	0	+6	0	8	1	1	5	1	Comparable to Infantry, +6 bonus for mountain combat.



Assault Troops

A combination of the best elements of Infantry and Engineers. Assault Troops also have the special hit-&-run "Trench Attack", raids on enemy trenches to cause casualties and withdraw without attempting to capture the region.

Name	Land Attk	Air Attk	Infra Attk	River Bonus	Resist %	Land Def	Speed	Arms Cost	Main. Cost	Food Cost	Specialty?
Assault Troops I	12	1	2	+2	0	8	1	1	5	1	Best Land Attack, can attack infrastructure, +2 bonus over rivers, special "Trench Attack".

ARTILLERY



<i>Artillery</i>											
<i>Artillery bombards land units and infrastructure only from adjacent regions and will not advance into contested regions. It has no defensive capability and must be defended by infantry units. Takes one turn to "set up" after moving.</i>											
Name	Land Attk	Air Attk	Infra Attk	Range	Land Def	Speed	Fuel Cost	Coal Cost	Arms Cost	Main. Cost	Specialty?
Field Artillery	3	0	1	1	2	1	1	0	1	5	Available early in game, inexpensive.
Trench Mortars	3	0	2	1	0	1	1	0	1	7	Early game unit with better infrastructure bombardment
Gun Howitzers	4	0	3	1	0	1	1	0	1	10	Improved land and infrastructure damage
Heavy Siege Guns	6	0	6	1	0	2	1	0	1	12	More overall damage and faster (wheeled)
Railway Guns	6	0	7	1	0	Varies based on level	0	1	1	15	Rail-dependent, best infrastructure damage in game.
Long Range Siege Gun	2	0	2	2	0	Varies based on level	0	1	1	20	Rail-dependent, longest attack range in the game.
Anti-Air Guns	0	2	0	N/A	2	3	1	0	1	7	Mobile units that defend land units against air attacks.

Friendly Fire

When firing artillery from an adjacent region into a region where a battle is ongoing, there is a **50% chance** that the artillery will damage your own units. This can be modified in your favor by deploying observation balloons in the region with the artillery, and aircraft in the region where the battle is taking place. Each air unit deployed in this fashion reduces the chance of friendly fire by **1%**. So, as an example, if you have 10 Observation Balloons with your artillery and 10 fighters in the battle, the chance for friendly fire drops from 50% to 30%. This makes it vital to deploy as many of these air units as possible when using artillery support, and also to shoot down enemy aircraft that support your enemy's artillery barrage.

ARMOR



Tanks

The only land unit in the game with armor to resist hits.

Name	Land Attk	Air Attk	Infra Attk	Resist %	Land Def	Speed	Fuel Cost	Arms Cost	Main. Cost	Food Cost	Specialty?
Tanks I	4	0	2	5	2	1	1	1	8	0	Damage resistance makes these good for leading attacks.
Tanks II	6	0	3	7	3	2	1	1	9	0	Improved resistance and faster than infantry.
Tanks III	9	0	4	10	4	2	1	1	10	0	Best damage and resistance of all tank units.

AIRCRAFT



Balloon and Airship

*"Observation" Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located.
Each aircraft in a region where a battle is occurring reduces friendly fire chances from artillery by 1%.*

Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Sub Attk	Mission Range	Rebase Range	Fuel Cost	Arms Cost	Main. Cost	Specialty?
Observation Balloon	0	0	0	0	0	1	1	1	0	1	Only unit that can be in adjacent region and still get observation bonuses.
Rigid Airship	2	1	1	2	2	10	20	1	1	8	First long range bombers.



Bombers

*"Observation" Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located.
Each aircraft in a region where a battle is occurring reduces friendly fire chances from artillery by 1%.*

Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Sub Attk	Mission Range	Rebase Range	Fuel Cost	Arms Cost	Main. Cost	Specialty?
Bombers I	1	1	2	2	1	3	6	1	1	4	First bomber aircraft. Most effective against large targets.
Bombers II	2	2	2	2	1	5	10	1	1	6	Longer range, better in air combat, more effective land attack.



Fighters

“Observation” Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located. Each aircraft in a region where a battle is occurring reduces friendly fire chances from artillery by 1%.

Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Sub Attk	Mission Range	Rebase Range	Fuel Cost	Arms Cost	Main. Cost	Specialty?
Fighters I	0	2	0	0	0	1	1	1	1	2	First available fighter. Inexpensive.
Fighters II	0	3	0	0	0	1	2	1	1	3	Improved Air Attack
Fighters III	0	4	0	0	0	2	3	1	1	4	Improved attack and range over Fighters II.
Fighters VI	0	5	0	0	0	2	4	1	1	5	Improved Attack and rebase range.
Fighters V	0	6	0	0	0	3	6	1	1	6	Best and longest range fighter in the game.



Naval Aircraft

“Observation” Bonus: All aircraft give a +1 bonus to artillery firing into the region where the aircraft are located. Each aircraft in a region where a battle is occurring reduces friendly fire chances from artillery by 1%.

Name	Land Attk	Air Attk	Infra Attk	Sea Attk	Sub Attk	Mission Range	Rebase Range	Fuel Cost	Arms Cost	Main. Cost	Specialty?
Seaplane Torpedo Bomber	2	2	2	3	2	4	6	1	1	6	Can be launched from and retrieved by ship.
Seaplane Fighters I	0	1	0	0	0	2	3	1	1	4	Can be launched from and retrieved by a ship

Altitude:

There are three levels of aircraft altitude, 1-3 indicating low to high. Early Fighters can only fly low and are subject to damage from ground fire. Bombers fly at altitude 2 and are harder to hit. Rigid Airships and advanced fighters can reach altitude 3, rendering them invulnerable to ground attack.

SHIPS



Troopships

Troopships “appear” as land units move over water, drawing from your Shipping Capacity. During that time, they have the following properties. After troops land, the ships “disappear” and are returned to the Shipping Capacity stockpile.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Troopship	2	1	0	1	0	5	6	1	18	1	4	Carries one unit per ship over sea regions.



Monitor and Merchant Raider

The first warships available in the game. Coal-Powered.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Monitor	2	1	1	1	0	5	6	1	18	1	5	Early game iron hulled ship. Inexpensive
Merchant Raider	3	1	1	1	0	10	6	1	18	1	4	Better armor and can remain at sea longer. Inexpensive.



Destroyers

These ships have a 25% chance to detect Submarines. Early era vessels use coal, later ships use fuel.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Torpedo Boat Destroyer	2	1	1	1	0	5	5	1	15	1	6	First ship that can detect submarines.
								Fuel Cost	Fuel Carry			
Destroyer	3	5	1	2	0	10	6	1	18	1	8	Tougher, faster and better vs. subs. Uses fuel, not coal.
Escort Destroyer	4	7	2	2	0	10	7	1	21	1	10	Best destroyer in the game.



Dreadnoughts and Battleships

These ships have armor and can attack coastal land regions. Early era vessels use coal, later ships use fuel.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Pre-Dreadnought Battleship	6	1	3	1	3	10	5	1	15	3	10	First ship available that can bombard coastal regions.
Dreadnought	8	1	3	1	3	20	6	1	18	3	12	Heavily armored.
								Fuel Cost	Fuel Carry			
Standard Battleship	12	2	4	1	4	25	7	1	21	4	20	Best and toughest ship in the game. Expensive.



Cruisers

Although more lightly armored than dreadnaughts and battleships, cruisers can still bombard coastal regions. They are fast and cost less to maintain yet can inflict significant damage. Early era vessels use coal, later ships use fuel.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Shore Bmbrd	Resist %	Speed	Coal Cost	Coal Carry	Arms Cost	Main. Cost	Specialty?
Protected Cruiser	4	1	2	1	2	8	5	1	15	2	8	Early game vessel that can bombard coastal regions.
Armored Cruiser	6	1	2	1	2	12	6	1	18	2	10	Tougher and faster than Protected Cruiser.
								Fuel Cost	Fuel Carry			
Light Cruiser	6	1	2	1	2	10	7	1	21	2	12	Less armored but faster than any ship to this point in game.
Battlecruiser	10	2	3	1	3	15	7	1	21	3	15	Improved armor and damage.
Heavy Cruiser	10	2	2	1	2	20	7	1	21	2	18	Does less damage but extremely tough.



Aircraft Carriers

These are the first ships capable of carrying, launching and recovering aircraft.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	# of Planes	Resist %	Speed	Fuel Cost	Fuel Carry	Arms Cost	Main. Cost	Specialty?
Seaplane Tender	5	1	1	0	2	0	5	1	18	1	12	First ship capable of deploying aircraft.
Early Carrier	5	2	1	0	3	10	7	1	21	1	15	Tougher, faster and able to carry more planes.



Submarines

Subs are undetectable to all ships except destroyers. They have a chance to deliver critical hits on their targets.

Name	Hit Pts	Air Attk	Sea Attk	Sub Attk	Crit Hit %	Resist %	Speed	Fuel Cost	Fuel Carry	Arms Cost	Main. Cost	Specialty?
Coastal Submarine	1	0	1	2	5	2	3	1	9	1	2	1 st Sub in game is short range and inexpensive.
Patrol Submarine	1	1	2	2	10	3	5	1	15	2	3	Better range and chance to inflict critical hits. (10%)
Long Range Submarine	2	1	2	3	15	5	6	1	18	2	5	Best sub in the game. Best range, critical hit chance (15%).

COMBAT

NAVAL COMBAT

Firing Range

Each vessel in the game has a firing range. Ships with the best range fire first. If that ship hits and does sufficient damage to sink the opposing ship, that ship never gets to fire a shot.

Order of Attack

If the fleet contains no destroyers, then Submarines attack first, prior to any ship regardless of firing range. If destroyers are present, they detect and attack subs first, using the Sea Submerged Attack score. Surviving subs attack, then ships starting with the best firing range down to the shortest range, detailed in the NAVAL ATTACK ROUND table below.

NAVAL ATTACK ROUND		
<i>In each combat round, there is an order to naval combat.</i>		
Combat Action each round in order first to last	Firing Range	Ships
Destroyers detect and fire on submarines	N/A	Torpedo Boat Destroyer, Destroyer, Escort Destroyer
Surviving subs fire on enemy ships (this is the first action if fleet contains no destroyers)	N/A	Coastal, Patrol, and Long Range Submarines (submerged attack)
Ships with the longest firing range attack	5	Standard Battleship
Ships with the next best firing range attack	4	Dreadnought, Battle Cruiser
Ships with third best range attack	3	Heavy Cruiser, Pre-Dreadnought Battleship
Ships with the second shortest firing range attack	2	Protected Cruiser, Armored Cruiser, Light Cruiser
Ships with the shortest firing range attack	1	Troopship, Monitor, Destroyers (all types), Merchant Raider, Seaplane tender, Early Carrier, Submarines (all types, surface attack)

LAND/AIR COMBAT

Land combat happens simultaneously. A roll is calculated based on the number of units in the battle. So for example, if there were 23 attacking units the computer “rolls” a D23 using the attackers’ Land Attack score (+/- modifiers). The resulting number equals the number of hits. The defenders simultaneously roll a “D(x)” based on the number of units defending using the Land Defense score (+/- modifiers) with the results indicating the number of hits.

Resistance

Once the total hits are determined, each unit gets a resistance roll to avoid taking damage. Most land units (except tanks) have a zero resistance. So a unit in the open is an automatic hit. However, units in defensive locations like trenches add that score as resistance.

Order Of Attack

Bombers and artillery attack first. Any casualties, including friendly fire from the artillery, are deducted the simultaneous unit roll.

River Crossing

When a river is present on the border between two regions several bonuses and penalties come into play when troops attack across the river into the region. Engineers and Assault Troops have a bonus. Marines have no bonus, but neither are they penalized. Mounted forces have a penalty, as do regular infantry and militia. Tanks have a severe penalty. See encyclopedia for specific unit details. NOTE: Rivers that appear in the middle of regions DO NOT use the river modifier. Only when the river appears on the region border.

Amphibious Attack

Attacking from the sea requires special training. Only Marines get a bonus for these attacks. Most other units receive a moderate penalty. Tanks have a severe penalty. See encyclopedia for specific unit details.


Gas Attacks

Gas canisters are built in factories and launched at the enemy via artillery. They only affect troops. Gas attacks do not damage defensive infrastructure but they do ignore the defensive infrastructure's bonus. The more shells launched in a single round, the more cumulative damage they do.

Mountain Terrain Bonus

Troops in mountain regions receive a defensive bonus when attacked. All land forces fight at a disadvantage when attacking, except for Mountain Infantry, which has a bonus that increases for level II and level III.

Readiness and Mobilization

You choose what state to keep your troops in, from no readiness to Full mobilization. The lower the state, the less money you spend, but the combat readiness of your forces will reflect this. The larger your army, the more you must spend to keep it effective. Readiness is changed from the Military Panel. 

Morale

Each turn in combat, the number of the enemy killed raises morale, while the number of friendly forces killed lowers it. This is based on percentages, so a small force is more seriously affected. For example, if an army of 10 Infantry loses 1, their morale drops by 10%, reflecting the loss of 10% of the force. If an army has only 2 Infantry and loses 1, their morale drops by 50%. Lack of food also lowers morale. Troops with extremely low morale become combat-ineffective.

Rebase Range

This is double the combat range of the aircraft, since it is a one way trip. Requires airfield in destination region.

PRODUCTION PANEL

Cities



Factory Tab

The Factory tab on the City panel lists each building and its current production. That's why you see three different listings for Paris (at the bottom), as it has three factories. This panel also shows you what is being produced, how much of it and the cost.

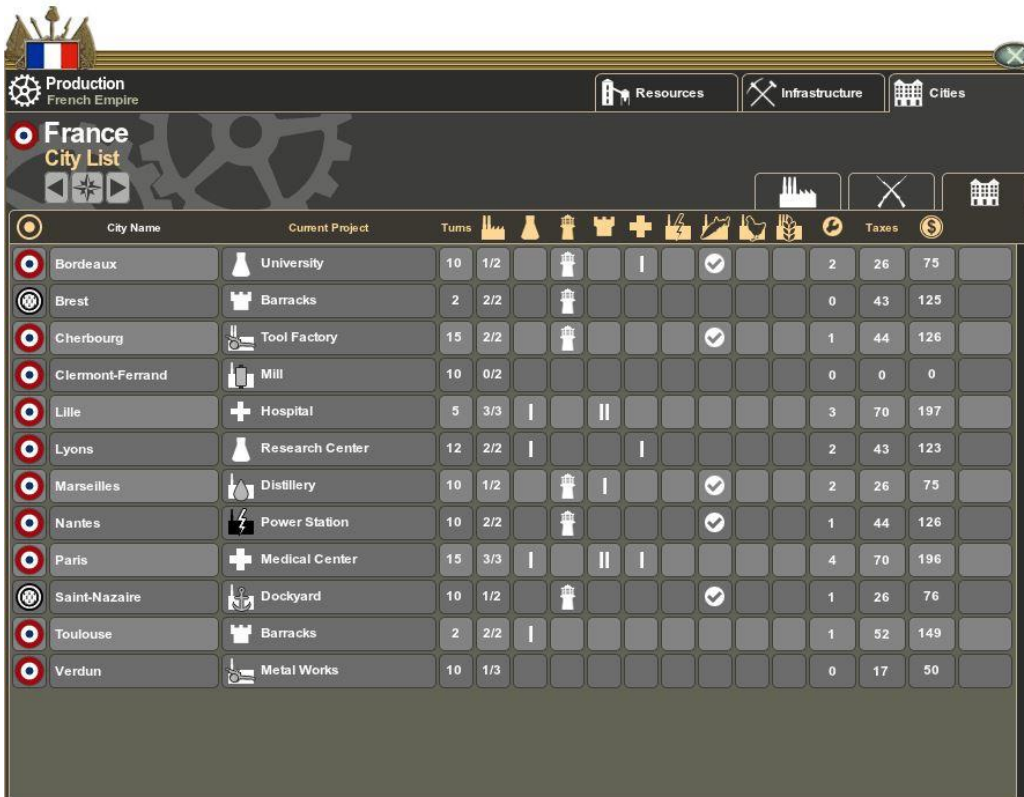
City Name	Type	Factory Orders	Tums	Resources	Infrastructure	Taxes	Cost
Bordeaux	Textiles	1	10	10	10	26	80
Brest	Textiles	1	5	5	5	17	40
Brest	Marine Supplies	1	10	10	10	26	160
Cherbourg	Machine Tools	1	5	5	5	17	40
Cherbourg	Textiles	1	10	10	10	26	80
Lille	Steel	1	20	10	20	26	0
Lille	Steel	1	20	10	20	26	0
Lille	Machine Tools	1	5	5	5	17	40
Lyons	Machine Tools	1	5	5	5	17	40
Lyons	Machine Tools	1	10	10	10	26	80
Marseilles	Marine Supplies	1	10	10	10	26	160
Nantes	Wrought Iron	1	10	5	5	17	50
Nantes	Fuel	1	10	10	20	26	0
Paris	Textiles	1	10	10	10	26	80
Paris	Autos	1	5	5	5	17	90

Units Tab

The Crossed Rifles tab signifies the Land Units tab, and shows what military forces are being created. You are limited by the number of cities with Recruitment facilities. At the start of the 1912 scenario, France has three. Recruitment Facilities can be upgraded, allowing them to produce better and more varied types of units. The level of the centers is marked by Roman numerals under the Recruitment Facility icon (looks like a castle). The menu is displaying the units that can be built in the level II facility in Paris.



The main **City List Tab** shows details for each city. Clicking on an icon sorts for that column. The **Current Project** column is where players select what building to construct. To the right of that you can see **Turns** to completion and the **Factory Icon** shows how many slots are used/available.



Building Your Industry

Factory Upgrades

Factory tracks each have three levels. Each upgrade speeds up the production of output when building units, and increases Gold generation when producing income. Each upgrade increase the number of MPU's required, and also increases tax revenue.



The current factory level can be easily distinguished by looking at the number of smokestacks on the factory icon.

Factory levels can be visually identified on the map by the number of smokestacks.



The **INDUSTRIAL TRACKS** chart below details the various tracks, their income options and their supply/military options.

INDUSTRIAL TRACKS (require factory slot in city)		
FACTORY TRACK: Level 1 → Level 2 → Level 3	INCOME GENERATOR	SUPPLIES / MILITARY UNITS
Mill → Mechanized Mill → Manufacturing Plant	Textiles	Arms
Iron Works → Steel Mill → Steel Plant	Wrought Iron, Rail Capacity	Steel
Distillery → Refinery → Petrochemical Plant	Kerosene	Fuel, Gas Shells
Motor Works → Vehicle Factory → Vehicle Plant	Autos, Road Capacity	Tanks
Aircraft Hanger → Aircraft Factory → Aircraft Plant	Aircraft Parts	Air Units
Dockyard → Shipyard → Industrial Shipyard	Marine Supplies, Shipping Capacity	Naval Ships
Metal Works → Tool Factory → Tooling Plant	Machine Tools	Artillery

Specialty City Buildings (Non-Factory Types)

Also constructed in cities, these buildings are not part of the industrial building group so they do not occupy a factory slot. They have various benefits, penalties and costs.

Recruitment Buildings



Troops that make up your military require a military office building in the city to create and train units. These buildings also have three levels, the higher levels requiring higher levels of research to build. Recruitment facilities do not take up a factory slot. This process represents training and organizational facilities for people. Industrialized production in factories is for building the actual hardware: artillery, tanks, planes and ships.

RECRUITMENT BUILDING	LEVEL	UNIT OPTIONS
Barracks	1	Militia & Cavalry
Recruitment Center	2	Level 1 units plus lower levels of Mounted Infantry, Engineers, Marines and Mountain Infantry
Military Academy	3	Level 2 units plus higher levels of Mounted Infantry, Engineers, Marines, Mountain Infantry, and Assault Troops

Research Buildings

Constructing Research Buildings in cities increases the odds that your research will advance in a given turn.

RESEARCH BUILDING	LEVEL	EFFECT
University	1	The construction of a University in a city provides an increased chance to add to national research as well as a Cultural Bonus in the Region it is located.
Research Facility	2	Increases the odds of adding Research points each turn.
Technology Center	3	Further increases odds of adding research points each turn.

Other Specialty Buildings

Power Station

Produces Energy using Coal and generates wealth.

Fishery

Generates Food using Gold. Must be built in port city

Slaughterhouse

Generates Food using Gold.

Food Processing Plant

Uses Steel. Increases food output of existing Slaughterhouse or Fishery

Hospital

Generates bonus Manpower Units (MPUs) for Gold in regions where the city containing them is located

INFRASTRUCTURE



You manage and improve infrastructure at a region level. These improvements include farms to increase food output, transportation levels to increase city production (if a city is present in the region), airbases for military aircraft, fortresses and trenchworks, and coastal defenses where applicable. This panel also lets you view terrain type, maintenance costs, available manpower, food produced and tax revenue. It is accessed from the middle tab on the production panel.

Infrastructure Region List

Region Name	Land	Current Project	Turns	Farms	MPUs	Taxes
Corsica		Unpaved Roads	10		1	10
Poitou		Medium Rail Density	20		14	30
Savoy		Medium Rail Density	20		9	15
Anjou		Medium Rail Density	20		15	18
Franche Comte		Medium Rail Density	20		7	20
Languedoc		Medium Rail Density	20		10	15
Auvergne		Medium Rail Density	20		11	21
Pyrenees		Medium Rail Density	20		11	35
Marche Limousine		Medium Rail Density	20		18	20
Aquitaine		Mechanized Farms	30		12	25
Rhone		Mechanized Farms	30		8	32
Normandy		Mechanized Farms	30		14	30
Meuse		Enclosed Farms	30		4	28
Upper Brittany		No Project	0		10	25
Burgundy		No Project	0		28	15

Infrastructure Costs and Requirements

Over-building can put your economy in jeopardy. Regional developments tend to offer long term benefits but not if you destabilize your country trying to build too quickly. The tables below measures costs including build times, gold to build and maintain, resources, and research required.

There are three areas: Military Infrastructure Costs, Transportation Infrastructure Costs, & Food infrastructure Costs.

MILITARY INFRASTRUCTURE COSTS								
Name	Turns to build	Gold /turn	Coal /turn	Metals /turn	Oil /turn	Steel /turn	Maintenance Gold/turn	Research Required
Airbase	1	1				1	5	Aviation
Trenchworks I	1	1					5	Mining Engineering
Trenchworks II	3	2					10	Machine Guns
Trenchworks III	6	3					15	Military Industrialization 1
Trenchworks IV	10	5					20	Deep Defense
Trenchworks V	15	10					25	Military Industrialization 5
Fortifications								
Fortification I	20	1					25	Metal Fabrication
Fortification II	25	2					30	Dynamite
Fortification III	30	3				1	40	Krupp Armor
Fortification IV	40	5				3	44	Heavy Gun Armaments
Fortification V	50	10				5	50	Deep Defense
Coastal Defenses								
Coastal Defense I	5	1				1	5	Early Industrialization
Coastal Defense II	10	2				2	10	Dynamite
Coastal Defense III	10	3				3	15	Reinforced Concrete
Coastal Defense IV	15	5				4	20	Heavy Gun Armaments
Coastal Defense V	20	10				5	25	Deep Defense

TRANSPORTATION INFRASTRUCTURE COSTS

<i>Name</i>	<i>Turns to build</i>	<i>Gold /turn</i>	<i>Coal /turn</i>	<i>Metals /turn</i>	<i>Oil /turn</i>	<i>Steel /turn</i>	<i>Maintenance Gold/turn</i>	<i>Research Required</i>
Unpaved Roads	10	5				0	5	Subsistence Economy
Low Rail Density	15	10	1			10	10	Steam Engines
Medium Rail Density	20	15	2			15	15	Heavy Industries
High Rail Density	25	20	3			20	20	Armored Trains
Electric Railways	30	25	4			25	25	Military Industrialization 5

FOOD INFRASTRUCTURE COSTS

<i>Name</i>	<i>Turns to build</i>	<i>Gold /turn</i>	<i>Coal /turn</i>	<i>Metals /turn</i>	<i>Oil /turn</i>	<i>Steel /turn</i>	<i>Maintenance Gold/turn</i>	<i>Research Required</i>
Open Field Farming	30	10						Crop Rotation
Enclosed Farms	30	15						Agrarian Reform
Mechanized Farms	30	20				10		Agricultural Mechanization
Factory Farms	30	25				20		Chemical Fertilizers

Resources



Resource Producers

Some regions also contain one or more resource producers such as coal, oil, or metals. Resources will appear as either undeveloped raw materials or with specific buildings based on type and technology level.

Extracting Resources

It is impossible to build a resource building on a resource producer until there is an unpaved road to the region where the producer is located. It is still not possible to extract materials from the producer until at least low density rail is present in the region.

Upgrading Resources

As various research projects are completed, more productive and efficient buildings can be used on the resource producer.

Reserves

At any given time, producers may have various levels of “reserves”. This indicates there are untapped materials that can be accessed.

Expanding Output

As long as reserves remain, this option appears and allows you to increase the output of the producer.

Prospecting

Once a producer’s reserves are reduced to 0, prospecting is required to increase the output. Each producer has a higher or lower chance of finding more resources from prospecting. Once found, this gets added to reserves and output can be further expanded.

Output Limitations

A region with Low Density Rail cannot expand output beyond 50. Once Medium density Rail is added, the maximum expansion rises to 100. High Density allows 200. The early levels are represented by more rail shown. For example, if a producer has medium rail and output is more than 50, the producer will show two tracks on the Map. (See example to right of Coal Mine with Medium rail and possible output of 51-100.)

Oil



Undeveloped Oil Producer



Oil Well

Coal

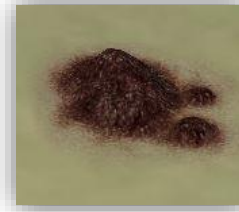


Undeveloped Coal Producer



Coal Mine

Metals



Undeveloped Metals Producer



Metals Mine



Building Limitations

If a region has no roads or rail, you can neither build a well or mine nor extract any resources form the region. An unpaved road will allow you to build a mine or well but it will have no output. Once the first level of rail is constructed

Resource Producer Region List

This panel lets you quickly see all of your resource producers, their type and location, the current output and amount of reserves, any current production orders, the success level from prospecting, the region's rail level (which affects output), the available manpower, maintenance costs and taxes generated from the region.

Type	Region	Output	Reserves	Production Orders		Labor	Taxes	
M	Anjou	16	1	Prospecting	35%	16	17	2
C	Auvergne	14	3	Expanding Output	40%	14	19	2
M	Auvergne	21	1	Expanding Output	40%	21	26	3
C	Champagne	3	2	Expanding Output	20%	3	8	1
C	Franche Comte	3	2	Expanding Output	20%	3	8	0
M	Franche Comte	11	9	Expanding Output	20%	11	16	1
C	Meuse	22	3	Expanding Output	40%	22	27	7
C	Picardy	43	7	Expanding Output	40%	43	48	15
C	Provence	4	2	Expanding Output	20%	4	9	0
M	Provence	13	11	Expanding Output	60%	13	18	2
C	Pyrenees	3	2	Expanding Output	20%	3	8	0
M	Rhone	14	7	Expanding Output	60%	14	19	2

GAME SCREEN PANELS

THE INFORMATION BAR

Located at the top of the map screen, The Information Bar is the easiest way to keep track of what your nation has “in stock” at the moment, and whether you are increasing that stockpile or decreasing it.



Stockpile Projection

This is the number that appears in parentheses next to the Stockpile number for manufactured goods, resources and the treasury. The number is based the current supply rate minus demand. It projects how your stockpile will change next turn.

Tradable Materials

With the exception of the Nation Flag, every item on The information Bar can be sold on the World Market, traded to another nation or offered to increase diplomatic influence

CAPACITY

The first three items on The Information Bar are (1) Road, (2) Rail, and (3) Shipping Capacity. Capacity indicates how many trucks, trains and ships you have to move troops and goods.

Suppressing and Destroying Capacity

On land, a region being bombarded prevents troop movement by road or rail through that region as long as the bombardment continues. Troops can still move through the region but are reduced to “walking” speed. For example, rail movement speed is 3. If the region is being bombed, any troops moving through the region are reduced to a movement speed of 1, the speed they would be moving were they not using road or rail capacity. Shipping Capacity is even more vulnerable, and can be sunk by subs or enemy ships in regions along the trade route or the sea route traveled by troops.



Road Capacity (#1)

Your fleet of trucks can transport troops and tow artillery, but not move Cavalry or tanks. They can also transport food, but not heavier materials like Oil, Coal and Steel. They consume fuel and are reusable.



Rail Capacity (#2)

Your trains are the lifeblood of your nation’s economy, able to transport any units or resources. They consume coal and are reusable.



Shipping Capacity (#3)

These ships are required whenever troops or resources must cross sea regions. They consume coal and are reusable.



Gas Shells (#4)

Lists the number of gas shells you have stockpiled. Shells are created in Refineries and Petrochemical Plants and fired from Artillery. They can do significant damage but beware, the wrong winds can create friendly fire!



Arms (#5)

Manufactured in Mills, Arms are consumed when troops are engaged in battle, when artillery is used, and when making gas shells.



Fuel (#6)

Created in Distilleries, fuel is consumed when using trucks (Road Capacity), tanks, planes and later era ships instead of coal.



Steel (#7)

Manufactured in Steel Mills, it is used to fabricate items in Aircraft Plants, Metal Works, Shipyards and Vehicle plants. Steel is also used when building or upgrading rail, increasing Capacity (all types) and for Arms.



Nation Flag (#8)

Identifies your nation. Clicking on the flag will open your Government panel.



Coal (#9)

Obtained from your resource producers or through trade, Coal is consumed when building anything in a factory, moving trains (Rail Capacity), older ships, and rail-based artillery.



Metals (#10)

Obtained from your resource producers or through trade, metals are mainly used to make steel for military units and rail, or wealth-producing items such as wrought iron.



Oil (#11)

Obtained from your resource producers or through trade, oil is consumed by creating fuel and wealth-producing items such as kerosene.



Food (#12)

Grown on farms in your regions or obtained through trade, food is essential to keep your people happy and stable and your troops functioning at their best.



Gold (#13)

This represents how much gold you currently have in your treasury.

THE SUMMARY PANEL

Located on the Upper right side of the map, this panel displays all results taking place in the current turn, including treaties and diplomatic changes, combat reports, the completion of production and research, and changes to trade and stability. Click one of the icons to open the panel, click again to close it.

This shows the panel in an open state after clicking the top button. While all other buttons show only specific details, the Turn Summary shows all of them.

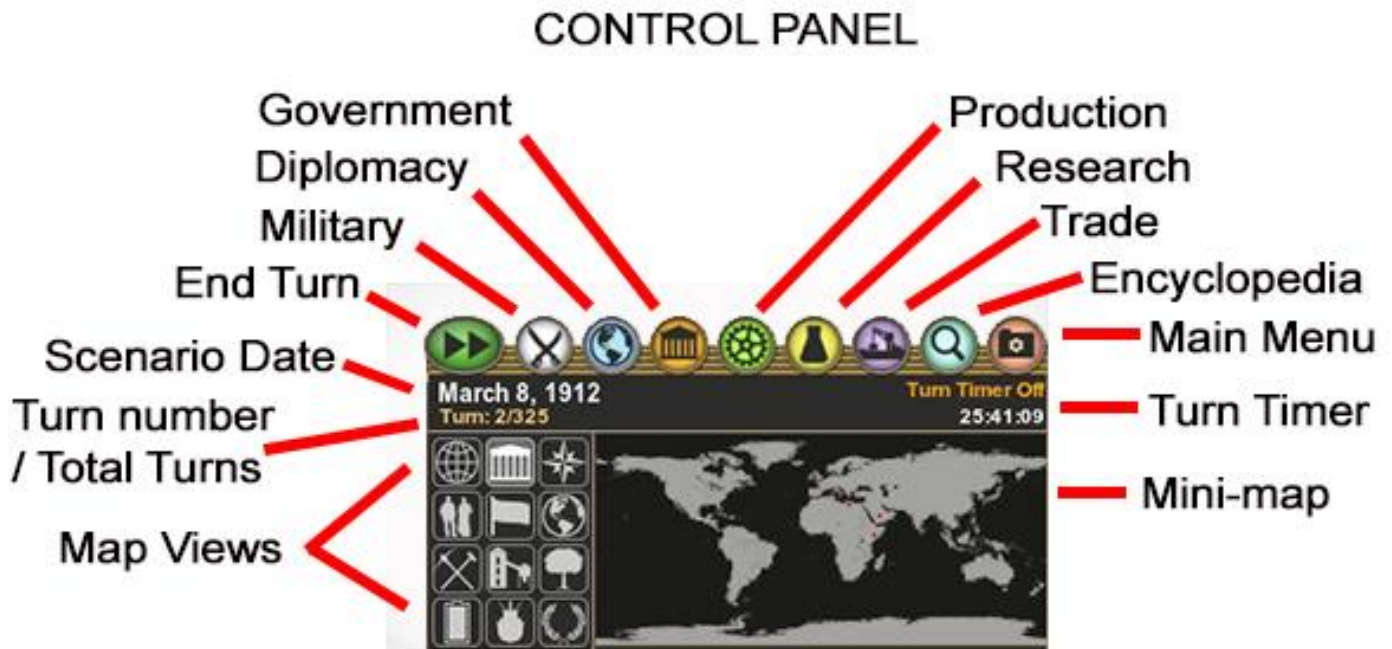


This shows the panel in a closed state with each summary area identified.



THE CONTROL PANEL

All policy areas of the game can be accessed via the Control Panel at the lower right of the screen. This is also where you end turn, bring up the main menu, change map views, review game turn status, and use the mini-map.



Control Panel Icons



End Turn

Advances to the next turn. This happens automatically if turn timer is set for a specific time.



Military

Opens the Military panel. Find details about your own Army, Artillery, Navy and Air Forces. View data and statistics of the military forces of all nations.



Diplomacy

Opens the Diplomacy panel. View details of every nation in the game and review the state of your relations with each of them. Dependencies, alliances and wars are all reviewable from this panel as well.



Government

Opens the Government panel. *This is one of the most important panels in the game.* Here you will set research, tax rates, and government policy actions. You can get a summary of diplomatic relations and influence, view your current trade agreements, and get a detailed tally of where you're making and spending money. You can also view military readiness and its associated costs. Other key areas on the Government panel include lists of all of your regions with detailed data and their current stability levels, a list of your colonies and protectorates (if any), and all domestic programs.



Production

Opens the Production panel. This panel is where you set in motion all the physical projects that effect the game. Build factories in cites and set them to making wealth-producing goods or military equipment. Improve regional transportation and defensive infrastructure. Expand your resource output and increase your food production.



Research

Opens the Research panel. Here you can scroll the various research projects. Research is controlled from the national level so only one project at a time can be underway. All projects will be in one of four possible states: complete, underway, available to research or not available. Projects can be set directly from the panel via the (+) Add button in the upper right corner of each project listed.



Trade

Opens the Trade panel. This is where you make buy and sell offers on the World Market for resources (coal, metals, oil, and food), Manufactured goods (fuel, steel, arms and gas), road, rail and shipping capacity. You can post general requests and offers which any nation can respond to, or seek out specific nations offering or in need of a particular trade item and offer a deal.



Encyclopedia

Open the Encyclopedia panel. Learn details and get data about everything in the game.



Main Menu

Opens the Main Menu. Set scenario options, view nation info, save or exit the game.

Scenario Turn Data

Located just beneath the control panel icons.



Scenario Date

This shows the current historical date in the game.

Turn Time / Total turns

Shows what turn you are currently on and how many turns are in the scenario.

Turn Timer Setting and Displayed Time

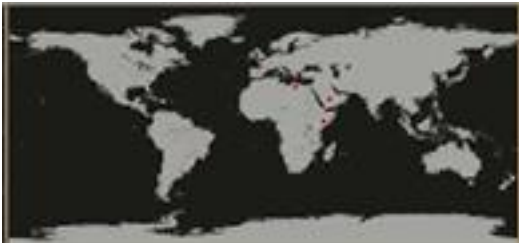
Indicates whether Turn Timer is on or off. When off, the turn time will count upwards until the player ends turn. When timer is on, the timer will be at the maximum preset turn duration and count down, automatically advancing to the next turn when reaching zero.

Map Views



Map Views appear at the lower left of the Control Panel. There are 12 categories of map overlays that display different data on the map. These are (from top left) Standard, Political, Empire, Demographics, Region Revolt Risk, Diplomatic, Region Improvements, Resources, Atlas, Supply, Trade and Points. See the Chapter on Map Views for details on each map overlay

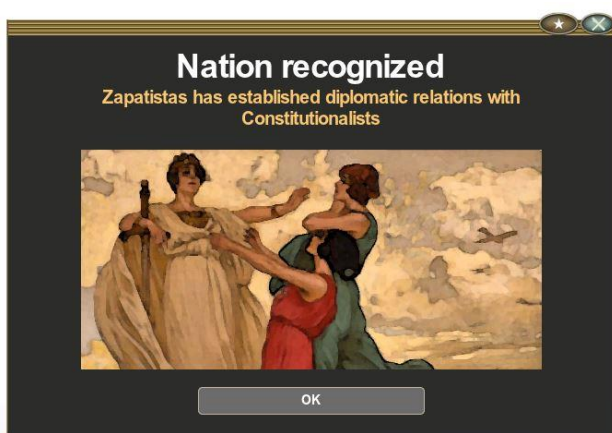
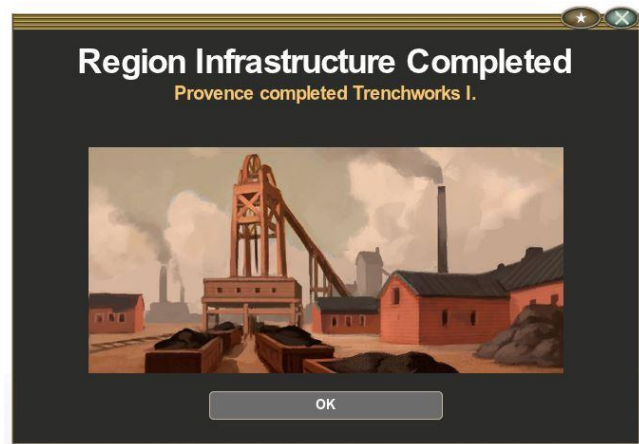
Mini-map



Click anywhere on this map to instantly shift the game map to that location. The red dots on the map indicate a battle in progress.

NOTIFICATION PANELS

Major events will appear as notifications in the center of the map screen at the start of each turn. You can control the number and type of Notifications you see by adjusting the settings on the Option Panel in the game lobby. Some examples of these panels are pictured below.

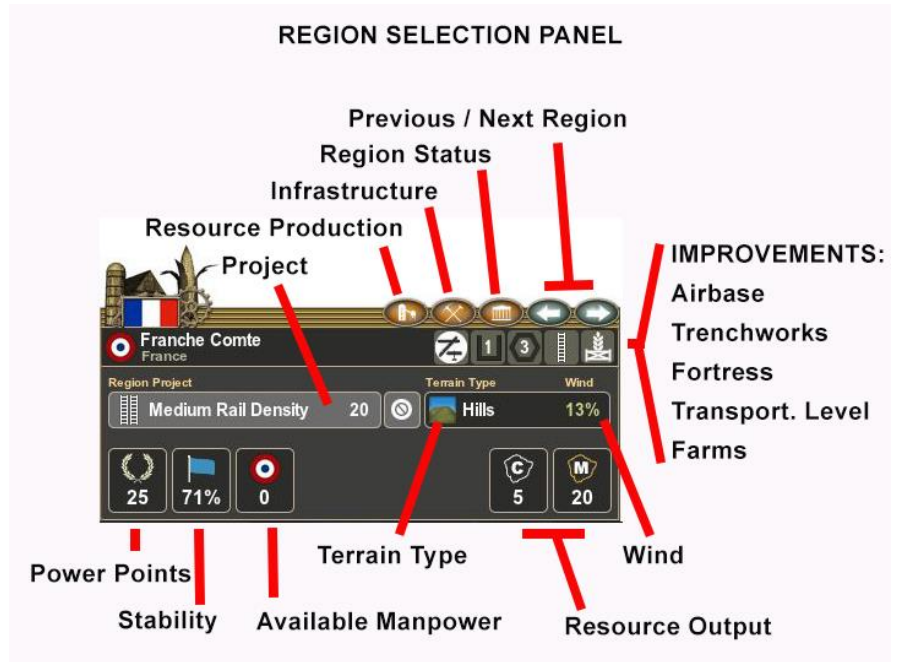


SELECTION PANELS

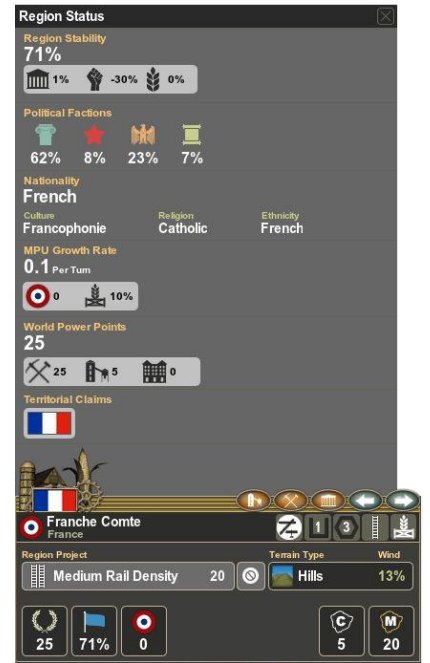
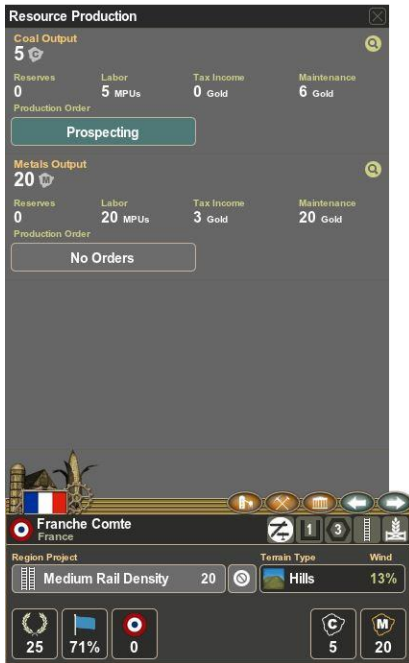
There are four different selection panels: REGION, CITY, UNIT, and ENGAGEMENT. All of them appear in the lower left corner when selected.

Region Selection Panel

When you click on any region this panel will appear. It shows you all details about the region, including terrain type, current project, improvements present, and more. If you control the region you can initiate new projects and improve resources.



Using the gold buttons along the top, the panel can be expanded to show details about **Resource Production** within the region (if any), **Infrastructure** present and **Region Status**.



Region Details

Power Points

These show how much the region is currently worth in World Power Points. These points increase as more improvements are added to the region or to any cities contained within it. Power Points are an important measurement for some Victory Conditions.

Stability

This indicates how resistant the region is to riots, rebellions or even secession. The lower the percentage, the more unstable the region is.

Available Manpower

This indicates the manpower still available to work the farms in the region. As you upgrade resource producers and build military units, the amount of available manpower will be reduced. If it reaches zero your food production in the region will stop as well.

Resource Output

If resource producers are present in the region, the amount of output will be displayed here.

Terrain

This affects the speed of troop movement, the amount of food that can be grown and can add a defensive bonus to troops. Mouse over to see a detailed tooltip about movement for various ground forces.

Wind

The number indicates the percentage chance that a gas attack will result in friendly fire from wind blowing the gas back towards those who launched it. The number changes each turn.

Project Menu

Here is where you initiate infrastructure projects. The number to the right indicates the projected number of turns until the project is completed.

Infrastructure Improvements

These icons show what infrastructure improvements are present in the region. The number contained in the Trenchworks and Fortress icons indicates what level it is.

Previous / Next Arrows

Used to cycle through all your regions

Expanded Panels

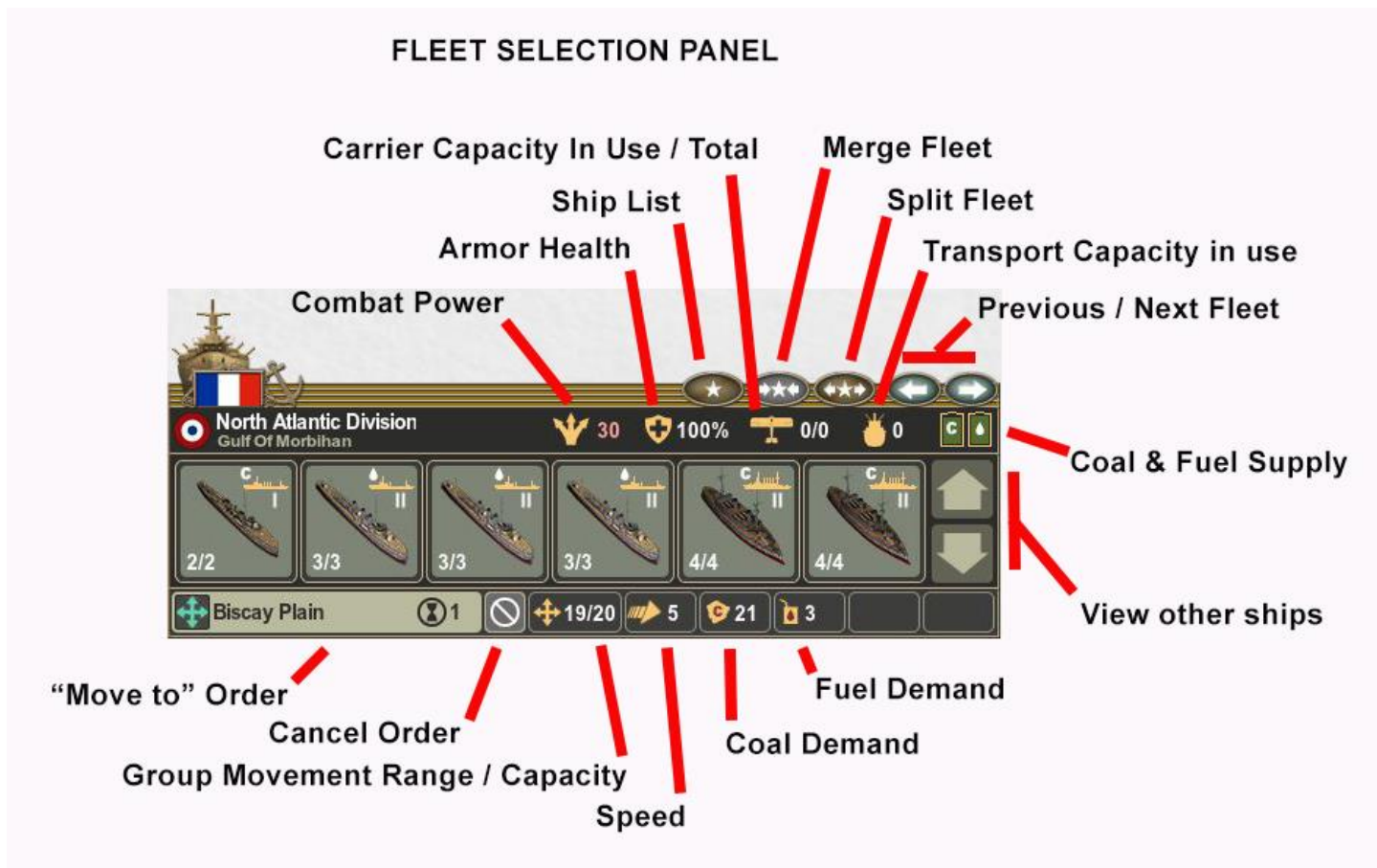
The Gold buttons at the top of the panel expand into detailed panels (see images above).

Unit Selection Panels

Whenever you select a unit on the map, the Selection Panel will show details you need to know for each unit category: Fleets, Armies, Artillery and Air Forces.

Fleets

Unlike other units, ships often represent a single vessel. Large ships have historical names which you can change, if you wish.



Fleet Selection Panel

The panel shows the name, nationality and location of the fleet in the upper left corner. The image above shows the location of the details below.

Combat Power

This indicates the overall power of the fleet. A red number indicates a penalty is being applied and the number is lower than when the fleet is at full strength. A number of factors can alter this number, including readiness level and morale.

Armor Health

Unlike all other units, which have 1 hit point, ships typically have more, allowing them to survive successful hits. This number indicates the status of armor in the overall fleet.

Ship List

Clicking the Star Icon opens the panel and shows individual ships and their current state in detail.

Carrier Capacity

These two numbers indicate the number of carrier-based planes in use and the total available in the fleet.

Merge Fleet

Opens the panel and shows all fleets in the sea region. You can choose to merge specific fleets or all of them. If there is no other fleet to be merged in the region, this button is grayed out.

Split Fleet

Opens the ship list with a divided screen. Click the (+) to the right of each ship you wish to split and it moves to the “New Group” area. When you’ve moved all ships you want in the new fleet, click the “Split Group” button to create the new fleet.

Transport Capacity in use

Whenever you have land units cross sea regions you must use Shipping Capacity. To protect them from attack you can make them a part of your fleet. This number reflects the current number of land units “on transports” that are part of the fleet.

Previous / Next Fleet

These arrows allow you to cycle through all of your fleets.

Coal & Fuel Supply

It’s possible to have ships that are powered by either fuel or coal. If your fleet contains both types, then both of these icons will be present. If only one or the other, then only a single icon will display. These show the remaining fuel and coal in the fleet. If you are out of supply, either at sea or adjacent to a coastal region where you do not have port access, then your fleet begins to consume it’s onboard supply. As it does, the green in the icon will lower and become red. Watch this carefully as fleets that run out of fuel become extremely slow.

View other ships

The panel can display six ships at once. If your fleet is larger than that, you can use these arrows to cycle through the rest of your fleet.

Fuel and Coal Demand

This indicates how much Coal and/or Fuel the fleet consumes each turn.

Speed

This indicates the number of regions the fleet can travel each turn. The slowest ship determines the fleet’s overall maximum speed.

Group Movement Range / Capacity

This number displays the current number of sea regions the fleet can travel at current fuel levels before requiring resupply. The second number is the fleet’s maximum range when fully fueled.

“Move To” and “Cancel” Orders

Indicates current fleet order. Cancels the current Move order.

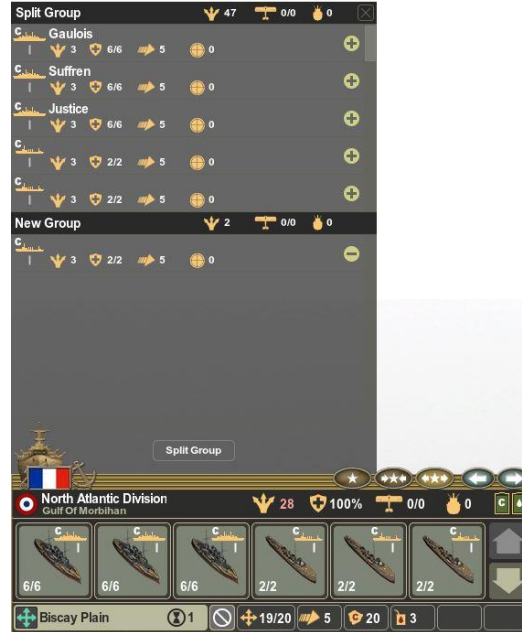
Ship List Panel

Note the top vessel is a Troop Transport. Here you can see individual ship details. Use the arrow to the right of each ship to Rename or disband the ship, or to see more details about this class of ship in the Encyclopedia.



Split Group Panel

This divided panel lets you quickly split units off into separate groups. Useful if you wish to detach all faster vessels (for example). Use the scroll bar at the right edge to see more units.



ARTILLERY SELECTION PANEL



Artillery Selection Panel

The image above shows the details specific to artillery. For all others, refer to the Fleet Panel

Range

This indicates how far the artillery can fire. (1) indicates that the artillery in the group can fire into adjacent regions.

Effectiveness

Similar to Combat Power, this score is a combination of how effective the group is at attacking infrastructure and troops.

Air Defense

Some artillery can be used as defense from fighters and bombers. Only effective for some artillery types.

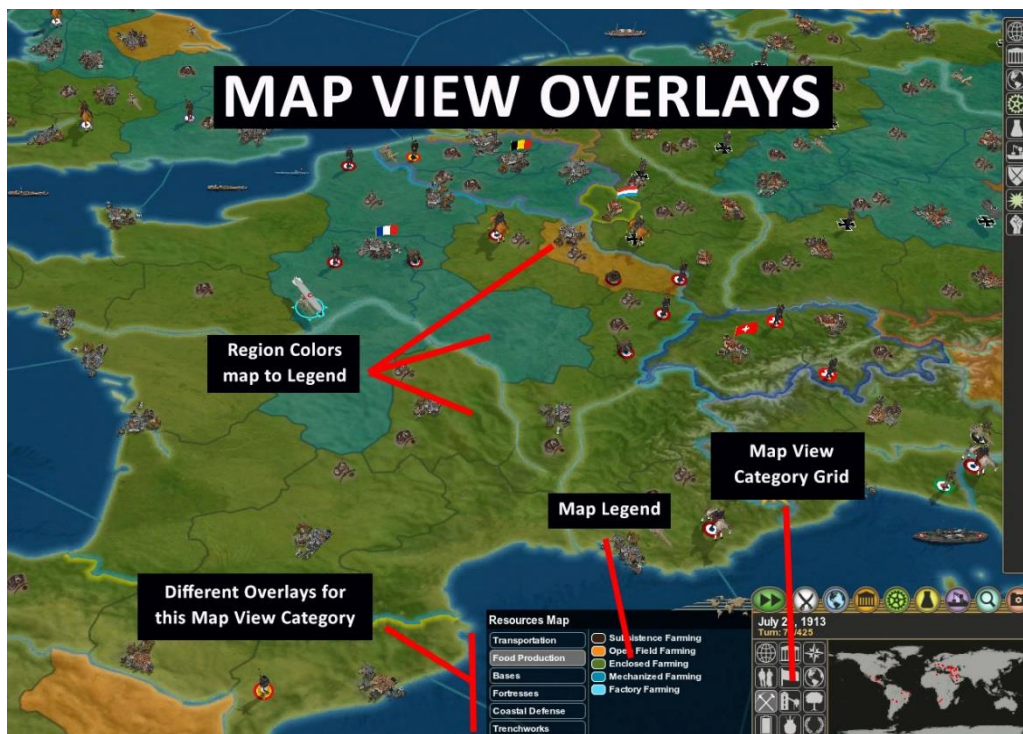
Units In Group

Total number of artillery units in this group.

MAP VIEWS

Map View Organization

There are 40 map view overlays organized into 12 categories. They can be accessed by clicking on one of the icons in the Map View grid next to the mini-map in the lower right corner of the game screen. With the exception of the Standard View and the Political View, all other view categories have more than one overlay, accessed by clicking a button to the left of the map legend which identifies the features of that overlay (see image).



Standard view (Top Row, Left)

The Standard View shows a world map with no additional informational overlays. When zoomed in you can see objects on the map such as cities, resource producers and military forces. This, along with all other map views, can be selected from the map view icons which are organized in a grid in the lower right corner of the screen. Mousing over each icon shows an identifying tooltip.

Political View (Top row, Center)

Next is the Political View. Here you will see Nation borders defined by various colors. A region in red indicates it is in a state of rebellion, and uncontrolled by any nation.

Empire Maps (Top Row, Right)

All the Great Power nations of this time were empires. This view lets you select a nation and see all the areas under its control. It has 4 different overlays that display different aspects of your empire.

1. Empire

Click anywhere in a nation it will show you any colonies or puppet states that nation controls.

2. Dependencies

This view shows Colonies and protectorates. These are areas where you control the production and the population. You can add defenses and upgrade infrastructure in these regions and cities can build factories and train local troops to fight for you.

3. Claimed Regions

Next we have Claimed Regions for which there are two types: A **contested claim** is a region you control that someone else wants. A **territorial dispute** is a region someone else owns that you want.

4. Sphere of Interest

Click on any country and see what that nation considers its sphere of interest. This mainly applies to AI controlled nations since you can choose yourself which regions you want to most pay attention to. This view will let you know which areas other nations are watching, either out of concern, or perhaps because they want to make it part of their empire.

Demographic Maps (2nd Row, Left) (Top row, right)

Click on any region and you can see its Nationality, Culture, Ethnicity or Religion. Each of these is a factor in how easy it will be for your nation to own and control various parts of the world. The fewer demographics you have in common with an area you come into control of, the more difficult it will be to maintain control. Civilization uses broader categories. For example, Western Europe and North America are part of Western Civilization, South and Central America are considered part of Latin America, etc.

Stability (2nd Row, Center)

There are two types of stability levels in the game: regional and national. For regions, the more stable the more functional the region will be. Unstable regions will become less productive and unless the instability is checked, the region can descend into rioting or rebellion.

1. Unrest

shows whether the region selected is stable, rioting or just completely out of control.

2. Revolt Risk

This uses a color coded scale of green, blue, yellow, orange, and finally red to indicate risk levels from none at all through low, elevated, high and finally severe. Players can track the levels and take action to attempt to reduce the risk level before it gets severe and triggers a revolt.

3. National Stability

This indicates whether your people support you or if you are in danger of losing power --and losing the game-- in a coup. A lot of factors are used to evaluate this, from war weariness to which government programs and what level of taxation you select.

Diplomatic Maps (2nd Row, Right)

These overlays let you view relations between nations.

1. Status

This group of maps details everything you need to know about the state of diplomatic relations between countries. First is the status view. Click on any country to see that nation's relations with every other country from allied to neutral, to strained, hostile or at war.

2. Nation's Influence

The next view, Nation's influence, shows exactly how much influence the selected country has on all others. You can choose a nation and then mouse over any other to the exact amount. This

number affects the chance you will have trades accepted or declined, or whether a nation might choose to ally with you or your opponent.

3. War Map

The war map details the list of your--or any other selected nation's allies and enemies, as well as which regions you are occupying, and which ones your enemy is occupying.

4. Military Access

The last of these maps shows which places your military forces have full military access or port access.

Region Infrastructure (3rd Row, Left)

Regions are where you grow food, improve transportation and build defenses. These overlays allow you to parse which one you want to see.

1. Transportation

This is a quick way to get a global overview of all the rail levels in the game. Once selected, color coding and the tooltips will display the levels of transportation for each region. Remember, you cannot extract resources from a region or add industry to any city present without rail!

2. Food Production

This is the view to use when upgrading farms. Food is used to maintain stability by keeping your people and soldiers fed and can be sold to generate wealth.

3. Bases

Shows all regions containing airbases, which are required if aircraft are based in the region.

4. Fortresses

This view indicates which regions contain fixed fortifications and what level (1-5) they are. Fortresses are highly effective against infantry but, as with all fixed fortifications, they are vulnerable to artillery.

5. Coastal Defense

Displays which coastal regions have fortifications and what level (1-5) they are. These fortifications are used to defend against seaborne landings.

6. Trenchworks

7. This view indicates which regions contain trenches and what level (1-5) they are. Trenchworks increase defensive capabilities of infantry vs. opposing infantry and artillery. They can be constructed more quickly than any other type of defenses.

Resources (3rd Row, Center)

The overlays in this category are divided into two sections: Production and Prospecting. Each section subcategorizes for each of the three resource producer types in the game: Coal, Metals, and Oil. The first three overlays show you which regions contain a specific type of resource producer and what level (1-4) of production it is at. Mouse over each region to see the exact amount of the resource currently being produced. They also indicate if a producer is undeveloped or unconnected. An unconnected resource requires rail development before its resource can be extracted. The Production overlays are:

1. Coal Production

2. Metals Production

3. Oil Production

Prospecting indicates that the selected resource in this region has been expanded to its maximum output unless further exploration (prospecting) takes place. Each region has a percentage chance to locate new deposits of the resource, represented on the map as 3 general levels: Low, Medium and High. Mouse over the specific regions to see the exact percentage chance of success. The Prospecting Overlays are:

4. [Coal Prospecting](#)
5. [Metals Prospecting](#)
6. [Oil Prospecting](#)

Atlas (3rd Row, Right)

This view displays data about the geography of the world, from terrain to geographical land areas, seas and continents.

1. [Terrain](#)
This view shows all the various Terrain types on the map. Terrain affects movement and Food production.
2. [Area](#)
Area encompasses multiple regions into their historically identified places such as “Southeastern Europe” or “Arabia”. Nations who own regions within one or more of these general areas will tend to consider the entire area—even that outside their control—as part of their Sphere of Influence.
3. [Sea Regions](#)
Categorizes multiple regions as the name of the sea they are a part of. For example: “North Sea” or “Mediterranean Sea”.
4. [Continents](#)
Defines the borders between continents, for example, where Europe becomes Asia.

Supply (Bottom Row, Left)

This map view shows which regions have transportation levels capable of being part of a supply line and which areas have supply or military access for a selected country.

1. [Supply Network](#)
This overview shows which regions are capable of supply. It requires at least Unpaved Roads to move supplies.
2. [Supply Access](#)
Click on any country and see where in the world that nation or empire has supply access, Military or Port Access. You can mouse over each region to see more detail about the supply, military and port access for that region.

Trade (Bottom Row, Center)

When you trade with another country, the materials will follow a trade route to get from one place to another. This Route is subject to disruption and interdiction by opposing nations as the game progresses. A route that has worked in the past may cease as an enemy takes a key region, and resources and shipping capacity may be lost to naval and submarine attacks.

1. Trade

This overlay allows you to select any nation and see the sea lanes, active trading paths, that nation's trade partners, which nations are embargoing them and anyplace along the way where trade interdiction is taking place. Mouse over a trade route to see what material is being transported, which nations are involved, and which nation's shipping capacity is being used.

2. Trade Access

Select a nation and see who is allowing them trade access.

Scoring (Bottom Row, Right)

This view lets you reference the point value of each region, and the status and total point value of individual nations.

1. Region Points

A color coded scale to see the general value of each region. Mouse over individual regions to see their exact worth. Note that region points are not static, and city and region level improvements will increase the value of regions during the game.

2. Power Status

Color code lets you see the general classification of each nation: Great Power, Regional Power, Minor Power, Colony, Protectorate or Puppet State. Mouse over any nation to see the total power point value the entire nation.