The Seven Years War

(1756-1763)

Game manual (version 1.336)

Contents

Welcome to the Seven Years War!

The Seven Years War was fought on many fronts, from mainland Europe to the colonies in America and India. For this the war has been referred to as the first real world war in history. The long and bloody conflict was continuation to the War of the Austrian Succession (1740-1748), which ended under such terms, that another war was simply a matter of time.

The war saw grand armies clashing in Europe, but afterwards the borders in Europe remained as before the war, but the power balance had changed. But the war was decisive in North-America, where the French lost their colonies to the British, who would divide them between themselves and the Spanish. But before the conclusion, there were many times things could have gone very differently.

In The Seven Years War (1756-1763) you can take role of the main parties in the war, and try to reach the historic objectives, or turn the tide of the war. The game is both a deep and complex nation management game on the strategic level, where you are in charge of your nation's economy, policies, diplomacy and of course the military effort, as well as a tactical wargame, where you lead tens of thousands of soldiers in the battlefields of the time. If you enjoy deep and thoughtful historical strategy games, then this one is for you!

The game runs in real time, that can be accelerated and paused as you will. Things will run at realistic pace, so the player will not be overwhelmed by the surrounding events, but is allowed to consider every move without a sense of hurry. There are also a number of realism and gameplay options, that allow you to customize the game experience to your liking.

Have fun, I hope you enjoy the game!

Oliver Keppelmüller

Getting started

The main menu
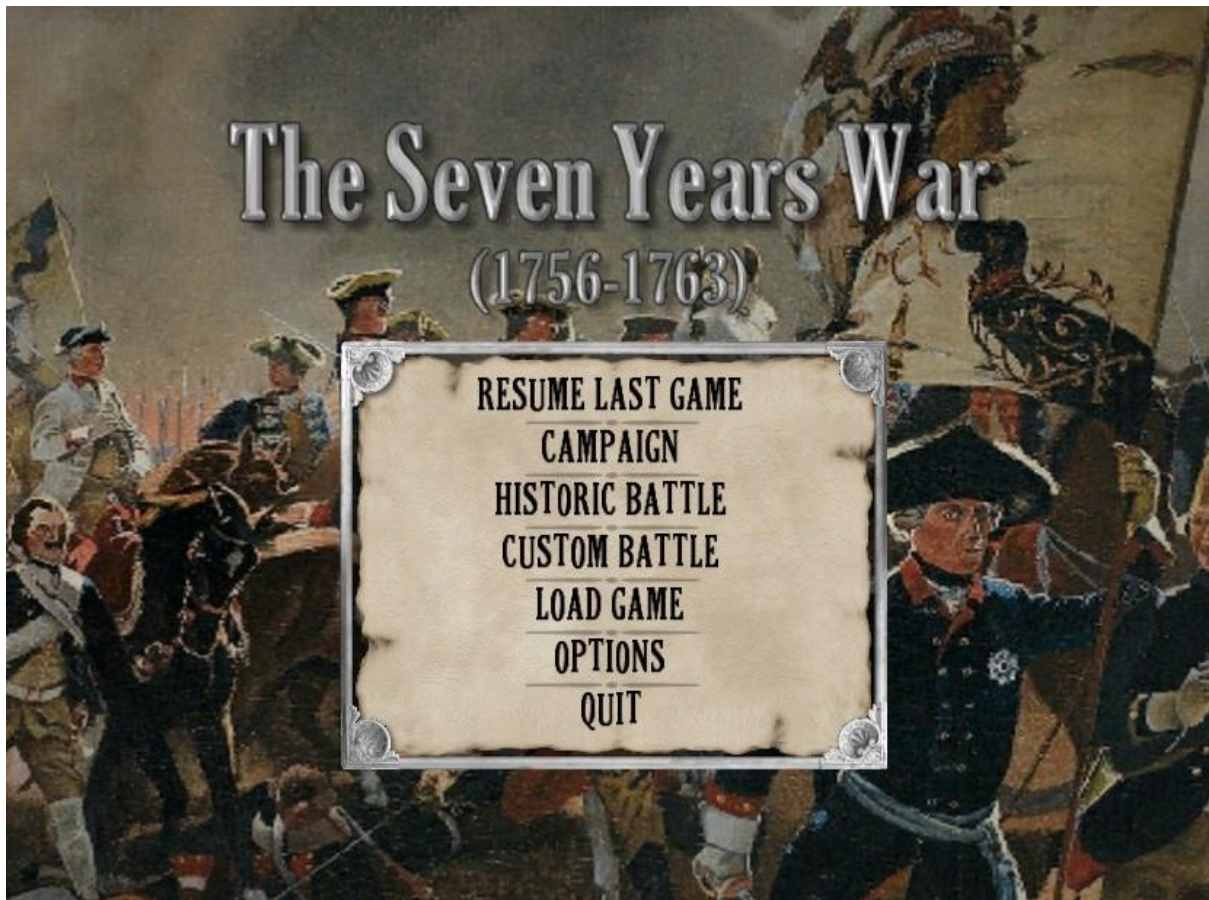
RESUME LAST GAME: Whenever you quit the game, you can continue from where you left off choosing resume, whether during a campaign or any kind of battle.

CAMPAIGN: Lets you rule one of the 5 (6 with Pomeranian War DLC) main warring nations in campaign game, where you will try to achieve strategic objectives utilizing the military and economic strength of your nation to defeat your enemies.

HISTORIC BATTLE: Lets you take command of the grand armies in battles like Kolin, Rossbach and Minden. There are 6 battles to choose from and further 6 if you own the Battle Pack DLC.

CUSTOM BATTLE: If you own the Battle Pack DLC, you can build your own battles, taking command of the armies of all 13 nations in the game.

LOAD GAME: Load a saved campaign game.

OPTIONS: Change technical and gameplay options and set hotkeys.

QUIT: Exit to Windows.

Options menu

First, it's recommended you take a look at the options menu, and the settings there. These setting will affect the performance, realism and difficulty of the game:

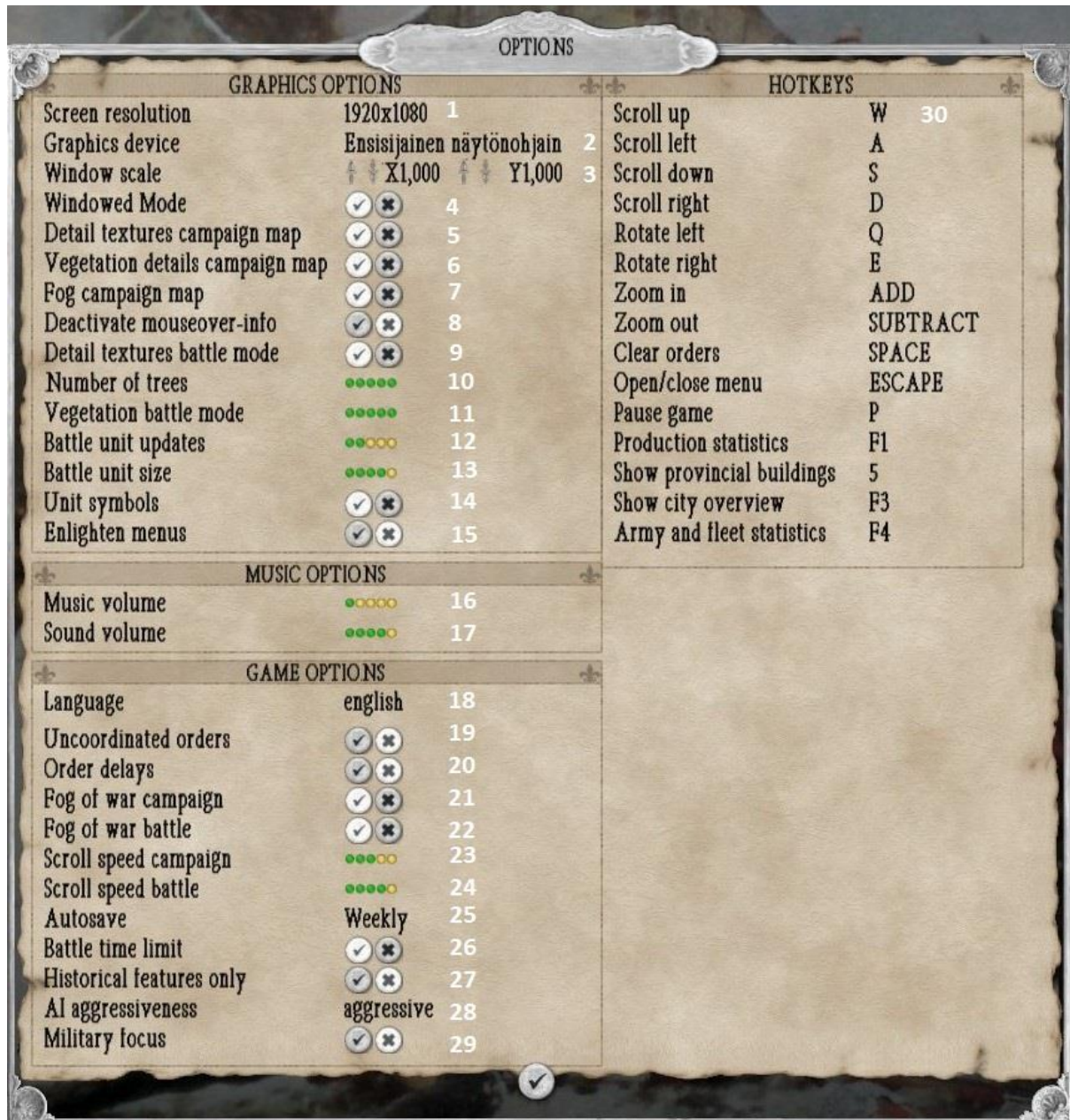| GRAPHICS OPTIONS				HOTKEYS		
Screen resolution	1920x1080	1		Scroll up	W	30
Graphics device	Ensisijainen näytönohjain	2		Scroll left	A	
Window scale	X1,000 Y1,000	3		Scroll down	S	
Windowed Mode	✔ ✖	4		Scroll right	D	
Detail textures campaign map	✔ ✖	5		Rotate left	Q	
Vegetation details campaign map	✔ ✖	6		Rotate right	E	
Fog campaign map	✔ ✖	7		Zoom in	ADD	
Deactivate mouseover-info	✔ ✖	8		Zoom out	SUBTRACT	
Detail textures battle mode	✔ ✖	9		Clear orders	SPACE	
Number of trees	●●●●●	10		Open/close menu	ESCAPE	
Vegetation battle mode	●●●●●	11		Pause game	P	
Battle unit updates	●●○○○	12		Production statistics	F1	
Battle unit size	●●●●○	13		Show provincial buildings	5	
Unit symbols	✔ ✖	14		Show city overview	F3	
Enlighten menus	✔ ✖	15		Army and fleet statistics	F4	

MUSIC OPTIONS		
Music volume	●○○○○	16
Sound volume	●●●●○	17

GAME OPTIONS		
Language	english	18
Uncoordinated orders	✔ ✖	19
Order delays	✔ ✖	20
Fog of war campaign	✔ ✖	21
Fog of war battle	✔ ✖	22
Scroll speed campaign	●●●○○	23
Scroll speed battle	●●●●○	24
Autosave	Weekly	25
Battle time limit	✔ ✖	26
Historical features only	✔ ✖	27
AI aggressiveness	aggressive	28
Military focus	✔ ✖	29

1) Click on the screen resolution to change. Shown are the available resolutions, I recommend only to use white resolutions and skip the red marked ones for better readability.
2) Change graphics device if you have an onboard second graphics card with more vram.
3) If you experience wrong window borders you can manually adjust the window scale by clicking on the arrows to scale x and y size
4) Windowed mode can be used to run the game not in fullscreen mode which opens the possibility to alt-tab during game without loss of graphics. I recommend using windowed mode to provide better game stability.
5) Detail textures may lead to lower FPS, deactivate if game runs too slow.
6) Vegetation details may lead to lower FPS, deactivate if game runs too slow.

7) Fogs may lead to lower FPS, deactivate if game runs too slow.

8) Mouseover-information ingame can be deactivated, I recommend you not to do this, as much information about the gameplay elements are given in the tooltips all along the game.

9) Detail textures may lead to lower FPS, deactivate if game runs too slow.

10) Reduce number of trees if the game runs too slow.

11) Vegetation details may lead to lower FPS, reduce if game runs too slow.

12) Increase battle unit updates for smoother movement (this leads to lower game speed/FPS). If battles run too slow and you do not want to reduce the number of sprites, try reducing this option, although unit movement may look a bit less smooth.

13) Adjust the number of sprites in battles. Keep in mind that there can be 500 regiments per battle with a maximum of 300 sprites per regiment – increasing this may lead to a slow battle performance.

14) Activate unit symbols to show troop types (infantry, cavalry, artillery) during battle.

15) Activate enlighten menus if you have trouble reading the font and want to increase contrast.

16-17) Sound and music volume can be adjusted here.

18) Click on the language to change the ingame language. The game is localized for English, French, German and Spanish.

19) Activate uncoordinated orders to increase realism: your officers, especially inexperienced ones may execute wrong or own orders (e.g. attack if the enemy is too strong, or panic and retreat even before an enemy assault has reached your lines).

20) Activate order delays: your commanders execute your orders only delayed, depending on the distance to their brigade and division commanders. This will increase battle realism and difficulty substantially. The closer all divisional units are situated the faster the orders are executed. On close range to the enemy the regimental commander takes over control which may lead to a higher rate of uncoordinated orders.

21) Activate fog of war to hide enemy territories and units out of sight. Information between allies is shared.

22) Activate fog of war to hide enemy units out of sight on the battlefield. More information is gradually received when the enemy draws near. Detailed battle statistics of the enemy army units are hidden.

23) Adjust scroll speed for campaign map.

24) Adjust scroll speed for battle map.

25) Click on the rhythm to change autosave period. The game may hold for a second while saving.

26) Deactivate battle time limit if you like to fight till the bitter end without coming to an earlier end due to nighttime (results in no minor victory/defeat).

27) Historical features only: activate this option to restrict the game features to historical accurate ones. This affects the available unit types, available formations and weapon settings (e.g. only large caliber artillery can use shrapnel shots, only few unit types can use skirmish formation, etc.).

28) AI aggressiveness: Change the campaign AI level of aggression. More aggressive AI will be less cautious and calculative in its actions, and will more actively use its armies and fleets for attacking its enemies. Three levels are available: normal, aggressive, warmonger.

29) Military focus: If you would like to stick with the military matters during a campaign game, this option allows you to hand over nation management tasks to AI, who if enabled, will manage following:

- policies
- research
- economy, including taxes, loans...
- construction

Policies and research follow nation specific priorities. Notice that enabling military focus does not disable the controls for player, who can still override AI decisions and construct new buildings etc. at will. Also notice that the economy management AI takes into account current and estimated financial situation, as well as supply and demand, so it will only build when it's needed, and has sufficient funds to do so.

30) Click on the hotkey to input a new key for the stated action. Hotkeys are only shown for keyboards in the used game language. So if you are playing the game with any other system language you may see another key, although it works with the pressed key.

Quick start: In-game tutorial

A quick 30 step in-game tutorial explaining the basic campaign mechanics and controls can be played as Britain. To start the tutorial, in main menu click >Campaign< and choose the first British scenario "Tutorial", which is selected by default. Click on the "OK" sign in the bottom to enter the tutorial.

Once the campaign screen opens, click the tutorial button on top right corner of the interface and follow the instructions there: For example in the 1st step shown in the image, the tutorial continues once you have clicked the text "game menu", and so on. It will take some 15-30 minutes to complete the tutorial and learn the basic controls and information of the campaign game.

When you reach the end of the tutorial, you may quit the game back to main menu.
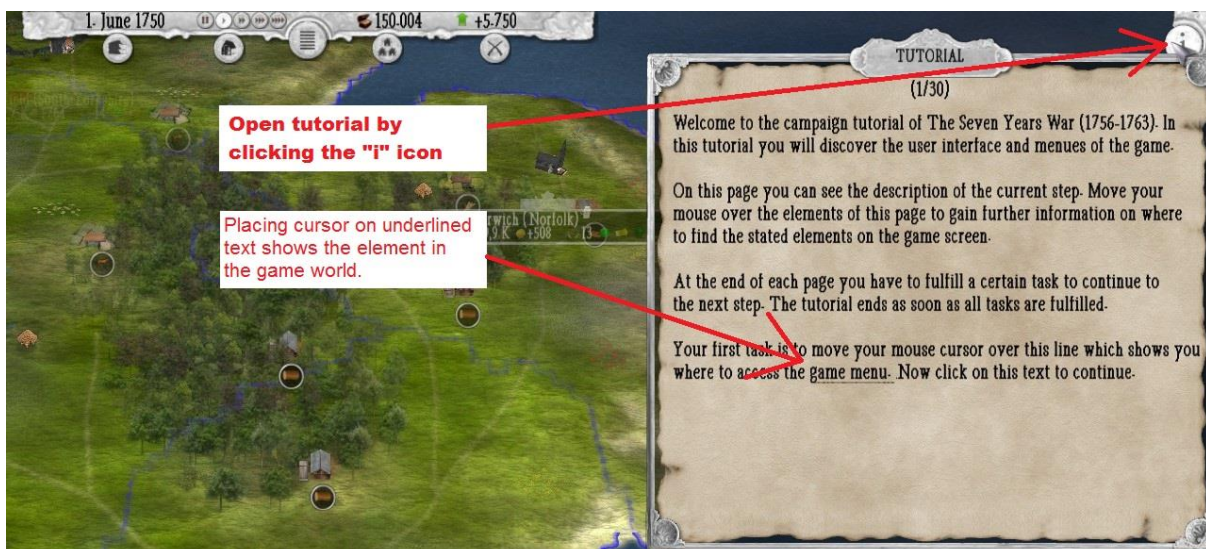
Campaign

Starting a campaign game

Start one of the 20 main game or 6 Pomeranian War DLC campaign scenarios. Playable are the 5 main warring nations (Britain, France, Austria, Prussia and Russia) out of a total of 13 countries. Pomeranian War DLC adds Sweden as the 6th nation to choose from. Click on one of the five flags on top to change the nation. Every nation has its individual advantages based on historic strengths.

On the left side you can choose the scenario. Beside long term campaigns like "The road to war" or "On the eve of war" country specific scenarios can be played, e.g. "The miracle of House Brandenburg".

In every scenario the player has to fulfill certain goals which can be seen on the bottom. The scenario ends if all goals are met and the time expired. Afterwards you can decide to continue the finished campaign if you like.

Campaign goals

These campaign goals are conditional in nature, meaning if the conditions change during the game, the goal will be accomplished, but also may be changed back to incomplete. Some campaign goals require you to conquer or occupy territories. Conquering means controlling the provincial capital militarily, and to accomplish this you need only to take the town. To occupy territories, you must first sign a peace treaty and then annex the province (see: Annexion of cities).

Some goals require you to reach a certain ranking during the course of the campaign. These rankings can be seen in the Nations comparison -screen (see: Statistics). In some campaigns you will need to conduct a joint operation with an ally against a target nation. This is done by operating against the nation in its territory simultaneously with the ally. It is not required to fight in same field battle. To help conducting a joint operation, you may propose a meeting point to your ally, where you wish he/she will send military forces (see: Diplomacy).

Military focus

If you are not keen on taking over the whole management of your nation, but would like to concentrate on military matters only, you may enable military focus in options menu. This will hand over many of the nation management tasks to AI. See options menu -section of this manual for detailed information on campaign game options.

Campaign screen overview

Below are the main controls in the campaign game interface. They are explained in more depth in associated sections of this manual.

1) Goods overview (hotkey: F1), includes detailed production and trade statistics.
2) Overview of owned provincial buildings (hotkey: F2). LMC to jump to selected building.
3) Game menu where you can change options, load and save game.
4) City overview (hotkey: F3). LMC to open selected city and province information window.
5) Army/Fleet overview (hotkey: F4). LMC to jump to selected army or fleet.
6) Current date
7) Game speed
8) Treasury of your nation
9) Quarterly earnings (earnings vs. costs)
10) Tooltips or Tutorial info on/off. Here you can also find extra information about provincial and supply emergencies and tips on how to handle them.
11) Short info: politics menu (click on symbol to choose politics)
12) Short info: diplomacy menu (shows relations to other nations)
13) Short info: technology menu (click on symbol to open research menu)
14) Building menu (for provincial buildings which can be directly placed on the map)
15) Financial Statement (open for overview and options like war loans and coin debasement)
16) Nation information, condition of campaign goals, and scenario description.
17) Officers overview (open to promote officers)
18) Nation comparison (statistics and information how your nation does compared to others)
19) Open/close minimap
20) Highlight province ownership by colouring the provinces according to owner.

Notice the round blue "i" icons scattered around the interface: these are the mouseover info. Moving mouse cursor over these will give in-game information about the associated functions. They can be deactivated in the options menu, but this is not recommended.

First steps in a campaign

Notice: if you enable Military focus in the options menu, the AI will be in charge of running your nation's economy and industries. Despite this, you may at any point interfere the AI and change things into your liking, as all the controls mentioned below are still allowed for you as the player.

Even if you choose to leave the matters to the AI it's good to at least understand the basics of economy in game, as you will be making decisions during game, that will have consequences in your country's economy. As a skillful military commander you may also use the knowledge to your advantage against your rivals, as the AI in this game follows the same exact rules, and does not cheat. It is also entirely possible to bankrupt your nation by warmongering, as so many historical leaders have done...

Build mines or farms on the campaign map near resource fields to harvest special resources.

Traders in the local province transport resources and goods from companies to local markets, other cities or other companies. As the traders are state run, their profit is added to your income sheet, shown in the city menu. The higher the profit margin of the product compared to the market price, the higher is the probability of delivery. The more products are offered the lower the price is quoted.

Traders and fleets always have a limited transport capacity. That is why they should focus on products with a high profit and trade routes with shorter distances. To manually override this behavior you can adjust trade priorities in four different trade types:

- Increase the priority of the provincial supply to instruct your traders to focus on the supply of your building sites and provincial companies with pregoods.

- Increase the priority of the provincial trade to instruct your traders to focus on the pickup of goods produced by your companies and trade with natives.

- Increase the priority of the national trade to instruct your traders to focus on the trade within all your own provinces.

- Increase the priority of the international trade to instruct your traders to focus on the import and export business with friendly nations.

In the city menu you can manually adjust the priority for special tasks in each province. There you can set low or high priorities for corporate supply and goods pickup within this province, national trade from this province to neighbored (owned) provinces or (owned) oversea provinces and international trade with (foreign) neighbored provinces or (foreign) oversea provinces.

To produce higher valued goods a product chain has to be set up: e.g. plant wheat in your farms

which is transported to a mill, the produced flour is brought to a craft producer where it is transformed to bread which is used for supplying your armies, fleets and cities. If you move your mouse over the goods overview menu (on bottom of city or corporate menus) you can watch details about each product, e.g. the necessary pre-goods or provincial production and demand.

Sea trading fields include fish, spice (southern Atlantic) and sugar (western Atlantic). Sea trading fields are slowly increasing their stock while the price drops, they can be harvested by your trade fleets. Traders and fleets always will focus on the highest profit margin in relation to the transport distance although you can set the priority of each good, trading field and native goods. For sea trading fields you can set the priority of each field directly on the campaign map. Use the right mouse cursor to set the priority of all seafields of this type.

To use import or export markets just negotiate trade treaties with other nations. You can do this in the diplomacy menu for each country.

Map resources are shown on the campaign map and can be used only once: use a hunting lodge to harvest furs, farms to harvest cotton, tobacco and sugar and mines to harvest loam, iron ore and coal. Be sure to place the provincial building close to the resource so that it is highlighted.

Goods & Product chains

To produce higher valued goods you have to set up a complete product chain. Below, all of the possible product chains of the game are shown:

 Loam **>** Bricks — Loam can be resourced by mines and can be produced to bricks by handicraft buildings. Bricks are important to construct buildings

Timber — Timber can be felled in lodging buildings. Take care to place the lodging camp next to a forest to grant resource supply. Timber is brought to local building sites and perhaps the most important resource to construct buildings

Wheat **>** Flour **>** Bread — Wheat can be grown in your farms during summer season and is then brought to a mill to produce flour. Flour can be produced to bread in handicraft buildings.

Coal & Iron ore **>** Iron — Coal and iron ore can be resourced by your mines. You need both resources to produce iron in your handicraft buildings. Iron is a basic product for higher level buildings and weapons.

Coal & Saltpeper **>** Black powder — Saltpeper can be produced in your farms, combined with coal it is produced to black powder in your handicraft buildings. Together with bullets it is used for ammunition.

Wheat **>** Horses — In your farms you can adjust production to horses. Horses need wheat as pre-good. There is a little demand for this product in your provinces, horses are mainly used to equip cavalry regiments.

Furs — Furs are produced in Northern America, especially in the French territories. You will need a hunting lodge next to a fur map resource to produce. Furs are luxury goods and will boost happiness once available in your provinces.

Tobacco — Tobacco is grown in farms, mainly in the British colonies of the Carolinas. To produce this good you have to place a farm next to a tobacco map resource. Only if a map resource is in range of the farm you can harvest tobacco. It counts as luxury good.

Sugar — Sugar is a luxury good and traded with the sugar islands in the Cariabeans. It is represented by sea trading places in the South Western Atlantic. Your merchant ships are automatically trading with sea trading places if a profit can be made.

Cotton **>** Texiles **>** Uniforms — Cotton can be produced by farms next to a cotton map resource. It is produced to textiles and uniforms in your handicraft buildings which are used to equip soldiers.

Fish	Fish is a basic food product next to bread which is used to feed your people, armies and fleets. If available in a province the supply trains pick it up and transport it to your armies as food. Fish is available as sea trading places. The stock increases permanently.
Spice	Spice is a luxury good. It is traded with the East Indies and represented by sea trading fields in the Southern Atlantic. Increase trade priority to import luxury goods and boost happiness which allows you to increase tax or grow faster.
Iron > **Bullets**	You can produce bullets out of iron in your handicraft buildings. Bullets together with black powder are used for ammunition. Your supply trains are automatically delivering this to your armies.
Iron & **Timber** > **Artillery**	Artillery is produced in your handicraft buildings. You therefore need iron and timber. This product is needed to raise or upgrade artillery regiments, which needs 1 unit of artillery.
Iron > **Fireweapons**	Fireweapons are needed to raise infantry units or upgrade their weapons. This product is produced of iron in your handicraft buildings.
Iron > **Swords**	Swords are produced in your handicraft buildings. This needs iron as pre-good. Swords are used to raise cavalry units

Provincial buildings

Provincial buildings can be built on your own terrain. Decide between lumber mills (have to be placed near forest), farms (keep an eye on potential map resources), mines (have to be placed near map resources), hunting lodges (have to be placed near fur map resources) and craft producers (should be built near cities to reduce the transport duration).

You can adjust the utilization through increasing the staff. Depending on the jobless rate in the local province staff can be build up very fast or very slow. The longer your staff produces the same product the more experienced they will become and the better the production output will be.

Choose the production by clicking on the first storage places, the needed pre-goods are automatically set and delivered (depending on the provincial supply priority which can be set in the city menu).

Change the price of the product to increase the pickup priority by a local trader: Traders have limited

transport capacity and will pick up only goods with high profits. If you increase the selling price of a product in the company menu then the probability of sale to a merchant is reduced. Keep an eye on the market prices where the trader can sell the product in the local province. If you wish to auto adjust the selling price just LMC on the relevant button next to the product calculation, RMC to auto adjust the prices of all of your companies.

Take into account to produce building goods like timber, bricks and possibly iron first as every building needs building materials. Second try to improve your food production and third try to build up your weapons industry.

If you are short on special resources try to set a minimum stock quantity in the province. You can do that by adjusting the bars shown next to the stock in the goods overview menu (when opening city or

company menus shown on the bottom).

By defining a minimum stock you can advise your traders to always focus on increasing the stock of this product until the minimum mark is reached, no matter if they make a loss or not. You would only use this feature if you urgently need products, e. g. to finish constructions while having a lack of building material.

Smaller nations may not have access to every resource and that is why you should negotiate trade treaties with foreign nations, or if you have no trade partners, you should try to occupy foreign provinces before your warehouses run out of certain products.

Production

The production in your industries keeps the economy running, and goods flowing. As economy in the game is realistically based on supply and demand, it's important to understand a few basic principles about production causes and effects.

Firstly, every industry shows the annual production and demand of pregoods. These numbers can be increased by research, experience of the workforce, and upgrading the industry itself. Increased production without actual demand will not be beneficial to your economy, as the upkeep of industries and labour force will be costly to upkeep, if they are not making any profits in sales. With more supply than demand, prices will fall and this will make the goods less attractive to the traders, who are always trying to maximize profits for your nation.
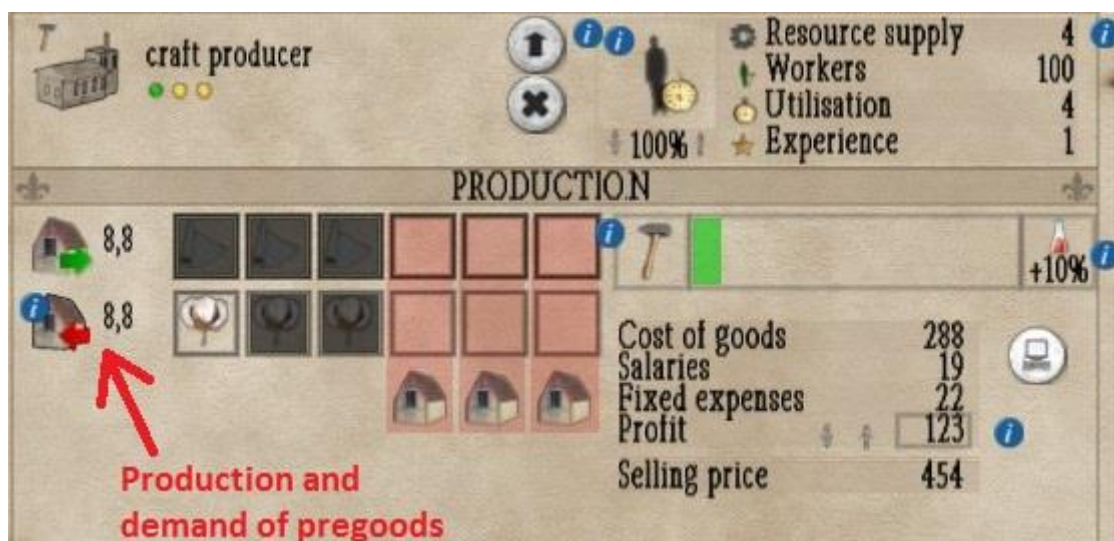
When LMC on the industry, you can see the production with the house icons. The red arrow into the building means the amount of pregoods needed for the annual production, which is shown above with the house and green arrow. In this example, the industry can take 8,8 cotton units a year to produce 8,8 textiles in the same time.

When you open the production statistics (hotkey F1), you can see the total production and demand in your nation:

	Loam	Timber	Wheat	Coal	Iron ore	Salpeter	Horses

(image shows: GOODS PRODUCTION table)

1. Open production statistics
2. Total production in your nation
3. Total demand in your nation
4. Production minus demand: if this number is positive, it means you are producing surplus. This will lower prices, but will also allow more goods of the type to be exported for profits, or sold to natives for better relations. If the number is negative, it means your nation is not being self-sufficient, and must rely on import to satisfy the demand, and prices rise. If your traders cannot acquire the product from abroad, you will run out of it eventually.
5. The total stock in your cities. If you have plenty of some goods, even without production you may do well for a time, as the traders will move the goods around according to where it is demanded the most.

In this example you can see that the nation in question is producing big amounts of timber, more than is currently demanded. This means it can be exported if there is demand within trade partners, and also that there will be enough material for new construction sites, or building of ships. On the other hand, there is more demand on wheat than it currently produced, and this means more has to be imported to satisfy the demand, or eventually the wheat will run out.

Opening the city view shows the supply and demand in the said province only (see Cities below). Each province will have individual demand and supply, making the complex economy in the game work realistically.

Because transporting the goods using traders and trading fleets takes time, it's beneficial to have supply and demand meet in an appropriate way within your nation. For example having the mines in the completely other side of the nation than iron production may cause decrease in iron production due to logistical issues, even if there would otherwise be enough iron ore and coal produced.

Notice that some goods will only be needed during wartime, and for this reason it's not necessary to have all possible goods produced at all times. It's a good idea to concentrate on building materials like bricks during peacetime, and these same industries can be converted to produce military equipment and ammunition when war creates the demand. You may also stockpile goods using the minimum supply, explained in the Cities chapter.

Forts

There are a number of forts already scattered across the campaign map. You can also build forts on your terrain by using the build provincial building option. Occupied forts can intercept nearby traders and supply trains and therefore represent important strategic goals. Empty forts can be occupied by your own but also by enemy troops, even if the province is hostile. So it may be that you will have to siege the provincial capital and each occupied fort in a province. To transfer troops between forts and armies just move an army close to the fort and click on the transfer button (shown below the division flag symbol in the army menu).

Cities

Cities are the center of the provincial economies. There, goods are sold and bought by local traders. To set priority of supplies just use the priority bars in the priority menu. Supply and delivery is a product of profit margins, distance and defined supply priority. Move your mouse over the products shown below to gain further information about production, demand, prices and needed pre-goods.

You have to manage the mood of your population. Increasing tax rates increases unhappiness, as well as high corruption, high jobless rates, spreaded religion and language, low health and low income. To improve these features you can construct city buildings, build provincial buildings (reduces jobless rate), add garrisons (reduces unhappiness) or increase product offer to lower prices (increases people's income). Luxury goods like furs, sugar and spice give a special boost to happiness. The happier the population the higher the growth of the town which then increases your available recruits.

Every factor has impact on other factors. E. g. if people's income is very low they are spending less on goods, prices are falling, corporates earn less and last but not least they are forced to enlist into the army.

In your cities you can see the already built city buildings as well as the available building places.

City buildings influence the mood, health, tax, corruption, research, language or religion of the selected province. Move the mouse over a building to take a look at the influences.

By moving the mouse above the hammer on the top left of the building image you can see the further tech chains of this building with all their influences. A building can only be upgraded if the necessary technology was researched. You can obtain further information about the necessary technologies by moving the mouse cursor over the upgrade arrow which is greyed out.

The larger your cities grow, the more building places are available to construct city buildings. There are 5 city levels: settlement, village, town, city and

metropole, each with more places to build. A city reaches the next level if it has grown enough, move your mouse over a greyed out shovel button to gain further information about the needed population level. But be aware that larger cities automatically produce a base increase of corruption.

Every city represents diplomacy/victory points depending on the size and earnings, which can be used for offerings in peace treaties or diplomatic actions. The capital is marked golden on the campaign map and has a higher weighting on victory points.

If you move the mouse cursor over the city short description a menu opens with the most demanded and offered goods. On the left side (red arrow) the demand is stated, on the right side (green arrow) the offer. Next to the product symbol the current stock and price is shown. The weighting of the ranking is done by a mix of the available stock and production and demand of the province.

Units can be recruited in cities if at least field camps are constructed and the necessary recruits are available. Each unit needs resources for setup, depending on the type of arms and an officer (if a brigade or division is newly formed you will need 3 officers: a colonel for a regiment, a general for a brigade and a field marshal for a division). To increase the numbers of recruits you can order forced recruitments which increases the unhappiness or hire mercenaries in foreign nearby provinces which has a negative diplomatic impact.

Just click on the garrison bars to open the recruiting menu. Some units can only be recruited in limited numbers, some in special provinces. Native units can only be recruited in provinces where allied natives are situated. The maximum recruitable native units depend on the strength of the clan, they cost nothing except firearms but are only usable for skirmish actions in battle. If recruiting time has passed the unit is available in the garrison place in the local city. There it can be transfered to nearby divisions by drag and drop in the division hierarchy.

To create a new division simply drag and drop a garrisoned regiment on the soldier symbol at the left. By clicking on the division hierarchy button the regiments can be added to or removed from a brigade or division. The regiment can there be named or its weapon can be replaced.

Every weapon has its special impact on movability, fire range, fire accuracy and fire strength. Weapons can only be replaced in city range when this kind of weapon is on stock.

Division hierarchy

You can take a look on the division hierarchy if you press the hierarchy button in the army selection menu. Every division is formed of 1 – 5 brigades which consists of 1 - 5 regiments.

You can drag and drop each unit to the brigade flags (national flag, silver lining) to reallocate. Even whole brigades can be shifted (e.g. to divisions close by). If you click at the unit symbol you can see additional information about the regiment or brigade.

Weapons add to the movability, strength, range or accuracy of the selected unit. Weapons can be replaced by moving the division close to a city and clicking on the weapon symbol. Every new weapon needs a weapon resource.

In the hierarchy menu you can also rename the division or the selected regiment by clicking on the pencil, form a new division by dragging a regiment to the soldier plus symbol or disband whole regiments or divisions by clicking on the x symbol. Recruits from disbanded units will be returned to the nearest town, and added to the recruit pool.

Divisions in the field

After choosing a division on the campaign map it can be moved by RMC. You can see a division range radius which is determined by the included units. A simple cavalry division has a larger action radius than a combined force. If enemy buildings are encircled by the action radius you can loot them, if enemy traders or supply trains are within the circle you can intercept them and if enemy divisions are in range a battle starts.

If there are multiple divisions within the action radius all additional units will participate as reinforcements. This included allied divisions, which will be placed under your command in the upcoming battle. Before the battle begins you can order each division to participate in the battle or not. Depending on the unit distance to the battlefield the reinforcements may come a lot later into battle.

To activate interception of enemy supply trains and traders click on the relevant army order button. If such event happens the enemy trader is stopped and loses all of his goods which causes financial

damage and cuts possible trade and supply routes. Doing that, you can starve out enemy divisions or whole regions. Opposite to intercepting trade fleets the occupied goods are destroyed, if enemy trade fleets are intercepted the goods are stored in the loading room of your warships and will be sold automatically at the next harbor stop.

Other orders include Fastmarch, which means the division will conduct a forced march to destination. The speed of movement will increase, but is countered by a cost in morale.

You can order your divisions to conduct training in the field by enabling maneuvre command. This will increase the experience of the commanders and soldiers up to a point, but will also increase the upkeep of the unit and increase desertions for the duration of the maneuvres. The order will be automatically canceled when no more experience can be gained. Only real combat will increase the experience further.

Every division has to be supplied with food, ammo and recruits to replace losses in combat or due to desertion, through the local supply depot in the city menu. Supply trains can supply the local or nearby provinces. Allies may also provide supplies to your armies if they are far from your lands, and vice versa, same goes to fleets. Supply lines can be cut by enemy division (if the order is activated), so cover your supply lines if advancing on enemy territory. To reduce supply usage in enemy territory you can order plunder and looting which causes damage to the local buildings, increases unhappiness in the local province and pushes a lot of new willing recruits to the enemy ranks. In the colonies you may only move smaller armies as the supply capacity is very limited.

You can prioritize the flow of supplies to your units by changing the supply priority in the selected division. The control to do this is located in the division information, right side of national flag, above the bars showing number of men (infantry/cavalry/artillery).

 To move your division over the sea, you can load it in a fleet. To do this, you need a fleet that has no orders (is stationary), and has enough transport capacity to carry the division. Transport capacity is shown in the fleet information as the box icon, representing number of men it can carry. Select the division and click on embark button, and the fleet will move in to pick up the division. To land the division, simply click on the destination shore, and the fleet will move in and drop off the division. If you load multiple divisions in one fleet, only 1 division is disembarked with one click on the shore.

If a division is located on enemy territory, and the relative strength or morale falls too low, the division is routed. It will be moved to the nearest friendly city to gather stragglers and to rally, and will suffer high amount of deserters until morale is restored. If there is nowhere to retreat, the division will surrender. These prisoners can be exchanged via diplomacy, and in returned to pool of recruits.

Sieges

If you move your divisions to an enemy city or fort a siege starts, but only if the city or fort is garrisoned.

To win a siege you have to crack the defender's morale by starting all out attacks or using demoralizing artillery and grenade fire. A siege can also be won by starving out the enemy which makes only sense if the food stocks have already been low.

You can build trenches and artillery positions to move closer to the enemy, though under defensive artillery fire, which will allow you to bombard the enemy to lower their morale, or to assault with your infantry. The more trenches are built, the less casualties are taken from defensive fire, and the better the chances of a successful assault.

Drag and drop units to the siege screen. 1) shows non-constructed trenches, 2) trenches in construction, 3) trench/artillery position may be built, 4) trench is occupied by an infantry unit, 5) siege camp (units in the siege camp may participate in an all out attack).

Allocate available regiments to building crews, trenches or artillery positions. The more soldiers are allocated to the building crew, the faster the construction proceeds. For this reason, the more numerous infantry regiments will make more effective diggers, even if other unit types can also be used to dig trenches. You can see a hammer in the siege overview of the campaign short information on the left hand side indicating that further siege constructions can be started.

There are two types of artillery installations: At the larger distance your artillery will only fire solid rounds at the defensive building itself, causing less casualties but damaging the building, and at close distance it may fire explosive grenades inside the defenses, which causes heavier casualties and damage. The longer the artillery fire lasts the higher is the damage at the city buildings and fortress walls. The higher the damage of the fortress walls is, the higher is the chance of an attack succeeding and the higher further losses of the defending unit are.

The defender may focus its fire on the diggers, which slows the building process (left button), on the attacker's artillery which suppresses artillery fire (right button) and on the attacker's infantry which causes them casualties (middle).
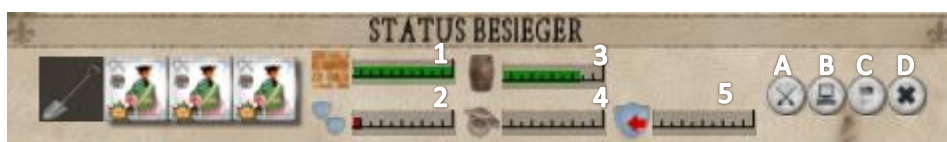
On the bottom of the siege menu you can see additional information about the condition and bonus of the siege.
1) wall conditions,
2) defense bonus of the attacker (is increased by building trenches),
3) number of days the defenders' supplies will last,

4) artillery suppression (can be increased by building artillery positions and occupy them),
5) flank bonus for attacks (can be increased by building flanking trenches)

All out attacks can be started by clicking on the button A. The more troops are positioned in the trenches, the higher the losses of the defenders are. An attack lasts some hours, after that you can repeat it several times.

To let the AI lead the siege you can activate the button B). It then builds and attacks or defends automatically.

If your troops are strong enough you may offer the besieged enemy to surrender the fort and honourably retreat his troops, keeping the colours (button C). In this case the defenders of the fort will return to their capital city and form a new division. If the siege ends in unconditional surrender of the garrison, or they agree to surrender but have no officers to lead them back home, the garrison will be taken prisoners, and can later be exchanged via diplomacy.

To cancel the siege click on the button D. The siege is lifted and your troops are available for further movements.

Annexion of Cities

If you are at war with another faction you may conquer enemy cities. Therefore move your armies to the enemy city. If garrisons are positioned a siege will commence, if not the city is occupied without resistance.

If an enemy city is occupied half of the stated victory points of that city are added in favor of your balance but the formal owner still claims possession of it. Occupied but non-owned cities show up a splitted flag (on the top the occupier, on the bottom the nation that claims ownership).

In this situation the corruption is permanently rising, depending on the distance to the own and enemy capital. If you occupy a province far away from the enemy capital but close to yours the population might not be that unhappy to join your nation. Another negative fact is that you cannot recruit units in this province until it is fully owned by you.

To claim full ownership of occupied cities just open the city menu and press the button <Claim ownership>. This can only be done if the two nations already have signed a peace treaty and enough diplomacy points are left to claim ownership.

Take a close look at the victory conditions if a province needs to be occupied (means first conquered and then claimed) or if it is sufficient to only occupy it. For longer scenarios like "road to war" you will need to claim it after occupation.

Notice in the campaign scenario victory conditions if a province needs to be occupied (means first conquered and then claimed) or if it is sufficient to only conquer it. For longer scenarios like "road to war" you will need to fully occupy (annex) the territories.

Fleets

In harbor menu you have the following functions and information:
Available recruits in the town and number of officers are shown just like in city overview (see: Cities)
1. Recruit mercenaries from neighboring provinces
2. Currently available recruits and estimate of new recruits during the next year
3. Available / Total number of officers, and the number of new officers being recruited yearly
4. Forced recruitment
Note that you can build ships without having enough recruits for crews at the time of construction, but these crews must then be later added in order to add the ship to a fleet. This is done automatically, when recruits become available.
5. Upgrade the harbor: this allows construction of Ships of the Line, and more trading fleets in this harbor. Upgrading needs certain technologies researched.
6. Assign a construction work of the shown ship type by LMC on the hammer icon. The main properties are shown here (speed in knots, amount of guns, crew size and load capacity) and the time, cost and required goods for constructing the ship is shown in a tooltip.
7. The ship building capacity of the wharf is shown here. The assigned construction work of ships are shown here. Finance expansion of the wharf by LMC on the green +. This will allow more ships being built simultaneously.
8. Ships in this harbor are shown here per type.
9. The ship condition and supplies are shown here.
10. When there is a fleet present in the harbor, you can assign ships to the fleet by LMC this down arrow.
11. Create a new fleet. This requires a free officer. Higher ranking officer can command bigger fleets.
12. Disband the selected fleet, shown below (in this example the Örlogsflottan)
13. Repair damaged ships in this harbor on/off. Repairing needs certain goods.
14. Resupply ships in this harbor on/off. This requires food.
15. Resupply ships with ammunition in this harbor on/off. This requires black powder and ammunition (bullets).

16. Here you can see the selected fleet's number of ships by type, and you can remove ships from the fleet to the harbor by LMC on the up arrow on top of the ship type.
17. Move the fleet from the harbor by LMC. The fleet will be selected and this window closed.
18. The officer in command of the fleet. You can replace or promote him using the buttons. Higher ranking officer can command bigger fleets.
19. The fleet properties.
20. Next/previous fleet in harbor.

Fleets are used to protect the own naval trading routes or to cut enemy trading and supply routes. Ships can be built in local harbors and can then be assigned to new or existing fleets if the fleet is located near the harbor. Adding ships to fleets need recruits, supply and ammo. If you like to create a new fleet just LMC at the <new fleet> button. An officer needs to be assigned, the higher his rank the more ships he may command.

Move your fleet by RMC on the campaign map, multiple waypoints may be set by RMC further. To cancel all waypoints just press the button. If the button is activated the fleet repeats all further set waypoints.

If the ships' supply stocks are exhausted the fleet automatically returns to the nearest harbor with the highest resources in stock. A ship battle starts if two fleets are approaching within their action radius and is solved automatically depending on the ship types, technologies and doctrines.

To intercept enemy fleets or trade fleets simply activate the corresponding "intercept" button. If two enemy fleets meet (within range radius) a naval battle starts. Naval battles are fought realtime but calculated automatically. Victory or defeat is determined by the number and types of included ships, quality of the commanders and researched naval doctrines. If the condition of your fleet falls below a certain level or the ammunition is exhausted the battle is ends and the fleet should be moved to harbor to repair and resupply. You can track the battle by moving the mouse over the side information on the left screen side. Trading fleets cannot defend themselves and are conquered immediately. The transported goods of captured trading fleets are taken over to the attacking fleet and are automatically sold at the next harbor stop, and the income is shown in the "conterbande" line in finances window (see: Finances). The captured trading fleet is replaced automatically in the home harbor.

The selected fleet information and commands are shown here:
1. Number of ships by type.
2. Fleet speed in knots. The speed will fall if ships are damaged.

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3. Number of cannons in the fleet.
4. Number of sailors in the fleet.
5. The fleet load capacity. The number shows how many soldiers the fleet can carry. Captured goods from intercepted trading fleets also take up some space.
6. The supply level of the fleet.
7. Fleet condition.
8. Ammunition level of the fleet.
9. Orders other than movement are given here.
10. "Load" shows the number of soldiers and goods currently carried by the fleet.

Commanders

Officers are necessary for setting up regiments (colonel), brigades (general), divisions (field marshal) and fleets (admiral). Every commander gains experience through maneuvers, policies or battle honors. You can manage your commanders by clicking on the commander overview at the bottom of the screen.

Commanders are recruited in officer academies in local cities. If they are allocated the first time they adopt the branch of arms of the unit they are allocated to. If you want to change the branch of arms by allocating the commander to a new unit (e.g. from navy to infantry) the commander loses all or parts of his experience. The higher the experience of the commander, the lower are the deserting rates and the more rally commands are available in battle. Experienced commanders also execute orders faster and show less irrational behavior.

If you wish to switch commanders simply click on a unit (divisions and fleets on the map, regiments and brigades in army hierarchy menu) and click on the switch button situated next to the commander picture.

To promote commanders to reach higher hierarchy levels they have to have enough experience. Once promoted they can be leader of higher unit levels but lose experience.

The amount of available officers and officer growth per annum can be seen next to the recruits numbers. Constructing officer schools in your cities will lead to higher officer growth. If you disband units the old commanders are available for further tasks again. Once a commander was appointed he acquires the unit's branch of arms (infantry, cavalry, artillery or navy). If this commander now gets appointed to a different branch of arms he loses experience. To appoint or switch commanders simply click on the switch button below the commander picture.

Finances

In the finance menu all revenues and costs are shown for the current and the last quarters. Coin debasements can be made to add to your treasury at the cost of unhappiness and higher prices in your nation, which again leads to lower people's income and lower tax revenues.

Issuing war loans may help in short term but they are due in some years and you will have to pay interest. The better your financial situation and the lower the issued debt, the higher your rating will be which has therefore a positive effect on the next coupons you have to pay. If you are not able to redeem a war loan you may decide to declare bankruptcy which stresses your diplomatic relations to other countries and prevents issuing new loans for a longer time period.

Coin debasements should be made if you urgently need money but you are not credible any more. By using this option you increase the number of coins of your nation immediately which increases your cash. The received amount depends on the size of your nation and the people's wealth (income). On the other hand it leads to higher inflation and lower people's income. You will not have to "pay back" the received amount but many of your people will get upset so use this measure only if really necessary.

If your finances go negative you cannot pay your armies which leads to demotivation and higher desertion rates.

Statistics

A huge set of statistic menus is available to help keeping the overview of your nation. In the country comparison you can take a look at how your nation does compared to your opponents. You can access this menu by clicking on the specific button on the bottom of the campaign menu.

On top of the screen you can find the overview menus: In the company menu you have a brief overview of your companies, your production and your industry earnings. The goods statistics shows all the produced and demanded goods of your nation, the city overview shows all of your cities and their data. The army and fleet statistic shows your units and military data.
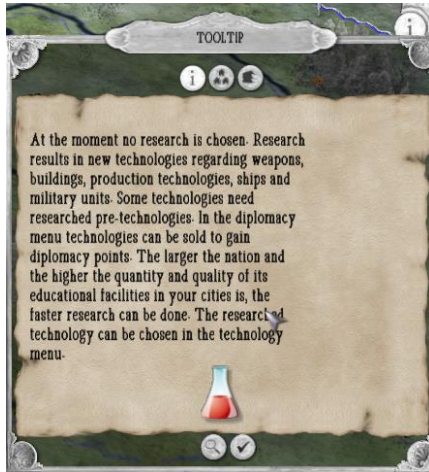
Some menus have buttons to switch to further statistics. For example: click on the trade report button in the goods overview menu to get a detailed report about the trade flows of each of your provinces and your whole nation.

Tooltips

Click on the top right symbol "I" to open the tooltip menu. You can then see 3 buttons to open different tooltips.

The first overview shows tips and explains the correlations. Click on the magnifying glass to jump to the place of the action. Click on the checkmark to continue to the next tooltip. This button may be grayed out if no hints are available.

The second overview is a brief summary about problematic macroeconomics in your provinces. Move the mouse over the blue symbol on the right to obtain further information about what you can do to solve these issues.

The third button opens a menu where you can see all supply shortages in your provinces. Shortages are only shown if the product is needed, e.g. as pre good or consumption of your population. You can see a summary of the stock, production and demand. Right to these figures you can obtain further information about what may have caused these problems. Move the mouse over these symbols to get further information.
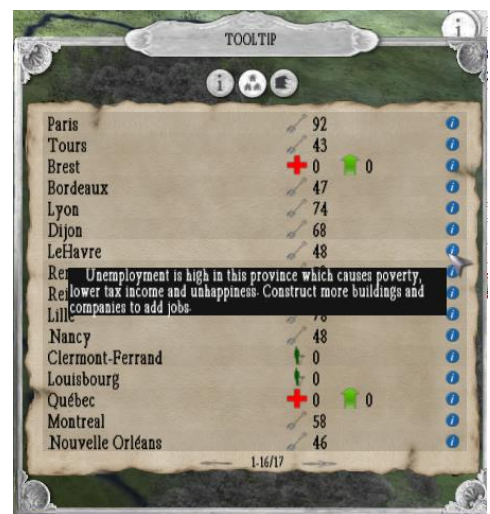
Natives

Native clans are scattered all over the map ranging from clans like Natchez in Louisiana to the Sami in Sweden. The population of the individual clans is gradually mounting which adds to the strength of the clan.

You can also trade goods with clans to improve relations. Traded weapons increase the strength of the clan, traded horses the activity range.

The nation with the highest trading turnover has the highest relation to the clan. If a certain level is exceeded (symbolized by the arrow) an alliance is agreed. If a clan is allied with a European nation this nation can set an enemy of the clan. Then, nearby supply routes are attacked depending on the range and strength of the clan. Click on the clan settlement to view the action radius. Every enemy supply train or trader entering this circle may be attacked. The stronger the clan is the higher is the probability of an attack. Every attack costs one piece of horses and fireweapons if available, so the range and strength reduces after each attack.

Another advantage of a native ally is that the allied European nation can recruit native units in the province where the clan is situated which cost nothing except the firearms resource. The higher the strength of the clan, the more units can be recruited.

Alcohol can be delivered to increase relations at the cost of health and growth. Pox epidemics can be spread to reduce the strength of the clan at the cost of negative relations to the clan and European nations. Clans can also be attacked by RMC on the campaign map if a division is chosen.

If an enemy clan gets too strong and is disturbing your supply routes too much you may attack the clan settlements with your division. For this purpose simply select an army, rmc on the target settlement to attack. The attack will be calculated and the strength of the clan reduced which also lowers the probability of an attack on your supply trains and merchants.

Research

Technologies are separated in 5 technology groups. You can research production technologies, new buildings, logistics improvements, new weapons, navy tactics and units.

To research LMC on the test glass in the technology short overview on the bottom left of the screen. Advanced technologies need one or more pre-technologies to be researched first which is shown by moving the cursor over the technology picture. If you click on the technology picture of an advanced technology you can take a look on the technology tree which shows all the necessary pre-technologies.

You can improve the speed of research by constructing or upgrading educational buildings in your cities. The more nations have researched a specific technology, the more is the common knowledge of this technology which reduces the research time for all other countries which have not researched this tech yet.

Policies

Policies are used to navigate your nation into a special direction. They can be set in the policy short overview on the bottom left of the screen.

Every policy has a special advantage and a certain disadvantage which accelerates the development of your nation in one direction but slows in another direction.

Once a policy is chosen it can only be changed or cancelled by a new petition about 3 months later.

Land Trade Liberalization: Privately owned trading companies may participate in the trading within your nation. This leads to higher transport capacity of your traders as more traders are participating but lowers the market price of goods as the amount of goods offered is rising. You will want to choose this policy to push your economy short term without the need of constructing better market buildings.

Sea Trade Liberalization: Privately owned merchants may call your ports. This leads to higher transport capacity of your merchant fleets as more fleets are participating but lowers the market

price of goods as the amount of goods offered is rising. You will want to choose this policy to increase the flow between the colonies and Europe and therefore the import of luxury goods.

Food allotment: The food consumption of your people is limited which lowers the demand for food. Use this measure to increase the stock of food and therefore to keep more rations for your army and navy supply. But be careful - this will lead to higher unrest within your population.

Research initiative: Spend money to boost the research capacity of your nation. This accelerates your research but leads to higher costs which you can see as maintenance costs in the city overview. Smaller nations with fewer cities should use this to keep up with larger countries.

Recruits training: Order additional maneuvers and training for your soldiers. This increases the experience of all of your soldiers without the need of fighting battles but leads to higher army maintenance costs.

Production initiative: Spend money to boost the production capacity of your companies. Your companies will then have a higher production output but also additional costs. Use this option if your companies are highly profitable and the demand for goods is still high.

Fight against corruption: Sometimes you will have to take additional steps against corruption like increasing your police force which causes additional costs which can be obtained in the maintenance costs. Corruption can take away a lot of your trade and tax revenues, so use this measure after a period of longtime corruption to bring it down again.

Officer patents: In times when your army shall grow and no officers are left you can issue additional patents to promote lower ranks to officers. This will slowly raise the amount of available officers but will lower the experience of your officer corps. This should be used if you do not want or do not have the opportunity to build more officer schools in your cities and your rivals are mobilizing their armies.

Agricultural reform: This policy orders your people to use the workforce on the fields instead of going to school and being educated. This measure has a great effect on the production of agricultural goods but is dragging down your research as the overall educational level falls. Use this especially in times of low food supply to increase production of basic food resources.

Building reform: Construction is subsidized with additional means and additional workforce. So the construction of your buildings is substantially increased, although the costs are rising dramatically. This is only advisable for short term periods when a lot of buildings should be constructed.

These 2 policies are only available with the Pomeranian War DLC:

Naval invasion preparations: When preparing for a major seaborne attack one must gather a sufficient fleet of troop transports, that need to be built or confiscated and added to your fleets. This increases the troop carrying capacity of your fleets, without adding to their combat power, and also introduce additional costs in upkeep and supplies.

Mercantilism: Try to boost your own economy and industry by creating monopolies, introducing tariffs and trade

embargos. This kind of state run regulation will result in increased trade profits within your nation as you are favouring domestic products over foreign ones, but it will also influence foreign trade.

Diplomacy

The diplomacy menu can be shown by clicking on a foreign flag in the diplomacy short overview on the bottom left of the screen. Green flag borders mark allies, white neutrals and red enemies. The same colors can be shown on the campaign map borders (blue borders are own provinces).

Diplomacy works by buying or selling means through diplomacy points (in peacetime) or victory points (in wartime). You can switch the "trade" direction by LMC on the red/green arrow. The higher the available points are the more actions can be set. Good relations are shown green while bad relations are marked red. Points at or below zero means diplomatic relations are exhausted and war is declared.

Diplomacy points can also be earned or spent through the more of 30 embedded historical events where you can choose to go the historical or the alternative way.

Every diplomatic action has also some impact on nearby allies or enemies. Diplomatic actions include: technology exchange, prisoner exchange, subsidy payments and province exchanges. You can also negotiate or cancel one or two sided trade agreements, way rights or joint military actions.

If you offer a trade treaty to a foreign nation the traders and trade fleets of the other nations may start trading with your provinces one sided. This will increase the product flow which is an advantage for your nation too but you cannot adjust the goods priority for such trades. That means that the foreign nation can also buy goods from your markets where you have set low trading priorities or a minimum stock. If you demand a treaty your traders and fleets will trade one sided with the foreign nation. Here your trade priorities are taken into account.

Joint military actions can only be chosen with allied nations: therefore LMC on the campaign map. If the meeting point is near allied positions your ally will move troops into this range which costs diplomacy points depending on the duration of the action. Add meeting points by clicking on the relevant (flag) button. Now click on a position on the map to define a joint military objective. This is only possible in friendly, enemy or allied terrain. If allied units of the chosen nation are near they may move into this meeting point to support your strategic goals. But every day this army is situated there will reduce your available diplomacy points with this ally. If one of your allies adds such meeting point you may earn diplomacy points by placing your own troops there. This is a way to let

your allies cover weak but important strategic positions or to combine your joint forces to attack a strong objective.

Hint: If you plan a double diplomatic exchange (e.g. offered and received trade treaty) be sure to first offer the treaty (receive diplomacy points) before you claim the treaty (spend diplomacy points) as certain actions need a minimum diplomacy point level and you lose points through "bid/ask" spreads.

Seasons

Winter months range from early December to late March. During this winter season military operations should be cancelled if possible as desertion rates are rising while divisions are moving.

Furthermore production and demand is affected. Agricultural production is limited and the demand for some products like furs and coal rises.

One Russian scenario has the goal to overwinter a large troop contingent in East Prussia, so these troops have to be placed there until the start of the winter season.

Weather and temperature (DLC)

Weather and temperature influence is implemented with the "Battle Pack DLC" for custom battles, historic battles and campaign battles. Weather and temperature affects the condition of the fighting troops (fatigue, fatigue recovery), the speed of the units, rate of misfires, view range and some special influences like faster crossable rivers under frost.

Depending on the month of the battle the probability of rain, snow, heat and frost is higher or lower. You can watch the weather before campaign battles on the battle loading screen next to the battle name and date, as well as next to the victory bar if the battle has started. Move your mouse over the icons to take a look on the influences.

Battles

Historical battles

You can play historical battles by selecting the historical battles section in main menu. Huge historic battles put the player in place of the great generals: The battles of Kolin, Rossbach, Leuthen, Minden, Kunersdorf and Torgau have been created based on historic terrain and army setup.

The Battle pack DLC adds further 6 battles: Abraham plains, Carillon, Sainte Foy, Lobositz, Zorndorf and Prague.

In the battle selection menu you have a brief overview about the history, involved parties and casualties. The map preview shows the battle weather in the top left corner (only in Battle pack DLC).

Each battle can be played on both sides. By clicking on the check button you can start playing with the specific faction.

Campaign battles

When selecting divisions in campaign mode you can see an action radius. The range of the radius is defined by the type of troops contained. Simple Cavalry divisions are very fast and have a wide action radius which makes it favorable to cut enemy supply lines.

If the action radius of two hostile divisions is overlapping a battle starts. This battle can be solved automatically or played in a zoomed in mode. There you can move your divisions by using the advantages and disadvantages of the terrain and occupy strategic goals like cities, bridges, hills and buildings.

Every strategic goal adds to your moral as well as suffered enemy casualties. The battle is won if the enemy morale cracks. The victory conditions bar on top of the screen shows the relation between the two opponents in terms of morale and occupied goals (blue shows friendly, red shows enemy).

Battle GUI

1) Compass: LMC to rotate the map 90°
2) Game speed
3) Victory bar: blue shows your current morale and occupied strategic goals relative to the enemy (red). If the bar surpasses the left mark you have lost the battle, if it surpasses the right bar you have achieved a major victory. On the left you see a icon showing whether you are currently winning or losing the battle.
4) Temperature and weather: move cursor here to see tooltip of the effects in battle.
5) Viewpoints: Save the current viewpoint by LMC on the icon. When you move camera, you can return to this exact saved viewpoint by LMC. You can save up to 4 viewpoints, and you can clear a viewpoint by RMC, after which a new point can be saved using LMC, and so on.
6) Time: A battle can only be fought during daylight. Depending on the time of the year the available time may differ. In winter for example a battle starts later and ends earlier.


1) Topographic information: only available in historic battles, with the Battle pack DLC. LMC to show or hide the information, like town names.
2) Show or hide minimap: LMC on the minimap to scroll to the chosen position
3) Battle statistics: LMC to open the battle statistics menu
4) Show or hide battle information: Shows recent battle events like occupation of goals, contacts with enemies and reaching positions. LMC on an event to zoom to the event location.
5) Show available reinforcements: If friendly units are close you may have reinforcements coming to battle. Click on this button to see strength and arrival time
6) Retreat or quit: If you click this button you are presented with a question whether you would like to retreat from the battle, return to main menu, or cancel and return to battle. Retreating ends the battle as a loss for you, and returns you to campaign map where you can retreat your army and save it from being annihilated for example. Returning to main menu saves the battle, and it can be resumed later by clicking >Resume last game< in the main menu.

1) Show or hide division hierarchy menu: LMC on a unit symbol to jump to the unit
2) Show or hide orders
3) Show or hide formation menus (single unit and/or group formations)
4) Show or hide commander information and options (e.g. rally orders)

5) Show or hide weapon menu and options (ammunition switch)
6) Show or hide terrain information and bonus

Selecting and moving units
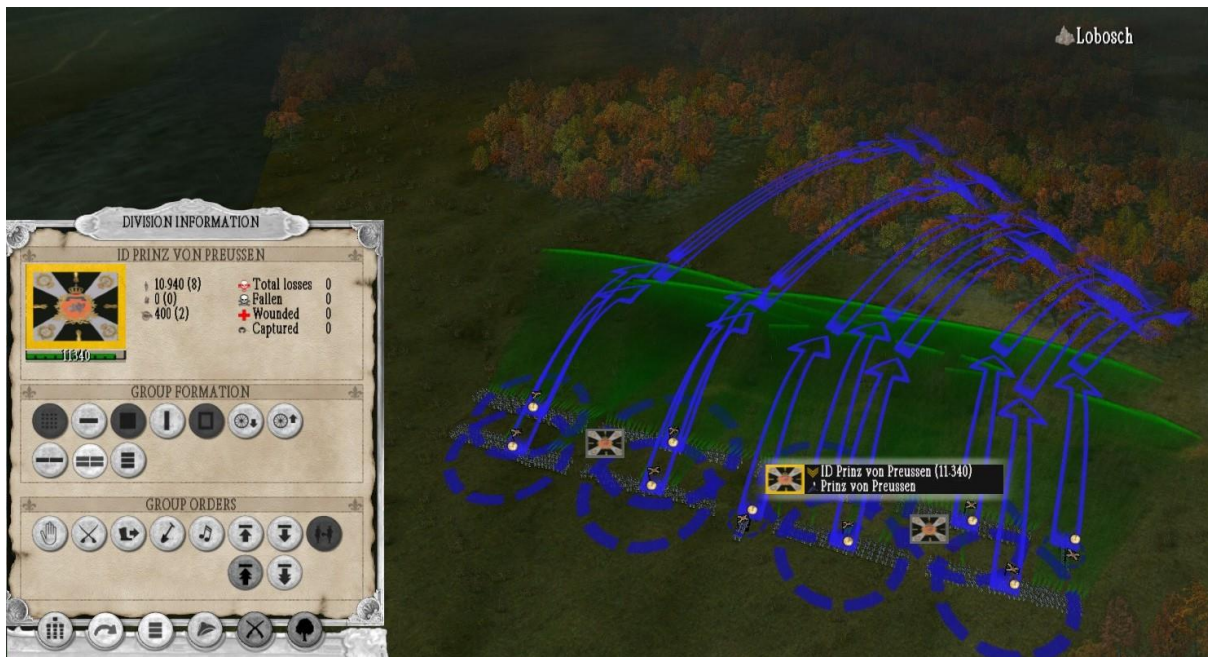
Select single regiments by LMC on the regiment or select whole brigades and divisions by clicking on the brigade (silver border) and division flags (golden border). You can move your chosen single regiments by RMC on the map (hold and move RMC to define a path) or whole brigades or divisions by choosing the brigade or division symbol and RMC on the map (every RMC defines a new waypoint for each included regiment).

The orientation can be set by holding RMC (on the final destination point) and turning around. If you wish to turn a single regiment just hold the RMC over the regiment and move mouse around to set the orientation.

To clear existing waypoints simply give a stop order.

To gain a better overview of the attached units of a brigade or division you can click on the hierarchy button of the selected body. Now the whole division hierarchy opens and you can choose every single regiment by LMC on the unit icon.

Regiment information

If a single regiment is selected you can see the regiment information bottom left. The filled up stars represent the experience of the unit, the scale next to the heart symbol the current moral, the scale next to the boots the fatigue of the unit. The height of moral depends on the experience of the unit and the commanders. It is reduced through shock effects in battle, e.g. if an enemy volley hits the unit, especially if it is outflanked.

Clicking on the buttons below add detailed information about the unit.

1) Hierarchy menu: choose other units in the brigade or division
2) Order menu:

A) Cancel all orders
B) Melee: RMC on enemy will force the chosen unit to engage in close combat. Double click to fast march.
C) Fast march: if activated units will move faster at the cost of fatigue and moral, you can also achieve this option by double click on the campaign map
D) Build barricades: unit will start to build barricades which takes some time. Barricades increase the defense values of the chosen unit.
E) Play fife and drum music: some units have the ability to play fife and drum music which increases the moral of nearby friendly units and has a negative impact on nearby enemy units. Use this when advancing towards the enemy as the moral effect is linked to the distance to the enemy units.
F) Advance: unit will slowly move forward by keeping the ability to fire
G) Pull back: unit will slowly pull back by keeping the ability to fire
H) Regroup regiment: If a unit was split due to taking over enemy artillery you may combine it by clicking this button.
I) The current activity of the regiment.
J) Charge: Selected regiment, brigade or division will attack into melee with enemy in front. Grayed out if no valid target is present. Available only in Battle pack DLC.
K) Retreat: Selected regiment, brigade or division will disengage and retreat away from the enemy to a safe distance. Available only in Battle pack DLC.

3) Formation menu:
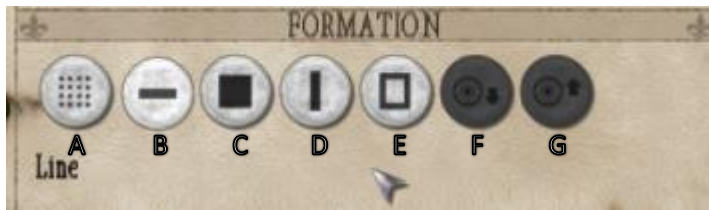
A) Skirmish: higher distance within the line leads to lower losses through fireweapons but increases losses in close combat and against cavalry
B) Line: standard formation which maximizes the number of men who may fire, high losses in close combat and against cavalry
C) Column: less number of men may fire but higher strength in close combat
D) March column: allows faster movement, high losses against enemy range fire and in close combat
E) Square: suitable against cavalry attacks, allows firing in every direction, higher losses against enemy range fire
F) Unlimber: artillery units prepare to fire
G) Limber: artillery units prepare to move

4) Commander information:

Depending on the experience of the commander a certain amount of rally orders is available. If regiments have low morale or are routed you can click on the rally button to regroup and add morale. You may only do this on a regimental level. The rally orders of brigade and division commanders add to the regimental rally orders. If a division commander e.g. has 1 rally order then every regiment in this division may rally once more.

Allow the commander to use his own initiative by LMC on the initiative -button. With initiative, commanders will automatically issue some orders to his unit, like: turn to face enemy, stop to engage a suitable target, change ammo type for artillery, engage in melee if enemy morale is low, etc.

5) Weapon information:

In the weapons menu you can see the current level of ammunition of the selected unit and data about the used weapon. Heavier weapons may

have higher range and strength but lead to lower movability. You may change the ammunition type when an artillery unit is selected, then you can choose between plain ammo (high range), shrapnel (medium range, higher losses), canister shot (low range, very high losses).

6) Terrain information:
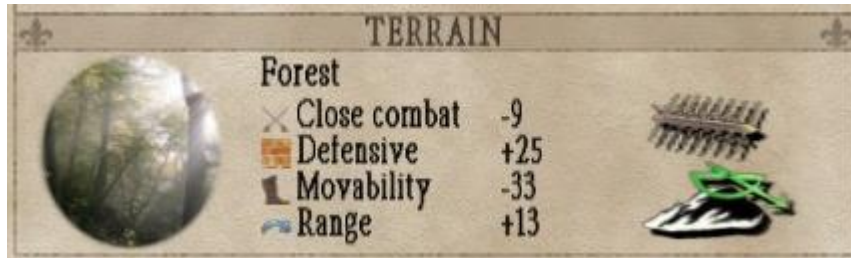
Terrain has impact on the combat behavior of your unit. It may change close combat, defensive, movability and range values. If units (especially artillery) is placed on a hill the fire range and visibility increases. An icon will show if the unit is fighting up/downhill, or protected by barricades. If obstacles limit the fire range the range marks of the unit are colored yellow or red.

Influence of morale and fatigue

 Morale is one of the most important resources on the battlefield. Not only that the victory bar is calculated out of the morale relations between the two armies, but also the behavior of your troops depends on it. If the morale of your regiments falls into the red sector the regimental flag starts to highlight red which indicates the unit is close to rout. If this happens the regiment retreats automatically and nearby regiments lose morale too.

Your regiments lose morale if they are engaged in close combat, are targets of enemy artillery fire or enemy volleys hit your lines. The more casualties the regiment suffers at the same time and the closer the enemy is, the higher is the morale loss.

Morale is slowly increasing but you need to give your routed regiments a rest behind the enemy lines. A quick rally can also be made if the commanders have available rally commands. He will only able to do this if the battle losses of his commanded regiment have not exceeded a certain level.

Hint: Try to take back regiments whose morale has turned red to prevent negative morale effects on nearby units.

Morale may also suffer due to exhaustion of your troops. If you move your troops their fatigue increases slowly. If you order fast march they get exhausted very quickly, as well as ordering them to cross rivers or unpassable terrain. Barricade building also increases fatigue as well as close combat situations or long term volleys.

If the level of fatigue turns red your units may also lose morale due to their exhaustion. They may also have higher melee casualties as their ability to defend sinks.

A way to recover would be to not moving your troops for a while or using marching columns for moving operations.

Fog of war

If fog of war is activated your units can only spot and fire at enemy units in their view radius, so place your regiments on top of hills to increase the viewport or use cavalry units to scout the terrain or occupy hills in front. Especially artillery units have a higher fire than spot range. Cities, forest and fields cover units until the enemy is close by.

Reinforcements

When playing in campaign mode reinforcements may arrive on the battlefield. This happens if friendly divisions are close to the battlefield. The distance to the battlefield determines the arrival time of the reinforcements. You can see arriving units (friendly and enemy) on top of the screen during battle. In some cases the battle may already be won or lost before reinforcements arrive.

If you wish to exclude available reinforcements from a battle, for example to reserve moral, you can deactivate the check button next to the division on the battle starting screen before the battle.

End of battles

A battle ends if the moral of one opponent cracks. You can view the moral relation on the victory applet on top of the screen. If the blue color exceeds the mark you have gained a major victory. If the red color exceeds the mark you have suffered a major defeat. Battles also end if the night comes, then the faction with the highest moral wins (minor victory or defeat).

A major defeat causes all the involved regiments to suffer a severe moral decline, a minor defeat only a small moral decline. All involved divisions retreat on the campaign map. If a retreat is cancelled (stop order) the division may fight again but only if enough average moral is available.

Take into account that all participating divisions should start with high moral as this increases the chances of victory. Do not move into battle with already demoralized troops.

Depending on the outcome the player earns or loses victory points which can then be used for diplomatic actions and peace negotiations.

Battle results

After or during the battle (by clicking on the relevant casualties button) you can view the battle result.
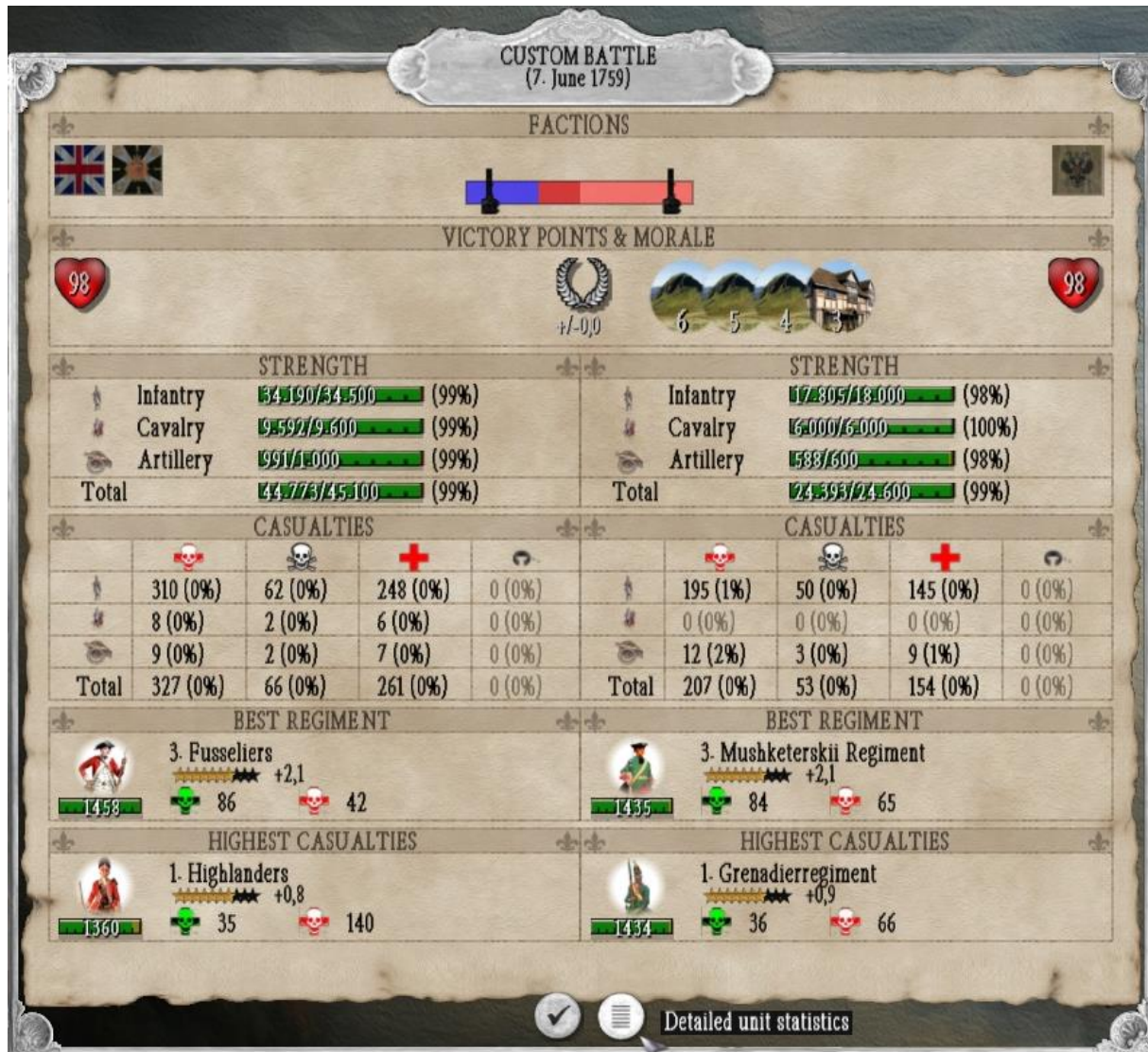
The two opponents are separated into two tables where you can see the remaining strength of the army, total losses and information about the best regiment and the regiment with the highest losses.

If you click at the flag symbols you may see only the losses of the chosen faction (if allies joined the battle).

The hearts on top of the menu indicate the final average moral of the both armies. The number below the silver laurel wreath shows the resulting victory points. The earned or lost victory points result of the number of enemy casualties in relation to the own casualties and a bonus for the victory and an extra bonus if you have gained a major victory.

In the Casualties section you see a detailed report about the losses: The first symbol is the total number, the second the dead soldiers, the third the wounded soldiers and the final symbol the taken prisoners. Prisoners can be taken if a routed unit was engaged in a melee. So it may be a good opportunity to chase enemy routed units with your cavalry to make prisoners for exchanging them afterwards. Wounded soldiers may come back to action again, they recover depending on the health situation of the current province.

Below the casualties list you can see the best regiments and the regiments with the highest casualties. The green symbol symbolizes the kills of the regiment, the number next to the stars the experience gain during the battle.

To view statistics of all regiments, click the Detailed unit statistics -button. This opens a new window to the right, where you can see regiment statistics in every division and brigade. Notice that detailed statistics of the enemy army is limited by the fog of war, if the setting is on.

Custom Battles (DLC)

Custom Battles are added by the "Battle Pack DLC". Here you can create and fight your custom made battles. You may even control non-player nations like Saxony, Bavaria, Hannover etc. To fight a custom made battle you have two options:

If you do not want to assemble your own units and battlefields and just want do have a quick fight, simply click on the button "random battle" shown next to the checkmark button on the lower end of the menu. The computer now chooses the battlefield, weather, units and the battle year.

Custom Battle GUI Interface

1. Player's army, divisions 1-5: LMC to select. Notice, that an army can have troops from up to 5 nations, but each division must be of same nationality.
2. Enemy AI army.
3. Automatically deploy a division of selected nationality, according to auto deploy setup.
4. Clear selected division.
5. Division order of battle. Brigades 1-5 are shown vertically. Move regiments (15) to the brigades by LMC drag and drop.
6. The composition of automatically deployed division is chosen here. Use the up/down arrows to define how many regiments of infantry, cavalry and artillery you want in each brigade.

Deploy using the button (3). The units of corresponding type are randomly chose from the roster of the selected nation (14).

7. Total strength of the army.
8. Map categories.
9. Choose the map for the battle.
10. Choose the distance between the armies: close, medium, far.
11. Map preview.
12. Season and weather. Change season by LMC on the image, and add weather effects by LMC on the temperature meter and the weather icon. Effects of weather can be seen in the tooltip.
13. Year of the battle. Later years allow better weapons, experience and unlocks some late units.
14. Choose nationality.
15. Available regiments. Unavailable regiments are grayed out. Some units unlock after the shown year, some are not available if you play with historic features only.
16. Save game slots. Grayed out icons are empty save slots. LMC saves current setup or loads saved setup, RMC deletes the save and frees the slot.
17. Start battle.
18. Start a random battle. Everything from armies to terrain etc. is randomly picked.
19. Return to main menu.

You can also assemble your own battle by adding an army structure on the left (player) and on the right (AI). The following steps show you how to do this:

Adding units to the army deployment

1)   This row shows your active divisions, you can LMC to switch to the other divisions. You can have a maximum of 5 divisions per side in a custom battle. Keep in mind that every division can only consist of regiments of the same nation.

2)   Below the division hierarchy you can add as many as 5 brigades each. To activate a brigade simply drag and drop a specific unit to an empty regiment position.

3)   Every brigade can consist of a maximum of 5 regiments. You need at least one regiment to activate a brigade. Regiments can be added by drag and drop from the unit list below. To remove an assigned regiment from a brigade position: LMC on the regiment.

4)   If you do not want to add the regiments by your own you can use the auto assemble button. The currently chosen division is automatically assembled from a mix of all available regiments shown in the regiment list below. This feature is only available if the current division is either empty or consists already of regiments of the same nation as shown below in the regiment list. To clear the whole division, use the X-button. You may still change the units manually afterwards.

In the "Available Units " lists you can see all available regiments for each included nation (2) which can be dragged over an empty regiment slot. To switch the country simply click on another country flag (1). The available units are depending on the chosen battle year.

Hint: If you have problems adding a regiment to the army hierarchy it may be because the nationality of the shown division is not equal to the selected regiment. Check also if the nationality is not already used for the opponent division.

Influence of the battle year

You can choose the year in which the battle is fought. Choosing a later year results in the following effects:

Availability of higher unit classes
Regiments are equipped with advanced weapons
Higher experience of troops and commanders (except the later years of the war as the ranks had to be filled up with pressed men)

Auto Deploy Setup

To predefine the composition of each automatically assembled brigade you can set the number of infantry, cavalry and artillery regiments of each of the 5 possible brigades. A brigade can consist out

of a maximum of 5 regiments. To increase or decrease the amount of regiment of each brigade use the arrows shown right to the regiment numbers.

The stated example results in an automatic calculated first brigade of 4 infantry and 1 artillery regiments. The fifth brigade consists of 5 cavalry regiments.

This setting is only relevant if you wish to use the automatic assemble division button next to the division hierarchy. It has no effect if you assemble the brigades manually.

Terrain and weather

Custom battles can be fought on 20 predefined maps. They are divided into 4 terrain sections. Click on the terrain buttons on the left to change the map selection. By clicking on the map name, the map is selected for the battle.

The season and weather can be changed by clicking on the stated temperature, season picture and weather symbol. Remind that snow is only available in winter as well as hot temperatures only in summer etc. To gain information about the influence of the current weather selection, move your mouse over the icons.

If you wish to maneuver less and come sooner into battle you may adjust the distance of both armies by using the 3 buttons left to the map. The upper button automatically sets the distance of both armies to far, the middle to medium and the lower button to close.

Troubleshooting

For technical support please take a look at the following FAQ. If you need further help please email to: feedback@thesevenyearswar.com including a detailed description of your problem.

1) error message:**unable to set graphics mode**

Solution: please check if you have directplay installed/activated
deactivate multi monitor if activated, then ingame go to options menu and activate windowed mode, afterwards you can reset multi monitor and the game is shown in a window

2) problem: **Steam shows that game is still running although it has not yet started**

origin:the game was wrapped with steam wrapper in earlier versions what may still steam cause to search for this wrapper

solution: try to close steam (all steam applications via task manager) and restart PC, deinstall the game and reinstall it; if that does not work, try to start the game from the steamapps\the seven years war (1756-1763) folder directly (make a desktop link)

3) problem: **after alt+tab most of the textures turn black**

origin: windows shuffles the vram position of the loaded textures after switching to other programs

solution: if you wish to alt+tab please use window mode (via options menu);

4) problem:**the mouse cursor suddenly stops at two thirds of the screen, lower areas are not reachable**

origin: this should especially show with windows 10 computers due to a bug in window and font scaling.

solution: Open Control Panel, Appearance & Personalisation, Display and then check the Let Me Choose One Scaling Level For My Display, set it to Smaller 100%.

5) error message:**memory access violation**

origin: this message is mostly due to possible ingame bugs or wrong system configuration

solution: please check the available system resources
try to deactivate gsync (via your video card menu) or set it to locked framerate
send an email to feedback@thesevenyearswar.com describing what led to this crash and enclosing the last autosave

6) the game cannot be started, no error message appears

origin: might be incompatibility with the system (especially seen on newer Windows 10 PCs)
solution: try to install the latest windows updates

7) the game crashes after changing resolution

origin: might be incompatibility with steam overlay
solution: go to \Program Files (x86)\Steam\SteamApps\common\The Seven Years War (1756-1763)\
-> right mouse click on thesevenyearswar.exe -> compatibility -> in the lower space of the box
activate "run as administrator"

8) flags or sprites, especially in historical battles, disappear

origin: latest windows updates
solution: finish installing latest windows updates & restart your PC

Impressum & Links

The Seven Years War (1756-1763)

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www.thesevenyearswar.com

http://store.steampowered.com/app/400470

https://www.facebook.com/thesevenyearswar

https://twitter.com/TSYW_1756_1763

https://www.youtube.com/channel/UCd0WMJ6ekOJyw1D9D6RUzNw/feed

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Annex: Field battles in The Seven Years War (1756-1763) - an quick introduction

(by Ilja Varha)

During the time period covered in the game, warfare was based on linear tactics, where disciplined armies composed of the three branches, infantry, cavalry and artillery, were used in skillful maneuvers to overcome the adversary. The game portrays this way of combat profoundly, while providing easy to use controls to command tens of thousands of soldiers with a few clicks and without overwhelming the player with unnecessary micromanagement. There are few basic things happening under the hood, that you can learn and use to fully utilize the unique combat system in the game.

The system has been further updated for more realistic features since version 1.106.

The Basics

The cornerstones of the combat system are the used formations from the time period, and morale and fatigue simulation. The game also provides additional options to further enhance realism. These include **fog of war**, **uncoordinated orders**, **order delays** and **historic features only**. With historic features only off, you will be able to use formations, unit types etc. that were not present, yet, during the 7 Years War, but were introduced shortly later.

As a rule of thumb, always try to avoid equal fights, with your line exchanging volleys with the enemy line. You may win the battle, but this will always expose your army to losses, that can be hard to replace later on in the campaign. This is especially true when playing as Prussia, who starts with highly experienced field army, but has low recruiting base. Also the replacements will be inexperienced.

Order of Battle

You as the player assume the role of commander-in-chief of the army in the field. Your army, as well as the opponent's, may consist of multiple divisions, your own and those of your allies. When an ally joins you in the battle, you are placed in full command of the combined force, even if you contribute less troops than your ally.

TIP: To request allied support, use the meeting point functionality in the campaign diplomacy. The ally will send in one or more divisions to this location if their situation allows this. Beware though, that the longer the ally divisions are near the meeting point, the more this will cost you diplomacy points over time. On the other hand, supporting your allies in their meeting points will win you diplomatic points.

On the battlefield, you can control three different entities: whole divisions, their individual brigades or single regiments. Because of the way the chain of command is portrayed, you must give the commands to a single entity at a time, and the game will not allow selection of multiple individual units. When giving commands to larger entities, the single regiments in their chosen formation are automatically placed in the chose brigade or division formation.

TIP: When building and managing your divisions in campaign game, the division formation has set order for the brigades, with 1st brigade on the far left and so on. It's sound tactic to place the cavalry regiments as first and last ones in the division, as this will place them on the division's flanks.

Brigade and Division Formations

Single line formation provides one line of single regiments that maximizes firepower to the front. It also allows to cover more frontage, for example when engaging the enemy in a diversion attack, while main force is moving to flank or envelope the enemy. Single line lacks ready reserves, so when the line cracks, the breach will be difficult to confine.

Double-line formation has the regiments in two lines, with the front line being able to fully utilize their weapons, while the second rank is limited to firing through the gaps in the front row. But limiting the frontage and firepower has an upside, as you have a reserve at hand if the line is under pressure, you are in danger of being flanked, or you want to rotate the regiments in the first line due to casualties or high fatigue.

Column formation forms the regiments behind each other to allow easier movement in limited space, but at the same times limits the firepower to that of the first regiment. The formation can be useful when crossing or fording rivers, or when marching around the opponent's flanks.

Also when moving as larger entities in line or double-line formations, the regiments will match their speed to that of the slowest unit to maintain cohesion and battle readiness. For this reason having brigades made solely of cavalry will provide best speed.

*NOTE: With **order delays** enabled, it takes a preset time for the orders to be issued via the command and control system of the time: couriers and aide-de-camps. The delay takes into account the distance the courier needs to cover, as well as the time the commander's need to relay the order down the line. The delay is shown as a clock symbol, that counts down, as the couriers themselves are abstracted and not shown as individual sprites. If you order a single regiment, if the order is limited to the close proximity of the unit, no delay is issued as the game simulates the regiment commander using his own initiative.*

The officers in the command hierarchy have an effect on the performance of your divisions. Better brigade and division commanders will provide your units with a boost in morale, as well as more rally commands for the regiments. Better lead units will also be able to rally quicker without the use of rally commands, when the unit has retreated from the harm's way.

*NOTE: With **uncoordinated orders** enabled, the human factor will play even larger role in the battle, as inexperienced commanders may try to charge the enemy without the order from their superior, and the units may break under pressure more easily, especially if facing a formidable foe or seeing friendly units running away. Green regiment commanders will make less rash decisions under experienced commanders, that know how to control their subordinates.*

Regiment Formations

Used formations during the time period were designed to allow effective use of weapons or weight of numbers, and to allow easy movement. Operational movement and baggage trains are outside of the battlefield's scope and thus abstracted in the campaign layer. Here are the features and uses of the regiment formations:

Line formation is the basic formation for infantry and allows effective volley fire as well as reasonable effectiveness in melee.

Column formation can be used to trade firepower to weight of numbers. Thus column is good formation when engaging in melee.

Note: If **historic features only** is set, only cavalry can use this formation.

March column is used to quickly move units in the battlefield. In addition to the speed, moving in march column has less effect on the unit's fatigue than the other formations. A regiment in march column cannot fight effectively and suffer higher casualties in melee and when under enemy fire.

Skirmish formation has been used in one form or another since the introduction of firearms, but not very commonly used during the Seven Years War. In skirmish formation a single unit can cover wider frontage and engage the enemy with more soldiers actually firing, but the formation is weak in melee as cohesion is quickly lost and individual soldiers cannot properly support each other.

In the game, a regiment in skirmish formation will try to keep its distance to the enemy. If the enemy moves closer than half of the effective weapon range, the unit will automatically fall back firing, and will resume engaging from a safer distance.

Note: If **historic features only** is set, only natives and some special troops will be able to utilize this formation.

Square formation was used only later than the game's time period, and hence is only available if **historic features only** is set to off.

The formation is used by infantry to counter enemy cavalry. The effect is in the cohesion of the square: the enemy horses are reluctant to charge a wall of men with fixed bayonets. The square can fire in four directions, but the weight of fire is much smaller than when in line. A tight square will also suffer more casualties than line formation under fire.

Square formation rules have been improved in later versions of the game. Now it takes a longer time to fully form the formation, and this is visually abstracted in the slow movement of single soldiers. If the square is charged before fully ready, the charge will break the square and the cavalry will gain the upper hand. The cavalry will move back if their charge is met by a fully formed, determined square. An experienced cavalry unit has better chance of breaking a square of an inexperienced unit, but counting on it may lead to irreplaceable casualties to your elite cavalry!

TIP: Intimidate enemy infantry to form up in squares with your cavalry, but then concentrate your artillery fire on the immobile foe and move up your infantry to break the square with volley fire.

Fatigue

Since version 1.106 the way fatigue is handled in the game has been rebalanced and linked to morale. In short, units will tire quicker and when tired, they will be less effective and will also break easier.

Terrain type, regiment's formation and movement speed have effect on fatigue. Also **building barricades** and operating their weapons under stress and incoming enemy fire will tire the soldiers. Units moving in march column will suffer very low fatigue and units not

moving or in combat will recover fatigue slowly. Tired units also move slower. Running, especially in rough terrain tires the soldiers very quickly, so using the **double-time** order should be used with care or at least they should be allowed a quick breather before engaging the enemy.

If the unit fatigue falls low enough, the unit will start to slowly lose morale until getting a chance to recover. Units will not rout due to fatigue, but they will break more easily, especially if they are inexperienced.

Melee has the most effect on your soldiers' fatigue. As melee casualties increase when the men are tired, even the crack units under your command should not be used to charge into a melee that has threat of dragging on longer than expected. When outnumbered, even the best soldiers will tire and start taking heavier casualties.

TIP: For the above reasons maintaining acceptable fatigue levels in your units is one of your priorities. Whipping your men into exhaustion may provide costly later in the battle, even if it momentarily allows some success!

Morale

Morale, the fighting spirit of the unit, is the single most important factor you need to take into account in your tactics. And just like like the level of fatigue, you have some tools to influence the morale of your men. Notice that morale levels carry on from battles to campaign and vice versa.

Incoming fire, melee, fatigue, routing friendly units, enemy playing their march music, supply level, and when **uncoordinated orders** are enabled, also encountering elite enemy troops, have a negative effect on the morale of your men. Once morale goes down, a regiment will rout. The regiments' flags will start blinking red if the unit morale is dangerously low, and once the unit starts to run away, the flag turns fully red.

Once routed, the unit will automatically move away from danger to a safer location. During the rout, you cannot issue any orders to the unit, other than **rally order**. The fleeing unit is vulnerable to enemy fire. Any losses in close combat are considered surrendered. As the men are running away for their lives, fatigue will be high, which means even if the unit rallies, fatigue should be recovered before moving the unit back into combat.

Once safe, the fleeing unit's morale will start to slowly recover. The more experienced the unit, the quicker the recovery. This automatic recovery does not require any action from you.

If a unit suffers heavy losses during the battle (50% of the initial strength), it will rout and not recover, and cannot be rallied.

To boost your units' morale, you have a number of **rally orders** available. The amount of commands is higher, the more experienced the unit commanders are. Only regiments can be rallied, not whole brigades or divisions, but the brigade and division commanders' experience provides extra rally commands to the regiment commanders. The rally command will automatically recover a percentage of the unit's full morale, so it is useful even before the unit starts to waver (flashing red flag). Be aware though, that the freshly rallied unit may suffer morale blow quickly if the conditions do not change.

The other way of boosting morale is by **playing march music**. The friendly units closeby will receive a slight boost in their morale, while enemies will are affected negatively.

TIP: Use march music to boost morale when advancing to contact under fire. This will help your units to resist the effect of enemy fire on morale. The show of discipline may also play in your favour, as if the enemy gets anxious, it affects their accuracy slightly.

Musket and cannon fire are less effective and accurate the longer the used range. When under inaccurate fire from a long distance, the units will suffer only slight morale loss, but a devastating volley from close up has a far better chance of breaking morale. Same is true for canister fire from cannons and being under melee attack.

*NOTE: The effects of morale will be further enhanced when enabling **uncoordinated orders**. The unpredictable, but human behaviour also affects the AI.*

Annex: Campaign gameplay in Keppelmüller's The Seven Years' War (1756-1763) - A fellow player's quick guide

(by Ilja Varha)

The game offers a number of historical scenarios to be played in campaign mode with each playable country presenting a different kind of challenge and gameplay.

Road to War -scenario:
Your campaign will start in 1750, in the aftermath of War of the Austrian Succession. In this campaign you have time to build up your nation and to strengthen it before the inevitable war. You will also have freedom to make or break alliances as it suits you, as well as to follow historic developments as they are presented to you as dilemmas.

Eve of War -scenario:
This campaign starts just before the war erupts, so you have just little time to manage your country. In this campaign you will also be free to influence how the war will start, and who will you go to war with.

Both of these long campaigns will run all the way to 1763. In the given time you will need to meet the scenario goals to win. Even if you reach the scenario goals before the set end date, the scenario will go on, as it is also possible that the tide will turn...

The other scenarios start from a specific historic situation, including alliances and wars, and will have unique and usually limited goals, and also shorter time to reach them.

Note about the scenario goals:
Occupy means that you not only need to capture the given province, but you will also need to annex the lands either by defeating the owner by conquering all its provinces, or by forcing a peace and then taking the lands as part of the negotiations.
Conquer means you only need to capture the province from enemy forces, and so is a lot easier to accomplish.

Note about later scenarios - economic progression simulation:
If you pick a scenario that starts later than 1750, the game will calculate how the game world (economy and research) has progressed during the years. In short you will notice all countries having built more industries to support the economy, as well as some progress in research. Not all countries will have the same technologies available, as they may have different research priorities.

Campaign tips to get you started

Once the scenario has loaded, it's advised to **pause the game**, take a look at your country and its situation, including neighbouring countries (red border means enemy, green means ally, and white neutral) and first to decide on your strategy: how will you accomplish the given goals?

The Seven Years' War (1756-1763) differs from other similar strategy games in that you are forced to prioritize, as you cannot aim to be the best in every category. Your nation's resources will simply not allow it. So you need to plan ahead, how to use the resources to reach your goal.

To get your nation running, it's advised to first run through these steps:

Step 1: Check your production. Open the **production building** list (hotkey F2). This list shows all your industries and their production. Look for **craft producer** -buildings and what they are set to produce.

*Tip: It's advised to be self-sufficient in in the most basic goods first: **bread, bricks, iron.** You will need them to feed your people and to construct and upgrade buildings. If you don't produce these, you will have to rely on **import**.*

Step 2: Choose new policy in the **politics** list. It's advised to initially choose one that suits and supports the needs of your strategy best, not one that balances it out.

Step 3: Start research in the **Choose research** list.

Tip: You need to prioritize heavily in research, as even if you take every step to boost your research capability, you will never be able to research all technologies during one game. By concentrating research on just a few technologies will give you advantage in a field of your choosing, whether it is naval power, land warfare, production...

Note about research:
Technologies are less time consuming to research, once more nations have already completed them. Also increase in the research capacity is not linear: the later schools with their upgrades will offer progressively less research points per building.

Step 4: Take a thorough look at **diplomacy**. It's advised to make trade agreements and to trade technologies with countries that are your allies, or are not in the way of your victory. You may also boost your economy by asking for money.

Tip: In case your campaign goals include occupation of territory, you could also use diplomacy to buy some of these provinces, without going to war. Buying provinces is very expensive, more so if the said provinces are well developed.

Step 5: Open one of your towns by opening **city and province information** window by left clicking on one of the town names on map, or in the **city list** (hotkey F3).

The first thing you want to do is to set the taxes. The taxes are 25% in each province by default. If the province population is satisfied with how things are, they will be able to pay more taxes without negative impact.

*Tip: Set optimal tax level to one or all of your towns by using the **automatic tax adjustment** feature. Left clicking on the automation icon will set automatic tax level to chosen town, right click will set automatic tax level to all your towns.*

Then it's also good to run through all your towns to see what buildings are in place and how much goods are present. Full summary of available goods can also be seen by opening the **goods overview** (hotkey F1) in the campaign screen.

Step 6: See if you have native tribes or other indigenous people living in your provinces. Set up trade priorities with them. Especially in America, you will be able to utilize the natives to attack your enemy, as the tribes will have settlements in multiple provinces. If you don't set these priorities in the start of the scenario, you may find yourself in a situation where your foe has established good relations with natives living in your provinces and these natives may be turned against you.

Step 7: Inspect your armies and navies using the **army and fleet overview** (hotkey F4). Moving the armies (divisions) close to your borders is not a bad idea, but remember not to place too many divisions in provinces with no supply depots, as it will take time to get the supplies to the front and some divisions may run low or out of supplies.

Final step: Now that you have the basics covered, **unpause the game** and see your nation come to life. After a while it's good thing to check the **tooltip menu** in top right corner, where a summary of important issues are shown in the sub-menus:

> **Provincial emergencies** list shows if there are any bigger issues in any of your provinces, offering advice on how to improve the situation. Notice that these issues may not be quick to solve, but may need long term development.

> **Supply emergencies** list shows if your provinces are suffering from lack of needed supplies. It also gives advice on what to do about the supply shortages in the town screen.

These steps should have you on a good start. Below there are some further tips to help you manage your nation during the campaigns.

Further tips to help you during the campaign

Economy:

You will not be able to quickly upgrade every town and every building to highest level. Instead, you need to be careful in planning and prioritizing your upgrades. The limited resources will not allow a lot of simultaneous building projects in all your provinces. Hence you should rather build one project or product chain at a time.

Your industries will automatically set such profit margins, that their products will get sold and the industry will make money. You may also increase/lower the profit margin manually in the **production building** window. Lowering profit will make the goods more appealing to traders, increasing profit may bring more money. Increasing profit margin may be helpful if you are not low on said goods and a neighbour is importing it.

Remember that the game takes into account demand and supply, and that your automated traders and trading fleets will prioritize what is transported first and what can wait. These traders think money first, so you may need to set up priorities in your provinces to speed up your projects. This is done by increasing/lowering trade priorities, and by setting minimum supply levels in your towns. These steps will divert the traders to the products of your choosing, not the ones that are probably financially more appealing.

If you are flooding the markets with certain goods, they will lose value and the product chains will stall because the final product will not sell. So it's important to always consider the real need for output, and change craft producer production type accordingly: during the first years you may need to push out as many bricks as possible, but once war erupts, the same industries may need to start pushing out ammunition for your armies and navies.

To utilize your (expensive) military product chains even during peace time, you may:
- Sell horses and weapons to natives. This will improve your relations with them, but also if you manage to get native allies, they can use these weapons to attack your enemy's traders.

- Upgrade the weapons of your existing military units. This is done by moving a division to a town, then in the **city and province information** window opening the **division hierarchy** window, where you can select regiments and change their weapons by clicking the weapon icon, and choosing a newer model in the list. This will need of course researching the needed techs.
- Recruit more units and build ships.
- Build and upgrade forts in your towns and in your borders. These will also increase your defensive power later on, but the cost in building products is high.

It's not necessary, and in many cases not even possible (for example when playing as Russia) to produce everything you need in your own nation. Make trade agreements with your allies and neighbouring neutral nations and your traders will be able to purchase goods them.

When needed technologies are researched, industries can be upgraded for increased production. This is done in the **production building** window. Notice that upgrading will cost quite a lot of building materials, and that the industry will stop production for the duration of the upgrading. It's important to stockpile material beforehand (increase minimum stock in the province) and also have an alternative source of said goods.

Building up armies/navies and recruiting soldiers/sailors and officers:

To help you increase your recruiting potential:
- To get more officers you have to build and upgrade **officer schools** in your provinces. It does not matter in which towns the schools are located in as the officers will be moved to the units wherever they are recruited.
- Use of **officer patents policy** will grant you more officers in case you are running low on leaders to your units. The officers are taken from more experienced lower level leaders in your regiments, meaning the units will lose some experience in the trade off.
- Build and upgrade **field camps**, **garrison quarters** and **official buildings**. This will allow higher recruitment numbers in the said province, as well as more unit types to recruit.
- You can also increase the recruitment base by **hiring mercenaries** from neighbouring provinces, but this needs available recruits there and will also hurt your relations with the nations in question.
- The other way is to **force recruitment**, but this will increase unhappiness.

For fleets you will need a harbour. Otherwise the sailors come from the same recruitment base as the soldiers, same with officers. Building ships will need a lot of resources (materials and money), but the real cost will come from upkeep, so you need to have a strong economy to support your naval power, otherwise they will just sit at harbours doing nothing.

Supplying your armies and fleets:

Supplies are delivered to your land units (divisions) using **supply trains** from **supply depots** in your (or your allies) provinces. The bigger the depot, the more trains it can provide, meaning the more divisions it can supply. It's a good idea to upgrade the supply depots in your provinces that are bordering you rivals' lands, as once the war begins, you will want to move your armies in their territories and supply lines will grow longer.

Supply trains will transport following material to your divisions:

- **Supplies** (barrel), this is basically food that is consumed all the time. It requires **bread/fish** in the sending city. **Looting** will allow the army to live off the land, which will lower the need of supplies.
- **Ammunition** (bullet), that is consumed in fighting or when maneuvering to gain experience. Ammunition requires **bullets** and **black powder**.
- **Replacements** (soldier + number) that are used to replace combat losses. See more later on.

When your division runs out of supplies (or your nation runs out of money for soldiers' pay), it will start to lower the morale. You will be notified in this case. When the morale starts to lower, individuals will start to desert from the units and the division will start losing more and more men. It will not function as a combat ready force and can easily be defeated.

Your divisions will need to be stationary to receive supplies. In case the division moves, the supply train will be halted until the division again stops. For this reason it's important not to march long distances, far away from friendly supply depots.

Tip: Engage enemy supply trains whenever possible. Your troops will not benefit from these supplies (as they are destroyed in the skirmishes), but this will leave the enemy inadequately supplied, making their armies easier to defeat in the long run.

Fleets are supplied in harbours. Once the fleet runs out of supplies or ammunition, it will automatically move to closest harbour with supplies. Fleets can also be manually ordered to resupply.

Resupplying, and repairing fleets is very expensive, as the amount of needed goods is substantial. The harboured fleet will keep resupplying automatically, depending on harbour settings.

Tip: Stockpile needed goods in the city where you plan on resupplying your fleets. If you manage to resupply and repair quicker than your enemy, you may be able to gain upper hand in naval balance, as the enemy is waiting in harbours.

Replacing losses and upgrading your units:

When taking a look at your divisions, you will see the strength is given as a number on top of a coloured bar. The number given is the amount of combat ready soldiers and is shown in green. Wounded soldiers are shown in yellow. As a rule of thumb, approximately two thirds of combat losses are wounded instead of deceased. Red colour shows the amount of men that the unit has lost (killed in action, or deserted) and that need replacing.

Replacing losses happens in two ways:
- Wounded soldiers returning to unit. Over time the yellow bar will turn to green. If the division is placed in a province with **ambulance building**, wounded will be treated quicker.
- Receiving replacements in supply trains.

Tip: When a division has suffered enough combat losses, it will take a lot of time to make it combat effective again. Move it to a friendly province with ambulance building, recruits, supply depot and stockpiled military products. The division will be automatically resupplied and replenished and will be ready for combat quicker.