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Introduction

This guide is intended to provide information about how to modify the *Emperor's Edition of Crown of Glory* from Matrix Games and Western Civilization Software. It emphasizes scenario development, but includes some information about modifications to the game in general. No attempt is made to describe graphics modifications, since these are potentially too numerous to include in a guide of this type. However, locations of the graphics files will be sufficiently detailed so that graphics modders can easily locate them.

All modifications are categorized as being one of two types in this guide:

- Those that relate to a specific scenario under development can be found in the section titled ***Scenario Development***.
- Those that impact the entire game and all the scenarios can be found in the section titled ***Game Modifications***.

In each section, there are lists of files that can be modded.

It is highly recommended that modifications be restricted to scenario development.

To change any of the files listed in this guide, use a spreadsheet program, such as MSExcel, and be sure to save the file in txt format. Also note that underscores instead of spaces are essential in certain files, and that accidentally typing a space instead of _ will cause problems, perhaps even a game crash.

Finally, note that filenames and folders are always in *italics* throughout the document.

Please post additions and corrections to the COG:EE Mods and Scenarios forum:

<http://www.matrixgames.com/forums/t.t.asp?forumid=663>

If there is sufficient interest in this guide, I'll post updated versions in the future.

Disclaimer: The guide was prepared by a non-paid COG:EE beta tester with generous input from WCS staff and other beta testers. I make no assertions about the accuracy of any statements, or that anything will work as it is described. Use this guide at your own risk. Always backup your files before you modify them, otherwise, you'll have to reinstall the game to get them back!

Scenario Development

The data for each scenario reside in one of thirteen files. To create a new scenario, all thirteen files must be present. These files must be located in the `\Scenarios\` folder in a separate folder that specifies the scenario name. The contents and structure of the twelve moddable files can be found later in the document. These files are itemized in the following table:

File Name	Location	Contents/Purpose
<i>COG2Attitude.txt</i>	Scenarios	List of countries and their attitudes toward each other.
<i>COG2CommanderAssignments.txt</i>	Scenarios	Initial container assignments for leaders.
<i>COG2Events.txt</i>	Scenarios	List of possible events for the scenario.
<i>COG2Generals.txt</i>	Scenarios	Scheduled appearance of generals with their characteristics.
<i>COG2Players.txt</i>	Scenarios	List of potentially sovereign nations and all their national attributes.
<i>COG2Provinces.txt</i>	Scenarios	Definitions for each province in the game, including goods production proclivities and default ownership.
<i>COG2ProvStart.txt</i>	Scenarios	List of conquered provinces.
<i>COG2Purchases.txt</i>	Scenarios	Determines the number of units by type that the AI will attempt to produce when the country is not under player control.
<i>COG2Regions.txt</i>	Scenarios	List of multi-province minor nations including provinces, and the bonus troops they produce.
<i>COG2Relations.txt</i>	Scenarios	List of players and their relationships with other countries (allied, at war, etc.).
<i>COG2Start.txt</i>	Scenarios	Starting situation for all units and containers, including cities. Starting locations and sizes for units, beginning container contents, and pre-existing levels of development for cities (provinces) are included.
<i>COG2Targets.txt</i>	Scenarios	Glory additions and subtractions for province ownership for all players. These are, in effect, the goals, or target provinces, for each player.

Each scenario file's purpose and contents can be found in *Appendix A*. You will also find brief examples of typical modifications and cautionary comments.

Game Modifications

Modifications that affect the entire game (i.e., all scenarios) fall into two broad areas: Modifications to the overall **parameters** of the game, such as terrain effects on movement, combat, and supply; and modifications to the game **graphics**.

Game Parameters

These files are all located in the \Data\ folder in the main folder for the game, usually *Crown of Glory Emperor's Edition*, if you installed the game under a typical installation. If a file is not listed here, it is **highly recommended** that it not be modified in any way it may change the way the game functions. In some cases, these modifications will result in the game becoming unusable until the original versions of the files have been reinstalled. The moddable files that affect the entire game and all scenarios are in the table below. **Gain all other program files not in the table below, or in a scenario folder, should not be modified.**

File Name	Location	Contents/Purpose
<i>city1.txt, ...city8.txt</i>	Data	List of names for cities on the map, one file for each country.
<i>CmdName1.tx,t...Cm dName8.txt</i>	Data	List of names used for leaders that arrive as a result of being identified as distinguished in combat. One file for each country.
<i>COG2AiUpgrades.txt</i>	Data	List of prioritized upgrades for each country used by the AI. There is one row for each country. The priorities are based on actual historical factors and to modify them might result in ahistorical country capabilities.
<i>master.txt</i>	Data	Contains basic information about all the unit types in the game.
<i>COG2Ships.txt</i>	Data	Definitions of ship classes by country and ship type.
<i>COG2Special.txt</i>	Data	Definitions of special abilities for units.
<i>COG2Upgrades.txt</i>	Data	Definitions of each upgrade, including prerequisites, their base costs, and cost modifications for each country.
<i>Maxims.txt</i>	Data	List of Napoleon's maxims that randomly appear as the game is loaded.

Each game parameter file's purpose and contents can be found in *Appendix B*. You will also find brief examples of typical modifications and cautionary comments.

Game Graphics

The graphics are all located in a folder titled *Gfx*. In that folder are separate sub-folders for the graphics. These sometimes also have sub-folders. The structure is fairly logical and should be easy to understand. The files are in *pcx* format, so an editor that can modify those files is required.

Gfx Folder	Contents
< Root>	Many miscellaneous graphics not found in any of the locations below.
<i>Advisor</i>	Faces and backgrounds for the Development, Diplomatic, Military, and Trade advisors.
<i>Advisor \AdvBkg</i>	Various graphics to support information items displayed throughout the game.
<i>Btns</i>	Small display items such as buttons and markers.
<i>CmdDlg</i>	Items found on dialog screens. NATO military symbols are also found here.
<i>Event</i>	Titles for the various reports.
<i>Flags</i>	Army, Corps, and Fleet "Unit" flags and their backgrounds.
<i>HexWar</i>	Hex tiles and units for detailed combat.
<i>HexWar\HWUnits</i>	Detailed combat animated troop units.
<i>HexWar\Naval</i>	Naval unit, ocean, and naval war screen graphics.
<i>HexWar\Naval\Pennant</i>	Colored flags for each country's ships.
<i>HexWar\Naval\Wind</i>	Wind direction arrows.
<i>HexWar\Smoke</i>	Cannon and musket smoke.
<i>Intro</i>	Start screen items.
<i>MapUnits</i>	Cursor graphics and units for the main strategic map.
<i>Monarchs</i>	National leaders.
<i>QCUnits</i>	Quick combat graphics of all types.
<i>QCUnits\Smoke</i>	Quick combat smoke.
<i>Screens</i>	Battle history, game statistics, and the city list frames, as well as the NATO symbol situation map.
<i>Uniforms</i>	Type-of-combat menu graphics.
<i>Victory</i>	Victory and defeat backgrounds.
<i>Victory\Flags</i>	National flags for victory or defeat screen,
<i>Victory\Glory</i>	Glory starbursts for the victory or defeat screen.

Appendix A – Scenario Development Files

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COG2Attitudes.txt

General

This file is essentially a matrix that indicates the beginning attitude that each of the countries in the game has toward the eight major powers. Note that minor countries do not have attitudes toward other minor countries, but all countries have attitudes with the eight playable nations.

This file has nothing to do with whether or not a country is at war with another country. Those definitions are found in *COG2Relations.txt*

Modifications

This file is easily moddable. Simply change the numbers in the columns to reflect the attitude that you want each country to have with the nation in the column title.

Example: You wish to have France and Prussia be a little friendlier towards each other at the beginning of a scenario. You notice that France's attitude toward Prussia (Row 1) is -600. You change that to 100. You also change Prussia's attitude toward France (Row 4) from -300 to 150.

To identify which country a row number refers to, please see the *GOC2Players.txt* file.

Screenshot Example

// ID	France	Britain	Sweden	Prussia	Austria	Russia	Turkey	Spain	Check
1	0	-1600	-50	-600	-600	-200	100	50	747
2	-1600	0	100	100	300	-50	-50	-150	747
3	-200	50	0	-50	50	0	0	0	747
4	-300	100	-50	0	0	0	50	-50	747
5	-400	150	50	0	0	50	-200	-50	747
6	-100	0	0	0	50	0	-400	-25	747
7	50	-50	25	50	-200	-300	0	-50	747
8	100	-50	0	-50	-50	-50	-150	0	747
9	50	25	-100	-100	-100	-100	75	-100	747
10	50	0	-50	50	50	-100	-500	-200	747
11	0	0	50	50	0	-50	-500	0	747
12	150	-25	-50	-150	-150	-150	-500	-100	747
13	150	50	-50	50	50	-50	-500	0	747
14	0	50	-50	50	0	-50	-500	0	747
15	50	0	-100	-100	50	0	-100	50	747
16	0	0	-200	-200	-200	-200	50	-100	747
17	100	-150	-100	-100	-50	0	-500	0	747
18	-50	50	0	0	-200	-300	50	-100	747
19	-50	75	0	0	50	50	-500	50	747

Row 2 is the attitude that Britain has with each of the Nations across the top. So, Britain is slightly favorable (300) toward Austria.

File Structure

Column	Contents
ID	The Player ID number that coincides with the ID numbers found in the <i>COG2players.txt</i> file. With the initial release of COG:EE, there are 97 countries in the game, most of them minor nations, so this file has 97 countries listed in this column.
France, Britain, Sweden, Prussia, Austria, Russia, Turkey, Spain	The attitude that each other country has towards these playable nations. For example, the -1600 found on the first row under Britain means that the French (ID #1) have a very negative attitude toward Britain. France also has a slightly favorable attitude towards Turkey with a 100 in that column. Notice that each country has a 0 attitude towards itself.

COG2CommanderAssignments.txt

General

The file contains the initial container assignments for leaders. Leaders that should be assigned to command a particular army, corps, or fleet are placed in this file.

Modifications

By modifying this file you can change the Corps or Army to which a leader is attached. The leader name, the container name and the container location must be the same as is found in *COG2start.txt*. For example, you can swap Soult's and Ney's commands simply by changing the names in the first column of the file. Note that you'll need to also edit the *COG2Start.txt* file to reflect this change.

Here's how the two files work together: The *COG2Start.txt* file can attach one leader only to a container. This file attaches additional units. The *COG2Start.txt* file always takes precedence over the "assignments" file. So, if you have the same leader somewhere else in this file, the "start" file will be used to determine the location.

Screenshot Example

// France	// Container	// Province
Napoleon	x	150
Massena	Army_of_Italy	155
Soult	IV_Corps	150
Ney	VI_Corps	150
Grouchy	II_Corps	137
Davout	III_Corps	150
Bernadotte	I_Corps	138
Murat	Reserve_Cavalry	150
St._Cyr	Army_of_Naples	205
Lannes	V_Corps	150
Augereau	VII_Corps	56
Bessieres	x	150
Berthier	Grande_Armees_I	150
Jourdan	x	156
Marmont	II_Corps	137
Lefebvre	x	150
// Britain	x	
Uxbridge	x	65
Cotton	x	65
Beresford	x	65

File Structure

Column	Contents
<Country>	Name of commander. Must match what is found in <i>COG2Start.txt</i> .
Container	Name of the container in which the general is found. Must match what is found in <i>COG2Start.txt</i> .
Province	Number of the province in which the container is found. Must match what is found in <i>COG2Start.txt</i> .

COG2Events.txt

General

This file contains the list of possible events for the scenario. Each event can occur only once in the game. Some have a date at which time they might occur; some have an ending date after which they will not occur.

Modifications

This file is only minimally moddable, because the effects for the events are hard coded and cannot be changed. That said, it is possible to change the beginning and ending dates of the event, and the likelihood that the event will occur in any month.

Notice that there are contingency and discontingency columns. These indicate that another event can cause the “activation” of the given affected event, or that it becomes moot. For example, notice that most of the events that relate to France are “inactivated” once France restores the Monarchy (event #39).

Screenshot Example

#_ID	Event	Active	Description	Yes	No	Chance	Contingency	DisContingency	Unique	Nation	YearStart	MonthStart	YearEnd	MonthEnd
#_FRANCE														
1	French Revolution	0	0-6_turns_of_unrest_in_each_French_prix	x		100	0	39	1	1	1792	8	0	0
2	Monarchy Abolished	0	0-1_turns_of_unrest_in_each_French_prix	x		100	0	39	1	1	1792	9	0	0
3	Execution_of_Louis_XVI	0	Yes:_lose_300_Attitude_with_all_other_	Yes	No	100	0	39	1	1	1793	1	0	0
4	Counter-Revolution	0	1-3_Rebel_units_created_in_random_Fre	x		12	0	39	0	1	1793	1	1797	1
5	Counter-Revolution_Vendee	0	1-4_Rebel_units_created_in_the_Vendee	x		9	0	39	0	1	1793	1	1797	1
6	Inflation	0	Increases_inflation_index_for_France_by	x		5	0	39	0	1	1792	3	1803	3
7	Reign_of_Terror	0	Yes:_Counter-Revolution_events_-1_stre	Yes	No	100	0	39	1	1	1793	4	0	0
8	Confiscation_of_Property	0	Yes:_Gain_400_Money_but_lose_100_	Yes	No	100	0	39	1	1	1793	4	0	0
9	Aristocracy_Removed_from_	0	Yes:_lowers_infantry_morale_by_5_arti	Yes	No	100	0	39	1	1	1793	5	0	0
10	Revolutionary_Dictatorship	0	Yes:_+250_National_Will_0-1_unrest_in	Yes	No	100	0	39	1	1	1793	6	0	0
11	Execution_of_Marie_Antoine	0	Yes:_-200_Attitude_with_Austria_-1_un	Yes	No	100	0	39	1	1	1793	9	0	0
12	Enforced_Atheism	0	Lose_150_Attitude_with_all_Great_Pow	x		50	0	39	1	1	1793	11	0	0
13	Abolition_of_Slavery	0	France_gains_20_glory_and_loses_6_le	x		100	0	39	1	1	1794	2	0	0
14	Execution_of_Danton	0	Yes:_1-6_turns_of_unrest_in_Paris_	No	Yes	100	0	39	1	1	1794	4	0	0
15	Cult_of_Reason	0	Yes:_1-3_Rebels_in_the_Vendee_-1-3_	Yes	No	100	0	39	1	1	1794	6	0	0
16	Thermidorian_Reaction	0	Yes:_-0-2_unrest_in_every_province_ad	Yes	No	100	0	39	1	1	1794	7	0	0
17	Suspension_of_Rights	0	Yes:_-0-2_unrest_in_every_province_Co	Yes	No	100	0	39	1	1	1794	9	0	0
18	Abdication_of_William_V_Ho	0	Yes:_Peace_between_France_and_Pru	x		50	0	39	1	1	1795	1	0	0
19	Amnesty_in_Vendee	0	Yes:_+3-5_turns_unrest_in_Vendee_su	Yes	No	100	0	39	1	1	1795	2	0	0
20	Coup	0	2-4_Rebel_units_in_Ile_de_France	x	x	25	0	39	1	1	1797	7	1797	11

File Structure

Column	Contents
#_ID	Internal number of the event. Do not change this.
Event	The title of the event. Must have _ for all spaces.
Active	The event is active at the beginning of the scenario.
Description	The description of the effects of the event. Must have _ for all spaces.
Yes, No	Display text for selection buttons.
Chance	% chance the event occurs each turn.
Contingency	The events that must have occurred for this even to be active.
DisContingency	Once the event referred to in this column occurs, this event will not occur.
Unique	A "1" means that the event can only occur once.
Nation	The major nation number that will realize the event.
YearStart	The first year the event may occur
MonthStart	The first month of the first year the event may occur
YearEnd	The last year the event may occur
MonthEnd	The last month in the last year the event may occur

COG2Generals.txt

General

This is the master file that defines all generals' characteristics, except those that appear for being distinguished in battle. Those values are randomly generated.

Modifications

This file is easily moddable. General Names can be changed, as can their turn and location of arrival. It is also possible to change their Rank, Tactics, Morale, Cavalry, and Naval bonus. Their Initiative and Fame is also moddable. Keep in mind that for starting units, the province listed here must match their location in the *COG2Start.txt* file.

Screenshot Example

// id	name	MugshotNo	DiedIn	nation	turn-#_base0	province	Fame	InitModf	Rank	Tactics	Morale	Cavalry	Naval	SpecTac0	SpecTac1	SpecTac2
1	Napoleon	1	0	1	0	59	0	40	4	12	3	0	0	1	0	0
1	Massena	2	0	1	0	156	0	20	2	7	1.2	0	0	0	0	0
1	Soult	3	0	1	0	150	0	20	2	3	0.4	0	0	0	0	0
1	Ney	4	0	1	0	63	0	30	2	7	2.5	0	0	2	0	0
1	Grouchy	5	0	1	0	137	0	20	2	5	1.7	1.1	0	0	0	0
1	Davout	6	0	1	0	54	0	30	2	8	2.2	0	0	0	0	0
1	Bernadotte	7	0	1	0	138	0	0	2	4	0.8	1.1	0	0	0	0
1	Murat	8	0	1	0	59	0	20	2	8	2.2	1.8	0	3	0	0
1	St_Cyr	9	0	1	0	205	0	20	2	4	0.7	1.2	0	0	0	0
1	Lannes	10	0	1	0	56	0	20	3	5	2	1.2	0	0	0	0
1	Augereau	11	0	1	0	56	0	20	2	4	1.8	0	0	0	0	0
1	Bessieres	12	0	1	0	150	0	0	2	4	1.6	0	0	0	0	0
1	Berthier	13	0	1	0	150	0	10	3	7	0.8	0	0	0	0	0
1	Jourdan	14	0	1	0	59	0	0	2	4	0.4	0	0	0	0	0
1	Marmont	15	0	1	0	137	0	15	2	4	1.6	0	0	0	0	0
1	Lefebvre	16	0	1	0	56	0	15	1	6	2	0	0	0	0	0
1	Victor	17	0	1	43	59	0	0	2	5	1.6	0	0	0	0	0
1	Serurier	18	0	1	76	59	0	15	1	2	0.6	0	0	0	0	0
1	Suchet	19	0	1	68	59	0	20	2	6	0.5	0	0	0	0	0
1	MacDonald	20	0	1	56	59	0	30	1	4	1.4	0	0	0	0	0
1	Oudinot	21	0	1	72	59	0	20	2	6	1.4	0	0	0	0	0
1	Kellerman	0	0	1	0	138	50	10	1	5	0.7	1.2	0	0	0	0
1	Eugene	0	0	1	68	59	0	10	2	4	1	0	0	0	0	0
1	Rapp	0	0	1	32	156	50	20	1	6	0.8	1.3	0	0	0	0
1	Deroi	0	0	1	24	148	0	0	2	4	0.3	0	0	0	0	0
1	Dorsenne	0	0	1	71	59	50	15	1	4	1.2	0	0	0	0	0

File Structure

Column	Contents
id	Placeholder field. No point in modding.
name	The name of the general.
MugshotNo	The head shots for the particular leader. These are in the <i>Mug60x60.pcx</i> and <i>Mug80x80.pcx</i> files in the <i>Gfx</i> folder root.
DiedIn	(Not used.)
nation	The nation number from <i>COG2Players.txt</i> .
turn-#_base0	The turn of appearance for the general.
province	Location should match <i>COG2CommanderAssignments.txt</i> and <i>COG2Start.txt</i> if the general is in a container.
Fame	The beginning fame level of the general. (See manual.)
InitModf	Initiative modifier for the general. (See manual.)
Rank	The rank of the general. This does not change in game play.
Tactics	Tactics bonus. (See manual.)
Morale	Morale bonus. (See manual.)
Cavalry	Cavalry bonus. (See manual.)
Naval	Naval bonus.
SpecTac0, 1, 2	Special abilities for the generals. See the manual, p. 158.

COG2Players.txt

General

Master file that lists potentially sovereign nations and all their national attributes.

Modifications

This file has many moddable fields. All of the easily moddable fields are marked with an * in the table below.

Screenshot Example

// ID	Name	Adjective	Leader	FlagSubstitution	FourStars	ThreeStars	TwoStars	NationalMorale	HomeProv	InflationDivisor	IsMediterranean	Experience	NavalExperience	BASEMORALE	MaxContainer0--armies	MaxContainer1--corps	MaxContainer2--fleets	MaxContainer3--cities
1	France	French	Napoleon	0	1	2	8	1500	59	130	0	100	20	4.5	20	7	32	10
2	Britain	British	George_III	0	0	1	2	1250	65	120	0	20	100	5	20	6	32	10
3	Sweden	Swedish	Gustav_IV	0	0	1	1	1000	202	60	0	10	10	3.75	20	6	32	10
4	Prussia	Prussian	Frederick_I	0	0	1	2	1000	129	75	0	30	0	3.5	20	6	32	10
5	Austria	Austrian	Franz_I	0	0	1	3	1000	122	85	0	40	0	3.5	20	6	32	10
6	Russia	Russian	Alexander	0	1	3	4	1000	79	100	0	50	20	3.5	20	6	32	10
7	Turkey	Turkish	Selim_III	0	0	1	1	1000	106	80	0	10	0	2.5	20	6	32	10
8	Spain	Spanish	Charles_IV	0	0	1	2	1000	49	75	0	20	20	2.75	20	6	32	10
9	Algeria	Algerian	Frank	0	0	1	1	0	170	30	1	0	0	3	20	6	32	10
10	Baden	Baden	Frank	0	0	1	1	0	151	30	0	0	0	3	20	6	32	10
11	Batavia	Batavian	Frank	0	0	1	1	0	136	30	0	0	0	2.3	20	6	32	10
12	Bavaria	Bavarian	Frank	0	0	1	1	0	147	30	0	0	0	4	20	6	32	10
13	Berg	Berger	Frank	0	0	1	1	0	143	30	0	0	0	3.5	20	6	32	10
14	Brunswick	Brunswick	Frank	0	0	1	1	0	141	30	0	0	0	4	20	6	32	10
15	Corsica	Corsican	Frank	0	0	1	1	0	159	30	1	0	0	3	20	6	32	10
16	Cyrenaica	Cyrenaican	Frank	0	0	1	1	0	174	30	1	0	0	2.5	20	6	32	10
17	Denmark	Danish	Frank	0	0	1	1	0	180	30	0	0	0	2.5	20	6	32	10
18	Egypt	Egyptian	Frank	0	0	1	1	0	113	30	1	0	0	3	20	6	32	10
19	Flanders	Flemish	Frank	0	0	1	1	0	150	30	0	0	0	3	20	6	32	10
20	Hanover	Hanoverian	Frank	0	0	1	1	0	138	30	0	0	0	3.5	20	6	32	10
21	Switzerland	Swiss	Frank	0	0	1	1	0	153	30	0	0	0	5	20	6	32	10

File Structure

Column	Contents
ID	The country ID. This number is referred to in many data files in the game. <i>Do not make any changes.</i>
Name	Country names.
Adjective	Names expressed as an adjective. Used in game messages to the player.
Leader	Name of the national leader.
FlagSubstitution	Used for overriding the flags displayed, as when Sweden is replaced with Poland
FourStars, ThreeStars, TwoStars*	The nation's maximum number of generals of a certain rank to allow for promotions. If you have fewer generals of a rank than is allowed by these limits, when a lesser rank general's fame reaches 100 times the number of stars, he will be promoted.
NationalMorale*	Beginning national morale.
HomeProv	The ID number for the home province of the country. This affects surrender, so care must be taken when this is changed.
InflationDivisor*	The divisor that is used to calculate a nation's inflation rate. See Resources Spent below.
IsMediterranean	Used to indicate which water provinces are located in the Mediterranean. Do not change.
Experience*	Base experience for new land units.
NavalExperience*	Base experience for new naval units.
BASEMORALE*	Base morale for new units.
MaxContainer0—armies*	The maximum number of divisions that can be in an army container.
MaxContainer1—corps*	The maximum number of divisions that can be in a corps container.
MaxContainer2—fleets*	The maximum number of divisions that can be in a fleet container.
MaxContainer3—cities*	The maximum number of divisions that can be in a city.
MaxUnitStr*	The maximum unit strength for the scenario. The default is 10,000.
Red, green, Blue	Used for map shading, etc.
Mobilized	(Not in use.)
MaxMobilized*	The maximum number of units that a player can recruit for the scenario before any adjustments are made during game play.

Column	Contents
ResourcesSpent*	The amount of money spent at the beginning of the scenario. This amount divided by the amount found in the <i>InflationDivisor</i> column will produce the initial "inflation" rate.
NeedSlaughterForFullSurrenderPoints*	The number of casualties the country must have sustained before the full amount of surrender points will be available to the victor.
Money*	Scenario starting level for money.
Labor, Horses, Food, Iron, Timber, Wool, Cotton, Textiles, Wine, Spice, Luxuries*	Scenario starting levels for these resources. For example, a 100 under Horses means that the country has 100 horses at the beginning of the scenario.
Colonial*	The number of beginning colonies.
FeudalDues_ChangeRate	The maximum amount the slider bar values can move in a turn. Once the new levels are set by the player, progress toward the new level progresses at these rates.
MilitaryReadiness_ChangeRate	
MilitaryIndustry_ChangeRate	
Tax_ChangeRate	
Dole_ChangeRate	
WantDole_ChangeRate	
TaxRate*	Beginning tax rate for the scenario.
upgrade1, upgrade2,*	The upgrades already purchased by the country at the beginning of the scenario.
CountryFeudalSupport*	Beginning feudal level for the scenario.
UseJager	A toggle to indentify which countries can recruit jaeger-type units.
Money_base_desire	Used to bias AI trading behaviors.
dommoney	(Not used.)
Men, labor, horses, food, iron, ore, timber, wool, cotton, textiles, wine, spice, luxuries, colonial	Used to bias AI trading behaviors. Currently, no biases were ever developed for the game, so all are at 100.

COG2Provinces.txt

General

This file contains definitions for each province in the game, including such items as goods production proclivities, forage values, and default ownership. The ID number found in the first column is used by many game processes to link the various data files together. This file is, in essence, the master province file for the game scenario. There is another file, *COG2Start.txt* that contains information about units and containers. Note that a city is a container. All developments are related to the city found in that file, not the province in this one. That means if you want to increase the number of banks, you'll need to go to *COG2Start.txt*, even though you might think that banks are part of a province.

Modifications

Perhaps the most likely modifications to this file are when changes to goods production is desired. The values found in the fields for tradable goods provide the relative ease that a particular good is produced in a province. The higher the number, the greater the amount of that good that will be produced, everything else remaining equal.

Screenshot Example

//id	name	RegionalCapital	player	IsMediterranean	SiegeDamageMul	ExtraSnow	HighAttrition	PathOfNappy	SimpleMoney	SimpleLabor	Money	DomMoney	MenProduction	LaborProd	HorseProd	Food	Iron	Ore	Timber	Wool	Cotton	Textiles	Wine	Spice	Luxuries	masterloc	Forage	MaxPop
47	Valencia	47	8	0	1	0	0	2	16	6	9	0	4	3	1	4	1	0	1	0	2	1	0	1	0	5	4	4
48	Granada	48	8	0	1	0	0	2	14	7	8	0	5	5	2	6	2	0	1	0	1	1	1	2	2	5	4	5
49	Madrid	49	8	0	1	0	0	2	14	6	8	0	3	3	1	4	0	0	0	2	0	1	0	1	2	3	6	3
50	Extremadura	50	8	0	1	0	0	2	6	3	3	0	2	2	2	4	1	0	0	2	0	1	0	1	0	1	3	2
51	Seville	51	8	0	1	0	0	2	12	8	7	0	6	6	1	8	1	0	0	0	2	1	1	2	3	2	4	6
52	Navarre	52	8	0	1	0	0	2	9	2	7	0	2	2	2	3	0	0	0	1	0	1	0	1	0	2	4	2
53	Picardy	53	1	0	1	0	0	2	27	8	13	0	6	6	2	8	0	0	0	2	0	1	0	1	1	1	6	6
54	Normandy	54	1	0	1	0	0	2	33	7	17	0	6	5	1	7	1	0	0	2	0	1	0	1	0	1	5	6
55	Champagne	55	1	0	1	0	0	2	25	8	13	0	4	4	0	5	0	0	0	0	0	2	1	0	1	1	7	4
56	Brittany	56	1	0	1	0	0	2	32	7	16	0	4	4	1	6	0	0	0	1	0	1	0	1	1	1	5	4
57	Maine	57	1	0	1	0	0	2	40	5	20	0	4	4	0	5	0	0	0	0	0	1	1	0	0	5	6	4
58	Guyenne	58	1	0	1	0	0	2	27	5	13	0	3	4	0	4	0	0	1	2	0	1	1	1	0	5	4	3
59	Ile_de_France	59	1	0	1	0	0	2	55	14	29	0	7	8	1	8	1	0	0	1	0	1	0	2	1	1	8	7
60	Berri	60	1	0	1	0	0	2	33	6	17	0	3	3	3	4	0	0	2	0	0	1	0	0	0	1	4	3
61	Burgundy	61	1	0	1	0	0	2	40	7	20	0	3	4	1	6	0	0	1	0	0	1	2	0	0	5	7	3
62	Provence	62	1	0	1	0	0	2	30	8	15	0	7	6	0	9	0	0	1	0	0	1	3	2	1	1	6	7
63	Gascony	63	1	0	1	0	0	2	21	8	11	0	5	5	2	7	2	0	1	1	0	1	2	1	0	5	5	5
64	Languedoc	64	1	0	1	0	0	2	21	9	10	0	5	6	0	7	3	0	0	2	0	2	4	0	0	1	5	5
65	Anglia	65	2	0	1	0	0	0	93	15	45	0	16	16	0	19	2	0	3	0	0	2	1	2	0	1	8	16
66	York	66	2	0	1	0	0	0	72	17	34	0	12	12	0	15	1	0	0	2	0	3	0	0	1	1	4	12
67	Scotland	67	2	0	1	0	0	0	59	7	29	0	6	6	0	11	1	0	0	3	0	1	0	1	0	1	5	6
68	Wales	68	2	0	1	0	0	0	37	4	18	0	4	4	2	8	1	0	2	2	0	1	0	0	0	3	6	4
69	Devon	69	2	0	1	0	0	0	54	5	26	0	5	5	2	5	1	0	0	1	0	1	0	0	2	1	6	5

File Structure

Column	Contents
//id	Province ID number referred to in many other data files.
name	The name of the province. Notice that underscores (“_”) must take the place of spaces in the names.
RegionalCapital	The location of the capital. For all playable countries, this is the same as the province ID number. For some minor countries the capital resides in a different province.
player	The native country for the province.
IsMediterranean	Used to indicate which water provinces are located in the Mediterranean. Do not change.
SiegeDamageMul	The relative ability for a siege to be successful in the province. (This makes it harder to succeed in Gibraltar than in Genoa, for example.) The smaller the number the more difficult it becomes to successfully conduct a siege. This is a multiplier for the damage the defender takes during a siege. So, a .1 means that the defender will take 10% of the normal damage.
ExtraSnow	The province gets more snow on average. The values are additional percentages that snow will occur in a given turn on the strategic map above what they would normally have.
Red, Green, Blue	Affects shading on the map.
HighAttrition	The province is inhospitable to troops, for one reason or another, which results in high attrition.
PathOfNappy	1=must conquer or liberate; 2=must conquer
SimpleMoney	Base money production for scenarios using the simple economy.
SimpleLabor	Base labor production for scenarios using the simple economy.
Money	Base money production for scenarios using the advanced economy.
DomMoney	Obsolete.
MenProduction	Starting population.
LaborProd	The propensity for the province to be good at producing labor. The higher the number, the greater the labor production, everything else being equal.
HorseProd ,Food, Iron, Ore, Timber, Wool, Cotton, Textiles, Wine, Spice, Luxuries	The propensity for the province to be good at producing this tradable good. A 0 means that no production is possible. A 7 means that the province is very good at producing this good. The top three goods appear on the production screen as the three goods that the province is good at producing.
masterloc	These are codes to indicate the weather region in which the province is located. The allowable codes are 1 & 7 with 1 being land and 7 being water. Other terrain types are in a separate, unmoddable, game parameter file.
Forage	An index number that is used to calculate the forage values that result from weather conditions each turn. The higher the number, the greater number of troops the

	province will support. Allowable values are from 1 to 8 for land provinces, 0 for water "provinces."
MaxPop	The maximum possible population generally allowed in the game. However, this amount can be expanded by building infrastructure (roads). Ever two road developments increases this by one.
road1 – road8	Obsolete.

COG2ProvincesStart.txt

General

This file contains all of the “provinces that begin the scenario under the control of a country that they are not “native” to, or “core,” as described in the manual. This is not to be confused with the *COG2Relations.txt* file which defines conquered countries, not provinces.

Modifications

Use this file when you want to have a scenario with a non-native **province** under the control of a country. Notice that in the screenshot below Province 212 (Salzburg) is under the control of Austria (5) as the scenario begins. Salzburg is not a country, but a single province.

Screenshot Example

// prov#	conq
164	17
165	17
143	12
234	12
210	23
229	23
155	23
118	39
162	48
171	37
174	37
105	70
260	89
212	5
279	6
0	0

File Structure

Column	Contents
prov#	The province that has been conquered.
conq	The ID number of a country from <i>COG2Players.txt</i> that has conquered a province.

COG2Purchases.txt

General

This file guides the AI as it purchases units for countries not under the control of a human player. The numbers beside each unit type are used to calculate the ratio of units that are in play by type. The AI proceeds from left to right and purchases units. When the ratio is out of alignment with the one found in the file, the AI will attempt to correct it by purchasing the units necessary.

Modifications

This file should be modified with great care. The ratios of unit purchases were determined to give an historical level of troop types and to modify it can cause very ahistorical results.

Unit types can be added or deleted, just make sure that each line ends with an end-of-line (“eol”) marker, if you make any changes to the file.

Screenshot Example

//	Type	#	Type	#	Type	#	Type	#	Type	#	Type	#	Type	#	Type	#				
France_Naval	3rd	12	1st-2nd	3	Fgt	4	Inf+Lt	1	LtCav	1	Inf	3	Cav	1	Art	2	Grd	1	3rd	12
France	Inf	4	Cav	1	Art	2	Inf+Lt	1	LtCav	1	Inf	3	Cav	1	Art	2	Grd	1	HvyCav	1
Britain	Inf	2	Cav	2	Art	1	HvyCav	1	Grd	1	3rd	18	Fgt	5	Mer	3	HorArt	1	Inf+Rif	1
Sweden	Mer	1	Inf	2	Cav	1	Inf+Jag	1	Art	1	Fgt	2	Lnd	2	eol					
Prussia	Inf	3	Cav	1	Inf+Jag	1	Art	1	Inf	3	Cav	1	Inf+Jag	1	Art	1	HvyCav	1	LtCav	1
Austria	Inf	2	Cav	1	Inf	2	Cav	1	HvyCav	1	Art	1	Inf+Jag	1	LtInf	1	Lnd	2	eol	
Russia	Inf	3	Cav	1	Art	1	HvyArt	1	Inf	3	HvyCav	1	Art	1	HvyArt	1	Grd	1	3rd	4
Turkey	Inf	4	Cav	1	IrrCav	2	Inf	4	Cav	1	IrrCav	2	Mer	1	3rd	3	Fgt	3	eol	
Spain	Inf	3	Cav	1	IrrCav	1	Art	1	eol											
Algeria	Inf	4	Cav	1	Art	1	eol													
Baden	Inf	4	Cav	1	Art	1	eol													
Batavia	Inf	4	Cav	1	Art	1	eol													
Bavaria	Inf	4	Cav	1	Art	1	eol													
Berg	Inf	4	Cav	1	Art	1	eol													
Brunswick	Inf	4	Cav	1	Art	1	eol													
Corsica	Inf	4	Cav	1	Art	1	eol													
Cyrenaica	Inf	4	Cav	1	Art	1	eol													
Denmark	Inf	4	Cav	1	Art	1	eol													

File Structure

Column	Contents
Type	The type of unit to be purchased.
#	The number of units of that type that are used to calculate the ratio of troops.

COG2Regions.txt

General

This file defines “minor countries” that consist of more than one region. It also identifies those countries can make use of the units belonging to that region.

Modifications

This file should be modified with great care. Provinces can be added and subtracted to a region simply by placing the correct province number to the right of the province_1 field. See the file structure table for other information about possible modifications.

Screenshot Example

```
// name      province  2  3  4  5  6  7  8  9 10 11 12 13 14 15 unit qty unit qty unit qty unit qty unit qty nation1 2 3 4 5 6 7 8
Duchy_of_Warsaw      185 132 183 135 182 0 0 0 0 0 0 0 0 0 3 1 24 1 9 1 35 2 0 0 1 1 1 0 0 0 0 1
Kingdom_of_Bavaria    147 211 125 0 0 0 0 0 0 0 0 0 0 0 3 1 24 1 9 1 19 1 0 0 1 1 1 1 1 0 1
Kingdom_of_Naples     161 205 162 0 0 0 0 0 0 0 0 0 0 0 3 2 19 1 34 1 0 0 0 0 1 1 1 1 1 0 1
Kingdom_of_Italy      155 124 123 210 156 0 0 0 0 0 0 0 0 0 3 2 24 1 4 1 22 1 0 0 1 1 1 1 1 0 1
Confederacy_of_the_Rhine 140 142 143 145 151 152 146 0 0 0 0 0 0 0 3 3 24 2 4 1 9 1 2 1 1 1 1 1 0 1
North_Africa          172 168 169 170 173 171 174 0 0 0 0 0 0 0 3 3 34 4 2 1 0 0 0 0 0 0 0 0 0 0 1 0
eof                   0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

File Structure

Column	Contents
name	Name of the “Minor Country”
province1	The “home” province for the country.
2 - 15	The ID numbers of all other provinces that make up the “minor” country.
unit	“Region” equivalent to the <i>COG2purchases.txt</i> file Type and # fields.
qty	
nation1	A “1” here indicates that a country (France = 1, etc.) will be able to use the troops of the region once controlled.
2 - 8	

COG2Relations.txt

General

This file contains the beginning diplomatic relations statuses for the active countries, including defining allies and protectorates of the major countries. It is also used to indicate the minor countries (# 9 + in the *COG2Players.txt* file) of another nation that have been conquered by other countries. (See *COG2ProvincesStart.txt* for individual province control.)

Modifications

This file is moddable, although care should be taken to make sure that if country "A" is at war with country "B," then country "B" must also be at war with country "A." Keep in mind the rules of the game, in that a country cannot be in a circular war situation. That means if "A" is at war with "B," and "B" is at war with "C," then "C" cannot be at war with "A."

You **may not** have any country in player_1, except the eight playable countries.

Screenshot Example

		relation (wa
		alliance==1
		protectorate
		conquered
// player1	player2	country==3
1	2	-1
2	1	-1
1	10	2
1	11	2
1	12	2
1	15	2
1	19	3
1	20	3
1	21	2
1	23	2
1	24	3
1	28	3
1	31	3
1	42	2
1	47	3
1	96	3
1	97	2
2	87	3

Notice that in the screenshot, France (1) is at war with Britain (2), and that Britain (2) is at war with France (1).

Also note that France (1) has formed a protectorate with Baden (10).

File Structure

Column	Contents
// player1	The nation with the relation.
player2	The nation (see <i>COG2players.txt</i>) that is the object of that relation.
relation (war==-1; alliance==1; protectorate==2; conquered country==3)	The single digit here represents the starting relations that each of the eight major nations has with other major and minor nations. Only 1,2, and 3 codes need be listed. If nations are at peace, no entry need be made.

General

This file lists all the starting units **and containers** for a scenario. It includes their location, type, strength, morale, and special attributes. It also has development levels for each city and Espionage, Influence, and Legal values for diplomats.

Modifications

This file is easily modified. It is very self explanatory with the following exceptions: Make sure there is a 0 or 1 in the first column. A 0 is for container units, a 1 is for all other units. Make sure the unit type is found in the master.txt file. Also, make sure that you do not put extraneous values for units. In other words, do not put diplomat values for an artillery unit. Finally, if you enter a special ability value that a particular unit cannot take advantage of (say, giving “scouts” to an artillery unit), you’ve wasted a slot that can no longer be filled. **Note the scenario default Glory requirements and start and end months are also defined here.**

Screenshot Example

PlayerID	name	general	type	location	strength	Morale	cityIndex	citySize	Defenses	Walls	Infrastructure	Marital	Financial	Cultural	Agricultural	Industrial	Ministerial	Shipyard	Dip_Espionage	Dip_Influence	Dip_Legal	Spec1	Spec2
1000																							
188																							
308																							
0	1 Jerome	x		32 60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	30	10	0	0
0	1 x	x		33 62	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1 x	x		16 62	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1 x	x		16 62	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1 II_Corps		Marmont	2 137	0	0	0	0	0	0	1	0	1	0	2	0	0	2	0	0	0	0	0
1	1 Boudet_Div	x		3 137	7000	0	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
1	1 Grouchy_Div	x		3 137	7000	0	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
1	1 Dumonceau	x		24 137	7000	0	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
1	1 Lacoste_Lt_Cav	x		19 137	6500	0	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
0	1 I_Corps		Bernadotte	2 138	0	0	0	0	0	0	1	0	1	0	2	0	0	2	0	0	0	0	0
1	1 Rivaud_Div.	x		3 138	8000	0	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
1	1 Drouet_Div.	x		3 138	8000	0	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
1	1 Kellermann_Lt._Cav.	x		19 138	6000	0	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
0	1 x	x		33 150	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1 Grande_Armees_I		Napoleon	1 150	0	0	0	0	0	0	1	0	1	0	2	0	0	2	0	0	0	0	0
1	1 Imperial_Guard		Bessieres	2 150	0	0	0	0	0	0	1	0	1	0	2	0	0	2	0	0	0	0	0
2	1 Imp._Guard	x		3 150	5000	8.5	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	1	0
2	1 Guard_Cav.	x		4 150	3500	7	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
2	1 Guard_Art.	x		9 150	1200	7	0	0	0	0	2	2	0	0	1	0	3	0	0	0	0	0	0
1	1 III_Corps		Davout	2 150	0	0	0	0	0	0	1	0	1	0	2	0	0	2	0	0	0	0	0

Also note that units with an “x” in the name column will automatically be given a sequential number as the scenario loads.

File Structure

Column	Contents
child (EndofGame#120)	Flag for unit identification. A “1” is a unit; a “0” is a container.
playerID	The Player ID
name	Name of the unit. Make sure to place an underscore (“_”) in place of a space.
general	The commander of the unit. If there is a general by that name in the <i>COG2commander.txt</i> file, then the general will be attached.
type	The type of unit found in the <i>master.txt</i> file
location	The province where the unit is located.
strength	The beginning strength of the unit. Units should start with a strength greater than the maximum default for the unit type.
Morale	Beginning morale for the unit.
cityIndex	An internal number used in the code. Do not modify.
citySize	City population at scenario start.
Defenses	The number of beginning guns for the province.
Walls	The number of beginning walls for the province.
Infrastructure	The number of beginning roads for the province.
Martial	The number of beginning barracks for the province.
Financial	The number of beginning banks for the province.
Cultural	The amount of beginning culture for the province.
Agricultural	The number of beginning farms for the province.
Industrial	The number of beginning factories for the province.
Ministerial	The number of beginning courts for the province.
Shipyards	The number of beginning docks for the province.
Dip_Espionage	Espionage value if a diplomat.
Dip_Influence	Influence value if a diplomat.
Dip_Legal	Legal value if a diplomat.
Spec1, Spec2	Special ability already in possession of the unit. Make sure that this ability is possible for the type of unit.

General

This file defines glory additions and subtractions for province ownership for all players. These are, in effect, the goals, or target provinces that each AI player will attempt to control.

Modifications

This file is easily moddable to reflect desired changes in the rewards associated with a country's strategy. For example, by making a particular province very rewarding for a potential enemy, the AI will be more likely to pursue that province, thereby impacting the overall strategy that the AI pursues.

The screenshot below shows how this file works. Notice that France will lose 2 glory points each turn if an enemy controls 53, 54, 55, and 56. (The names of those provinces can be found in the data file *COG2Provinces.txt*.) This is a reasonably strong incentive for France to maintain control over these provinces. Notice that Britain gains 4 glory for two of those provinces, 54 and 56. These are targets for Britain and the AI will attempt to control these provinces more than most of the others in the game. Note that capitals are targets though game rules about surrender, so they may not appear on this list.

Screenshot Example

//	Control	Neutral	Enemy	Control	Neutral	Enemy	Control	Neutral	Enemy	Control	Neutral	Enemy
//	France			Britain			Turkey			Spain		
54	0	0	-2	4	0	0	0	0	0	0	0	0
55	0	0	-2	0	0	0	0	0	0	0	0	0
56	0	0	-2	4	0	0	0	0	0	0	0	0
57	0	0	-2	0	0	0	0	0	0	0	0	0
58	0	0	-2	0	0	0	0	0	0	0	0	0
59	0	0	0	0	0	0	0	0	0	0	0	0
60	0	0	-2	0	0	0	0	0	0	0	0	0
61	0	0	-2	0	0	0	0	0	0	0	0	0
62	0	0	-2	0	0	0	0	0	0	0	0	0
63	0	0	-2	0	0	0	0	0	0	1	0	0
64	0	0	0	0	0	0	0	0	0	0	0	0

File Structure

Column	Applicable Country	Contents
<first column>		The province number that is a target for a major nation.
Control	France	The number of glory points gained or lost each turn if the country controls the province.
Neutral		The number of glory points gained or lost each turn if the country has a neutral relationship with the province.
Enemy		The number of glory points gained or lost each turn an enemy country controls the province.
Control	Britain, etc.	The above structure is repeated for each of the seven remaining major nations.
Neutral		
Enemy		

Appendix B – Game Modifications Files

city1.txt, ... city8.txt	31
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COG2AiUpgrades.txt	33
master.txt	34
COG2Ships.txt	36
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General

These files are lists of names for cities that are used in Treaties by the AI, one file for each country.

Modifications

Change these at will, but do not add to the list.

Screenshot Example

Nantes
Tours
Rouen
Valmy
Rheims
Nice
Toulon
Toulouse
Limoges
Dijon
Strasbourg
Clermont
Valence
Grenoble
Aurillac
Pau
Angers
Rennes
Amiens
Calais
Liege
Mayence
Troyes
Metz

File Structure

This is a simple list of city names, one per line.

General

These files are simple lists of names which are randomly selected when a leader “distinguishes” himself in a battle. All commander-related values for generals on this list are randomly generated when they appear.

Modifications

Names can be modified. Up to 49 names can exist on any given list. Fifty will crash the program.

Screenshot Example

Arrighi
Barbou
Belliard
Bisson
Charpentier
Conroux
Delmas
Dessolles
Dupre
Foy
Gerard
Guyot
Jaquet
Lamotte
Lecourbe
Miollis
Partouneaux
Reynier
Rottembourg
Sorbier
St_Germain
Sorbier
Tilly
Treilhard
Vichery

File Structure

These are simple lists of names, one per line.

COG2AiUpgrades.txt

General

This file provides a list of upgrades (by ID as found in *COG2Upgrades.txt*) that the AI will purchase during the game for each major power.

Modifications

Changing the order and contents of each row will change the type and priority of upgrades for each major country. Up to 50 upgrades can be listed in a single row.

Screenshot Example

// Each row gives the upgrade indices that AI nations prefer to buy. Maximum 50 in each row															
63	80	77	1	2	23	4	21	11	45	61	29	15	66	24	0
65	49	63	57	23	73	20	80	56	29	27	2	14	22	6	0
75	19	65	16	23	71	73	9	45	14	52	77	22	1	11	0
2	19	65	23	9	12	1	63	22	5	80	29	11	16	58	0
19	65	77	4	63	12	23	9	80	29	7	33	16	73	22	0
46	33	19	65	52	14	63	11	34	24	29	80	1	2	77	0
2	1	66	19	65	74	45	23	47	71	73	77	14	61	9	0
3	23	65	46	11	2	38	52	74	61	45	47	33	15	53	0

File Structure

There are eight rows, one for each major country. France is the first row, Britain is the second, etc.

General

This file contains basic information about all the unit types in the game. It defines the types in terms of ability to carry and be carried, movement opportunities, base costs in the simple and advanced economy, base initiative, maximum strength, scouting ability and so forth.

Modifications

While this file is relatively easy to mod, extreme care should be taken or the game dynamics can be radically changed. The table below shows the contents of each field.

Screenshot Example

// id	name	abbr	tip	limit	type	CanCarry	CarryType	MovesOnPhases	MoveClass	MoveClassOverRide	InitClass (for terrain modf to init)	SimpMoney	SimpLabor	SimpleXpCost	Money	Horses	Labor	Pop. Cost	Iron	Timber	Textiles	Food	UpkeepMoney	Time	BlockEnemy	BaseInitiative
1	Army	Arm	Armies_act_li	0	5	1	12	14	1	0	1	60	20	0	50	20	20	0	0	0	20	0	5	2	1	60
2	Corps	Cps	Corps_act_lik	0	5	2	13	14	1	0	1	120	20	0	100	40	20	0	0	0	30	0	5	1	1	60
3	Infantry	Inf	Infantry_Divisi	0	6	0	15	14	1	0	1	80	20	0	50	20	20	2	20	0	0	0	2	3	0	50
4	Cavalry	Cav	Cavalry_Divisi	0	6	0	15	63	1	0	2	320	20	0	200	80	20	1	10	0	0	0	10	6	0	70
5	Fleet	Flt	Fleets_act_lik	0	5	4	0	63	2	0	3	120	10	0	50	0	20	0	20	100	30	0	5	4	1	85
6	Ship_3rd-F3rd	Ship_represe	Ship_represe	0	6	0	4	63	2	0	3	80	30	0	50	0	60	2	50	30	10	0	2	12	0	85
7	General	Gen	x	0	7	0	15	30	1	0	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85
8	City	Cty	x	0	8	8	0	63	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	Artillery	Art	Artillery_The	0	6	0	15	14	1	0	5	200	70	0	200	20	40	1	100	10	0	0	4	9	0	40
10	Port	Prt	x	0	8	8	0	63	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	Depot	Dpt	x	0	8	0	0	63	0	0	0	60	10	0	50	0	10	0	0	0	0	0	15	0	0	0
12	Militia	Mil	Militia_are_us	0	6	0	8	0	1	0	1	60	10	0	0	0	20	2	0	0	0	0	1	1	0	50
13	Guard	Grd	Guard_are_el	8	6	0	15	14	1	0	1	430	40	25	500	20	40	1	40	0	100	0	9	18	0	60
14	Ship_1st/2	1st-2nd	Heavy_Ships	0	6	0	4	63	2	0	3	200	40	0	125	0	60	2	100	60	20	0	3	15	0	75
15	Ship_4th-F4th	4th_Rate_shi	4th_Rate_shi	0	6	0	4	63	2	0	3	50	20	0	50	0	40	1	20	20	10	0	1	9	0	75
16	Privateer	Pvt	Privateers_are	7	6	0	0	63	2	0	3	40	0	0	50	0	0	1	20	150	0	0	0	9	0	60
17	POWs	POW	x	0	5	2	13	14	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50
18	Hv.Cavalry	HvyCav	Heavy_Cavalr	0	6	0	15	63	1	0	2	410	40	7	200	120	20	1	40	0	40	0	12	8	0	60
19	Lt.Cavalry	LtCav	Light_Cavalry	0	6	0	15	63	1	0	2	390	20	5	200	80	20	1	10	0	60	0	12	6	0	70
20	Cossack	Csk	x	0	6	0	15	63	1	0	2	170	20	0	100	80	20	1	10	0	0	0	4	6	0	95
21	Hv.Artillery	HvyArt	Heavy_artiller	5	6	0	15	14	1	0	5	230	120	7	300	20	20	1	300	30	20	0	4	10	0	20
22	Horse_Art.	HorArt	Horse_artiller	5	6	0	15	63	1	0	5	230	70	15	200	80	60	1	100	10	50	0	10	9	0	60

File Structure

// id	Internal number that identifies unit type.
name	Name of unit type.
abbr	Abbreviation of unit type.
tip	Text for in-game display.
limit	Maximum units of this type that a country may have. A "0" mean that there is no limit.
type	General type of unit. 5 = HQ, 6 = Inf, 7 = Commander, 8 = Static object,

CanCarry CarryType	These define which unit type can carry which unit type. These should not be modified.
MovesOnPhases	Bit field that indicates the phases the unit can move. Do not modify.
MoveClass	1 = Land, 2 = Sea, 3 = Diplomatic.
MoveClassOverRide	Used when ports override the movement properties of land/water.
InitClass	Used in initiative modification table lookup.
SimpMoney	Unit cost in simple economy
SimpLabor	
SimpleXpCost	Experience point cost in simple economy
Money, Horses, Labor Pop.Cost, Iron, Timber, Textiles, Food	Costs in advanced economy
UpkeepMoney	Basic cost to maintain each month.
Time	Unmodified time to build.
BlockEnemy	Prevents enemy movement through province.
BaseInitiative	Basic initiative.
0Phase	(Not used.)
1Phase	
2Phase	
DieStr	
MaxStrength	Maximum strength.
NeedToSupport	(Not used.)
ScoutPercent	Percent used to calculate scouting value.
DefenseMultiplier	Modification for unit being the object of an attack.

General

This is the master ship file that defines the characteristics of each ship unit type in the game. Each ship category is defined separately for each country as there were significant differences in ship design, construction and quality. Notice the differences in the Heavy ship category between those of France and those of Prussia. France’s heavy ships have larger crews and a larger contingent of marines. These differences can be significant in the game.

Modifications

While nearly every field can be modified, extreme care must be taken when altering these values. These data were carefully calculated to be as historical as possible. Large changes will radically alter how the game plays.

Screenshot Example

Player	Mid	Nationality	Name	Size	BaseMove	MaxRigging	MaxHull	FullCrew	FullMarines	BaseCarronades	BaseLongGuns	TackWind1	TackWind2	TackWind3	TackWind4	InertialMove
1	6	France	Ship	3	6	107	100	600	140	6	82	30	50	70	50	0.25
1	14	France	Hv.Ship	3	5	110	120	780	200	9	110	10	40	60	40	0.5
1	15	France	Fourth	3	6	80	70	400	80	6	60	30	50	70	50	0.25
1	16	France	Privateer	2	8	60	40	300	10	3	30	40	60	70	50	0.15
1	31	France	Frigate	2	7	60	50	300	30	6	35	50	70	80	60	0.15
1	33	France	Merchant	2	6	50	50	200	20	9	15	20	40	60	40	0.3
2	6	Britain	Ship	3	6	100	94	600	100	12	74	30	50	70	50	0.25
2	14	Britain	Hv.Ship	3	5	110	120	700	160	9	102	20	50	70	50	0.4
2	15	Britain	Fourth	3	6	90	70	400	60	6	60	30	50	70	50	0.25
2	16	Britain	Privateer	2	8	60	40	300	10	3	25	40	60	70	50	0.15
2	31	Britain	Frigate	2	7	60	50	300	30	12	25	50	70	80	60	0.15
2	33	Britain	Merchant	2	6	50	40	200	20	9	15	20	40	60	40	0.3
3	6	Sweden	Ship	3	6	100	100	600	100	6	74	30	50	70	50	0.25
3	14	Sweden	Hv.Ship	3	5	110	120	700	160	9	100	20	50	70	50	0.4
3	15	Sweden	Fourth	3	6	80	70	400	60	6	60	30	50	70	50	0.25
3	16	Sweden	Privateer	2	8	60	40	300	10	3	25	40	60	70	50	0.15
3	31	Sweden	Frigate	2	7	60	50	300	30	6	31	50	70	80	60	0.15
3	33	Sweden	Merchant	2	6	50	40	250	20	9	15	20	40	60	40	0.3
4	6	Prussia	Ship	3	6	100	100	600	100	6	74	30	50	70	50	0.25
4	14	Prussia	Hv.Ship	3	5	110	120	700	160	9	100	20	50	70	50	0.4
4	15	Prussia	Fourth	3	6	80	70	400	80	6	60	30	50	70	50	0.25
4	16	Prussia	Privateer	2	8	60	40	300	10	3	25	40	60	70	50	0.15

The percentages give the base chance of being eligible for tacking each turn. A ship that is eligible to tack can turn directly into the wind direction. Ships that aren't eligible, can't tack that turn.

File Structure

Player	Number of the country.
Mid	ID number in <i>master.txt</i> .
Nationality	Ship nationality.
Name	Name of the type of ship.
Size	The relative size of the ship type. See manual, pp. 170-171.
BaseMove	Base movement values.
MaxRigging	A number that roughly represents the amount of sheet damage the ship type can take.
MaxHull	A number that roughly approximates the amount of damage the hull can take in combat.
FullCrew	Crew size.
FullMarines	Base marine compliment.
BaseCarronades	Short, smoothbore cannon.
BaseLongGuns	Larger caliber cannon.
TackWind1	See manual, p.174.
TackWind2	
TackWind3	
TackWind4	
InertialMove	The larger this number the greater amount of inertia the ship has. This means that it will automatically move more hexes with the wind once an order to change directions has been given.

General

This file defines the special abilities that units may have. The experience point costs for each country are also included along with the effects on quick combat.

Modifications

The actual game effects of special abilities are largely hardcoded, so modifying this file is somewhat limited. Experience point costs can be modified as can the effect of the ability in QC. Other modifications are not recommended.

Screenshot Example

	name	abbr	MoraleReq	infantry	cavalry	artillery	ship	France	Britain	Sweden	Prussia	Austria	Russia	Turkey	Spain	QCAttack	QCDefense	QCMorale
1	Disciplined	Di	5	1	1	1	0	15	15	15	15	15	15	15	15	20	0	0
2	Brave	Br	5	1	1	0	0	15	15	15	15	15	15	15	15	20	0	0
3	Wild	Wi	5	1	1	0	0	15	15	15	15	15	15	15	15	20	0	0
4	Fast	Fa	5	1	1	1	0	7	7	7	7	7	7	7	7	0	20	0
5	Hardy	Ha	4	1	1	0	0	7	7	7	7	7	7	7	7	0	0	2
6	Oblique_Fire	OF	4	1	1	1	0	7	7	7	7	7	7	7	7	0	20	0
7	Square	Sq	4	1	0	0	0	7	7	7	7	7	7	7	7	0	20	0
8	Night_Owls	NO	4	1	1	1	0	7	7	7	7	7	7	7	7	10	10	0
9	Engineers	En	4	1	0	1	0	7	7	7	7	7	7	7	7	20	0	0
10	Shooters	Sh	5	1	1	1	0	10	10	10	10	10	10	10	10	10	10	0
11	Flankers	Fl	5	1	1	1	0	15	15	15	15	15	15	15	15	20	0	0
12	Determined	De	4	1	1	0	0	7	7	7	7	7	7	7	7	0	20	0
13	Chargers	Ch	4	1	1	0	0	7	7	7	7	7	7	7	7	20	0	0
14	Steady	St	4	1	1	1	0	7	7	7	7	7	7	7	7	0	0	2
15	Blasted	Bl	5	1	1	0	0	10	7	7	7	7	7	7	7	20	0	0
16	Bloodthirsty	BT	5	0	1	0	0	7	7	7	7	7	7	7	7	20	0	0
17	Foragers	Fo	4	1	1	1	0	7	7	7	7	7	7	7	7	0	0	0
18	Polar_Bears	PB	4	1	1	1	0	22	22	4	22	22	4	37	37	0	10	1
19	Woodsmen	Wo	4	1	1	1	0	7	7	7	7	7	7	7	7	0	20	0
20	Sustained_Volley	SV	4	1	1	1	0	7	7	7	7	7	7	7	7	20	0	0
21	Street_Fighters	SF	4	1	0	0	0	7	7	7	7	7	7	7	7	20	0	0
22	Sharpshooters	SS	5	1	0	0	0	15	15	15	15	15	15	15	15	20	0	0
23	Savage	Sv	4	1	1	0	0	7	7	7	7	7	7	7	7	0	0	0
24	Organized	Or	4	1	1	1	0	7	7	7	7	7	7	7	7	10	20	0
25	Bulldogs	Bu	5	1	1	1	0	7	7	7	7	7	7	7	7	0	20	1
26	Quartermaster	Qm	6	1	0	1	0	15	15	15	15	15	15	15	15	0	10	1
27	Shipshape	Sp	5	0	0	0	1	7	7	7	7	7	7	7	7	0	20	0

File Structure

_	Index number for the ability
name	Ability name.

abbr	Ability Abbreviation
MoraleReq	The morale the unit must have before the ability can be purchased for it.
infantry	A "1" indicates that the special ability can be applied to that type of unit.
cavalry	
artillery	
ship	
France	Experience point cost by country.
Britain	
Sweden	
Prussia	
Austria	
Russia	
Turkey	
Spain	
QCAttack QCDefense	Effects on quick combat. The number is the percent chance that the given special ability will be applied (at a + 1) to any given combat attack or defense for each "roll."
QCMorale	The effect on quick combat morale.
tip	Tip displayed at the bottom of the purchase screen.

General

This file contains a complete list of all upgrades with prerequisite upgrades and cost modifiers for each country.

Modifications

This file is easily modified and is very simple to understand. The numbers below each country are modifiers that are used to calculate actual costs for each of the countries. For example, France pays 90 experience points for quality horses, Britain pays 108. (90 x 1.2)

Also, notice that before March Training II (#15) can be purchased, March Training I (#14) must have been purchased.

Screenshot Example

//		Prerequisite	BaseCost	Naval	France	Britain	Sweden	Prussia	Austria	Russia	Turkey	Spain
1	CavalryOrganization	0	75	0	1	1	1	1	1	1	1	1
2	CavalryTraining	0	75	0	1	1	1	1	1	1	1	1
3	CavalryFerocity	0	75	0	1	1	1	1	1	1	1	1
4	QualityHorses	0	90	0	1	1.2	1.2	1.2	1	1.2	1.2	1
5	ColumnFighting	0	75	0	1	2	2	1	2	1	2	2
6	MobileSquares	0	75	0	1	1	1	1	1	1	1.5	1
7	LineMarching	0	120	0	1.2	1	1	1.2	1	1.2	1.2	1.2
8	WheelTraining	0	120	0	1.2	1	1	1.2	1	1.2	1.2	1.2
9	TargetPracticel	0	75	0	1.4	1	1.2	1.2	1.2	1.4	1.4	1.4
10	TargetPracticell	9	105	0	1.4	1	1.2	1.2	1.2	1.4	1.4	1.4
11	BayonetPractice	0	75	0	1	1	1	1	1	1	1	1
12	DivisionalArtillery	0	120	0	2	2	1.5	1	1	2	1.5	1.5
13	CorpsSystem	0	90	0	1	2	2	2	2	2	3	2
14	MarchTrainingI	0	90	0	1	1	1	1.5	1.5	1	1	1
15	MarchTrainingII	14	135	0	1	1	1	1.5	1.5	1	1	1
16	FieldMedicineI	0	75	0	1	1	1	1	1	1.2	1.5	1.2
17	FieldMedicineII	16	120	0	1	1	1	1	1	1.2	1.5	1.2
18	FormationDrilling	0	180	0	1.5	1	1.2	1	1	1.5	1.5	1.5
19	SkirmisherTraining	0	120	0	1	1	1	1	1	1	1	1
20	DoubleLineFormation	0	120	0	1.5	1	1.5	1.5	1.5	1.5	1.5	1.5

File Structure

//	Internal index to identify the upgrade
	The name of the upgrade.
Prerequisite	The number of the upgrade that must be purchased first.
BaseCost	The base cost for the upgrade.
Naval	A toggle to identify those upgrades that apply to naval units.
France, et. al.	The multiplier for each country to calculate actual experience point cost of the upgrade for that country.

General

The file contains the maxims that are randomly displayed at startup.

Modifications

This file is easily modified. Each maxim must be terminated by an '*' character at the end of the line. People can add maxims to the list, but there should be no more than 200 total. More than 200 may crash the program.

Screenshot Example

Maxim I. The frontiers of states are either large rivers, or chains of mountains
Maxim II. In forming the plan of a campaign, it is requisite to foresee everythi
Maxim III. An army which undertakes the conquest of a country has its two
Maxim IV. When the conquest of a country is undertaken by two or three ar
Maxim V. All wars should be governed by certain principles, for every war sh
Maxim VI. At the commencement of a campaign, to advance or not to advan
Maxim VII. An army should be ready every day, every night and at all times
Maxim VIII. A general-in-chief should ask himself frequently in the day, Wha
Maxim IX. The strength of an army, like the power in mechanics, is estimate
Maxim X. When an army is inferior in number, inferior in cavalry, and in artill
Maxim XI. To direct operations with lines far removed from each other, and w
Maxim XII. An army ought to have only one line of operation. This should be
Maxim XIII. The distances permitted between corps of an army upon the mar
Maxim XIV. Among mountains, a great number of positions are always to be
Maxim XV. The first consideration with a general who offers battle should be
Maxim XVI. It is an approved maxim in war, never to do what the enemy wis
Maxim XVII. In a war of march and maneuver, if you would avoid a battle with
Maxim XVIII. A general of ordinary talent occupying a bad position, and surp
Maxim XIX. The transition from the defensive to the offensive is one of the mc

File Structure

This file is a simple text list of all maxims.