Empires at War: 1805

By OpLon Games

“Competing for Power in the Napoleonic Era”

Empires at War 1805 is a turn-based war game between nations (players) in the era of 1802-1805 depending on the scenario chosen. The game consists of seventeen different nations, which all start with at least one major city in Europe, except Russia which starts with two major cities. The game expands in four “Theaters” covering a big part of the globe, but the central theater is Europe where all nations have a starting position. The action then extends to America, Africa and the powerhouse of India. Not all nations start with the same number of cities or provinces in the colonies. England, France and Holland are the only nations that start in all 4 theaters of the game while other nations might start in only 2 or 3 of them and some, like Russia and Austria, start in Europe only. Each nation has a specific advantage. For example Britain gains extra experience from naval battles, while others might produce more agricultural goods or more industrial goods, or gain more experience from land battles, and so on.
Regarding the game’s combat mechanics there are many different variables a player must take into account. There are many different troop types for a player to utilize while trying to conquer his enemies. All countries have some kind of militia. They have lower stats in combat (long/medium/close combat) and generally can be trained to “Level 3” experience, but this is not the case for all militia. All countries also have line infantry, skirmish infantry, pioneers and crack line infantry. Most countries, but not all, have skirmish elite (the confederation of Rhine does not, for example). There are also cavalry of various types, and artillery which is needed to break forts, city walls and other structures. Each unit has its own recruitment cost expressed in various materials, its own combat stats and its own maintenance costs each round. Each unit either benefits from the environment or takes a handicap. For example, forest artillery and cavalry take a huge penalty while line infantry take less of a penalty and skirmishers are assessed a smaller penalty still.

The terrain types are mountain, hill, arable land, jungle, forest and swamps. In the colonies, the same system exists but the units you can recruit are different, and not as effective as European troops.

Here we can see the British Bearskin Crack infantry showing its stats (max MP, allowable formations, etc.)
Naval Capabilities: You can build 2 types of ships: Warships and Merchant Ships. All countries have 5 different types of Warships, starting from light and fast, moving to the heavy 120 cannon ships, with each serving its own purpose. As far as Merchant Ships are concerned, most counties have 3 small, medium and large (difference in loading capacity and movement) and a couple of countries have the east Indiaman ship which is a hybrid of Merchant and Warship. All ships have morale depending on their country, and all ships have different materials cost depending on how big the ship is. The big ships also take more time to build.

Display showing the cost for a 120 cannon ship, what materials it needs, its capacity and the amount of marines on board, and other characteristics.
Economics and Trade: The economics and trade aspects of the game are deep and detailed, but we'll explain some of the basics. The game has 14 different resources:

- Money which you get from trade or taxation
- Human resources – the civilian population of the country
- Industrial goods from factories
- Food from farms
- Fabric from weaving mills
- Stone from quarries
- Wool from sheep farms
- Wood from lumber camps
- Horses from horse breeding farms
- Ore from mines
- Gems from mines
- Other Precious Metals from mines
- Vineyards for wine
- Colonial goods that only come from the colonies.

Each resource has a different use, for example to feed population you need food, colonial goods boost taxation, wood builds ships, industrial goods are used for army and training, and so on.

Above we can see the resources each country has. The rest of the image shows the trade panel for Moscow. The system is pretty simple. On the left we can see each resource and next to it its scarcity in the particular city. The more symbols that appear, the less demand there is. For example, the horse resource is not in great demand so you will have to sell it for less. The lack of “Food” symbols indicate a high food demand situation, so food will be very expensive to buy (and really profitable to sell!) in Moscow at this time.
This is only a cursory review of a very deep and detailed game. But, fortunately for our players, the Game Masters and Administrators have a nice, easy to use tool for getting your questions: our Game Forum! The Forum is divided into different categories, with targeted sub-forums for each game that make it easy for new players to ask questions, report bugs, or enter any game related comments.

The game is engaging, entertaining, challenging and lots of fun. The mechanics and general rules may appear a bit daunting when you first play the game, but they are actually quite intuitive. After an initial learning curve, game mechanics will appear smoother and the flow of the game will be more natural. It also helps that the people who operate our support center are more than happy to help you and answer all your questions via email or through the Forum. Enjoy the game!