

# 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.



The screenshot shows the website for the game "Empires at War 1805". At the top, there is a navigation menu with links for "Games Lobby", "Scenarios", "Forums", "Hall of Fame", and "Help". On the right side of the header, there are icons for "mitrow", "Inbox", and "Settings". The main title "Empires at War 1805" is written in a large, stylized, golden font, with the subtitle "...competing for power in the Napoleonic era of 1805" below it. To the right of the title is a small illustration of a soldier in a blue uniform with a red plumed hat, holding a rifle. Below the title is a large, parchment-like banner with the text "Empires at War Campaigns Scenarios" and a smaller line "Empires at War 1805 offers different campaign scenarios." Below this banner is another parchment-like section titled "Scenario 1802". On the left side of this section is a painting depicting a group of men in 18th-century attire sitting around a table, engaged in a discussion. To the right of the painting is a block of text describing the Treaty of Amiens. At the bottom of the page, there is a row of small national flags under the heading "Available Countries:".

Games Lobby Scenarios Forums Hall of Fame Help mitrow Inbox Settings

# Empires at War 1805

...competing for power in the Napoleonic era of 1805

## Empires at War Campaigns Scenarios

Empires at War 1805 offers different campaign scenarios.

### Scenario 1802

The Treaty of Amiens ended hostilities between the French Republic and Great Britain during the French Revolutionary Wars, which is the reason it is widely accepted as the treaty that ended the Revolutionary period. It was signed in the city of Amiens on 25 March 1802, by Joseph Bonaparte and the Marquess Cornwallis as a "Definitive Treaty of Peace".

Under the terms of the treaty Great Britain gave back some of their recently conquered colonial possessions from France and their allies and recognized the French Republic, while France agreed to withdraw their forces from Papal States and the Kingdom of Naples.

The consequent peace spread all across Europe, but lasted only for one year. That short time however was the only period of peace during the so-called "Great French War" between 1792 and 1815. Soon many objections regarding the treaty would rise, especially after certain terms failed to be implemented, and it was not long before the "break" was over and Europe plummeted into war again.

Available Countries: 

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!

General		Topics	Posts	Last post
	<b>Main Forum</b> Discussions about the rules, the mechanics, the feature background	66	230	by <b>mitras</b>  Tue Sep 24, 2013 4:23 pm
	<b>Questions &amp; Answers</b> Post your questions and get answers about the rules, your country, the site, the game environment	17	93	by <b>mitras</b>  Sat Aug 31, 2013 11:21 pm
	<b>Off-topic</b> Off-topic discussions on war games, strategy games, or any other topic	6	16	by <b>geotsakos</b>  Sun Sep 22, 2013 8:29 pm
	<b>Greek Speaking Forum</b> Discussions in Greek language	<b>Unread posts</b>	517	by <b>giannoulis</b>  Mon Sep 23, 2013 11:24 am
	<b>Bug Reporting</b> Reports on bugs and other weird cases	222	1376	by <b>Nepenthe</b>  Mon Sep 30, 2013 2:16 pm
Games		Topics	Posts	Last post
	<b>Game 1</b> Alpha testing Game	3	12	by <b>silver</b>  Sat Oct 13, 2012 8:52 am
	<b>Game 2</b> Beta testing Game	40	201	by <b>silver</b>  Sun May 19, 2013 6:56 am
	<b>Game 3</b> Release Candidate Game	16	112	by <b>LouisXXIII</b>  Mon Jun 03, 2013 6:39 pm
	<b>Game 4</b> Release Candidate Game	20	122	by <b>mitras</b>  Wed Sep 18, 2013 3:31 pm
	<b>Game 5</b> Release Candidate Game	4	4	by <b>zoompoko</b>  Thu Aug 29, 2013 1:21 pm
	<b>Game 7</b> Half price Game (2012-2013 special offer)	6	30	by <b>Nepenthe</b>  Tue Sep 17, 2013 1:21 pm
	<b>Game 8</b> Half price Game (2012-2013 special offer)	2	6	by <b>Schatz</b>  Sat Aug 03, 2013 8:19 pm