






WARS OF NAPOLEON





NATIONAL MODIFIERS LIST - WON v1.0

COMMON

LAND MOVEMENT

-  March To The Sounds Of Guns
 - ❖ Chance to intervene in neighbouring region increased by 25%
-  Better Coordination
 - ❖ Reduced penalty in MTSG when 2 stacks are not sharing command tag
-  Fast Move
 - ❖ All of the land units of the nation move 10% faster
-  Forced Marching
 - ❖ Force march bonus is +30% speed instead of 25%
-  Pontooners
 - ❖ Allows Pontooners units to be produced.

NAVAL MOVEMENT

-  Copper Bottoms
 - ❖ Naval units move 20% faster
-  Close Blockade
 - ❖ Chance to intercept naval units leaving port increased by 50%
-  Convoys
 - ❖ Better evasion chance of merchant ships in OMBs
-  Overseas Bases
 - ❖ Recovery of +2 health/supply and +25% cohesion in Naval Bases.

RECONNAISSANCE



Better Screens

- ❖ Chance to retreat before and during combat increased by 25%



Cavalry Patrols

- ❖ Light cavalry Land Detection value increased by 1



Picket Ships

- ❖ Chance to intercept naval units leaving port increased by 25%.



Cruises

- ❖ Chance to intercept naval units moving through sea zone increased by 25%.

ORGANIZATION



Divisions

- ❖ Allows Divisions units into the force pool of the nation.



Army Corps

- ❖ Allows more Corps for the nation.



Army Organization

- ❖ Allows HQ units to be produced.



Army Staff

- ❖ More chance to have a bonus from a good army commander to corps subordinate.



Signal Corps

- ❖ Allows Signal units to be produced.

ATTRITION AND SUPPLY



Expert Foraging

- ❖ Increases the chance of successful foraging by 50%.



Army Supply Train

- ❖ Increases the supply level of a stack with an Army.



Unrivalled Logistics

- ❖ Process of depot creation is sped up by 25%.



Campaign Preparations

- ❖ Increased ammo storage for artillery units by +50%.



Depot Logistics

- ❖ Allows faster replacements of units, especially large ones.



Naval Provisioning

- ❖ Recovery of health/supply in harbors is 33% faster.

Medical Service

- ❖ Allows Medical units to be produced.

Scorched Earth Policies

- ❖ Increases the risk of failed foraging in all of the nation's regions by 50%.

BOMBARDMENT AND ARTILLERY

Preliminary Bombardment

- ❖ Bonus of 10% to all Cohesion Loss Fire effect of field artillery.

Standardized Artillery

- ❖ Monetary cost of all artillery types reduced by 5%.

Grand Battery

- ❖ ROF of all Heavy and Medium artillery types increased by 10%.

Close Support Tactics

- ❖ Attack value of Light Artillery type increased by 10%.

Naval Support

- ❖ SOL ships have better offensive fire.

FIRE

Platoon Fire

- ❖ Adds 10% to ROF of all Line and Elite infantry.

Expert Squares

- ❖ Increases by 50% the chance to successful *countercharge* for relevant units.

Trained Sharpshooters

- ❖ Allows Sharpshooters units to be produced.

Flying Batteries Tactics

- ❖ Attack value of Horse Artillery type increased by 10%.

Light Infantry Tactics

- ❖ Adds 1 to Light infantry protection.

Full Hull Fire

- ❖ Adds 1 to all fire damage and penetration inflicted in Naval combat by heavy ships.

Line Fighting Instructions

- ❖ Slows down by 50% the time needed to reach 0 range in naval combat, if a suitable admiral is present.

SHOCK



Assault Column

- ❖ Adds 2 to all Assault value of Line and Elite infantry.



Mixed Order

- ❖ Adds 10% to Offensive fire and 1 to Assault values of Line infantry types. Cannot be used simultaneously with Assault Columns.



Bayonets Training

- ❖ Increase Infantry Shock hits by 5%.



Carronades

- ❖ Adds 1 to all Assault value of Heavy and Medium warships.



Marines Contingent

- ❖ Adds 1 to all Assault value of Heavy and Medium warships.



Boarding Parties

- ❖ Adds 1 to all Assault value of Light and Raider warships.



Fireships

- ❖ Allows the receipt and use of Fireship Attack RGD.

PURSUIT



Whirlwind Tactics

- ❖ Increases Cavalry Pursuit damage chance by 25%.



Free Chase Tactics

- ❖ Increases Naval Pursuit damage chance by 25%.



Harassment Tactics

- ❖ Increases Light forces Pursuit damage chance by 25%.



Irregular Cavalry Tactics

- ❖ Allows the receipt and use of Cavalry Raid or Deep Reconnaissance RGD.

SIEGES



Trenches

- ❖ Allows the receipt and use of Sieges Works or Build Defensive Works RGD.



Breach Columns

- ❖ Adds 1 to all Assault value of infantry during siege combat.



Expert Sappers

- ❖ Allows construction of Pioneers units . Also allows the receipt and use of Breach or Siege Works RGD.



Incendiary Shells

- ❖ Allows the receipt and use of Incendiary Shells RGD.

PRODUCTION



General Conscription

- ❖ Doubles the conscript points (CSC) received from drafts RGDs. Not available if Traditional Monarchy is in place.



Barracks Training

- ❖ Decreases the XP needed for new levels of all conscript infantry and militia types by 3.



Military Regions

- ❖ Event triggering each year, adding extra conscripts.



Improved Draft Policies

- ❖ Drafts produce more conscripts. Also reduces the War Weariness.



Thoroughbred Mounts

- ❖ Increased quality for horses units.



Standardized Equipment

- ❖ Reduces by 5% money the cost of every unit (through use of common minor equipment).



Standardized Naval Parts

- ❖ Reduces by 5% money the cost of every naval unit.



Expert Shipwrights

- ❖ Reduces by 10% the build duration in days of every Naval unit.

DIPLOMACY AND GOVERNMENT



Cyphers and Codes

- ❖ Allows the receipt and use of Cypher and Codes RGD.



Expert Embassies

- ❖ Allows the receipt and use of Expert Ambassador RGD.



Satellite Nations

- ❖ Permits the creation of Satellite nations if allowed to your power.



Foreign Recruitment

- ❖ Allows the creation of certain specific units of non-national origin. Also adds some extra CSC each year.



Plots and Spies

- ❖ Allows the receipt and use of Spies RGD.

VARIOUS



Grand Army

- ❖ Option allowing increase of the maximum number of corps allowed to the nation by 50%.



Grand Navy

- ❖ Option allowing increase of the maximum number of battle ships squadrons in the force pool by 50%.



Superior Navy

- ❖ Grants more blockade capability, better high seas performance.



Superior National Will

- ❖ Grants increased war resilience (by 2).



Revolutionary Spirit

- ❖ Reduces the NM penalty suffered from war weariness. Increased chance of 1* leaders promoted to higher rank by 30%.



Meritocracy

- ❖ Increased chance of all leaders promoted to higher rank by 20%.



Traditional Monarchy

- ❖ Forbids Revolutionary Spirit FM to be acquired, unless a revolution occurs via event or war weariness.



Monarchy Restoration

- ❖ Removes the Revolutionary Spirit FM if present (but may be re-acquired).

NATIONAL

FRANCE ONLY



Legion d'Honneur

Increased chance of 1* leaders promoted to higher rank by 10%.



Grand Etat-Major

- ❖ Increases overall Army command efficiency by giving more CP to leaders.



Moyenne Garde

- ❖ Triggers event allowing the Moyenne Garde units.



Jeune Garde

- ❖ Triggers event allowing the Jeune Garde units (removes the Moyenne).



Télégraphe Chappe

- ❖ Increases Signal ability of French signal units to level 2, and the 3*** leaders CP by 1.



Système Gribeauval

- ❖ Reduces by 5% extra the monetary cost of every Artillery unit. Also increases the guns cohesion by 5.



Grandes Ecoles

- ❖ Increases the frequency of French FM appearance.



Napoleonic Genius

- ❖ Increases the frequency of French FM appearance. The Emperor is really important!



Code Civil

- ❖ Reduces the NM penalty suffered from drafts RGDs and war exhaustion.



Franc Germinal

- ❖ Monetary stability leads to an extra economic bonus twice per year.



Le Grand Empire

- ❖ May reduce the revolt risk in all home regions by 10%.

BRITAIN ONLY



RN Press Gangs

- ❖ Randomly but potentially seriously damages diplomatic relations with USA every time Conscripts are received through this.



Expanded KGL

- ❖ Option adding extra KGL units in force pool if Hannover controlled by France.



Foreign Army Training

- ❖ Allows regular improvement of regiments of Portugal, Dutch-Belgium and Two-Sicilies if allied with Britain.



Congreve Rockets

- ❖ Adds the Rockets units to British force pool.



Nelson Tactics

- ❖ British admirals have an increased chance to reach assault phase in Naval combat.



Wellington Tactics

- ❖ Better training for units under Wellington.



Bank Of England

- ❖ Bank of England's reputation leads to an extra economic bonus twice per year.



Brown Bess Musket

- ❖ All British Infantry has a better fire value thanks to this exceptional weapon.



East India Company

- ❖ The exploitation of India by the East India Company leads to an extra economic bonus twice per year.



British Raj

- ❖ Increased chance of 1* leaders promoted to higher rank if they are in India (random selection).



Moore's Army Reforms

- ❖ Allows new units in force pool and extra national modifier gains. Needs Sir John Moore and other conditions



RN Crews

- ❖ All of Britain naval units have +1 TQ and +10 cohesion value.

RUSSIA ONLY



Cossacks

- ❖ Increase in the number of Pursuit hits. More Cavalry Raid RGDs. Free Cossack Sotnia received yearly in designated Cossack regions.



Expert Scorched Earth Policies

- ❖ Increased chance that a enemy-controlled region in Russia is devastated.



Slavic Resolve

- ❖ All Russian troops in Russia regions have their Cohesion increased by 10.



Great Redoubts

- ❖ Russian infantry and artillery type defense value increased by 10%. More Redoubt RGDs received by Russia once invaded.



Siberia

- ❖ Siberian resources give an extra economic bonus twice per year.



Barclay's Army Reforms

- ❖ Allows new units in force pool and extra national modifier gains. Needs Barclay de Tolly and other conditions



Dual Capitals

- ❖ Loss of each capital (Moscow and Saint Petersburg) has half impact on NM.

AUSTRIA ONLY



Insurrection Corps

- ❖ When Austrian regions adjacent to Ottoman Empire are invaded, an automatic Insurrection Corps levy is received (scripted events). May also happen in Tirol.



Improved Landwehr

- ❖ Increases all Cohesion value of Militia type units by 5. Only after Army Reform.



Charles' Army Reforms

- ❖ Allows new units in force pool and extra national modifier gains. Needs Erz. Karl and other conditions



Dual Capitals

- ❖ Loss of each capital (Wien and Pest) has half impact on NM.



Freikorps

- ❖ Increases the chance of appearance of Freikorps when invaded. Only after Charles Reforms.



Mountain Resistance

- ❖ Increases the chance of appearance of partisans (via RGDs) in mountain regions.

PRUSSIA ONLY



Kriegspiel

- ❖ Increases overall Army command efficiency. Only after Reform is implemented.



Schwarz Husaren

- ❖ May increase Pursuit hits inflicted by Light and regular Cavalry by 20%.



Improved Landwehr

- ❖ Increases all Cohesion value of Militia type units by 5. Only after Army Reform.



Scharnhorst and Gneisenau Reforms

- ❖ Allows new units in force pool and extra national modifier gains.



Dual Capitals

- ❖ Loss of each capital (Berlin and Memel) has half impact on NM.



Freikorps

- ❖ Increases the chance of appearance of Freikorps when invaded.

SPAIN ONLY



Guerilla

- ❖ Free Partisan unit is received on regular intervals in enemy-occupied Spanish home region. Note that this FM is granted AUTOMATICALLY if Spain is invaded.



Fanatism

- ❖ Loss of the capital (Madrid) has very limited effect on NM (just like a normal city, not a capital). Also, Spain will rarely offer peace unless almost fully conquered.



Spanish Army Reform

- ❖ Only after Spain invaded. Will give access to new FM. New units available in force pool.



Casa De Indias

- ❖ Overseas resources give an extra economic bonus twice per year. Removed with Latin America Independancies.



Latin America Independancies

- ❖ Loss of income from most American OMB because of fighting there. Some may become no longer accessible and Casa de Indias is cancelled.

OTTOMANS ONLY



Nizami Cedid

- ❖ Only after a new Sultan takes power. Will give access to new FM. New units available in force pool. Serious risk of domestic backlash (by event).



Timar Corps

- ❖ When Turkish home regions in Areas adjacent to Austria or Russia are invaded, an automatic Timar Corps levy is received in every regional capital within the border areas.



Empire Reform

- ❖ Allows gain of some otherwise forbidden national modifiers. Cannot be undertaken when the country is at war. May lead to serious unrest if reforms fail, leading to big loss of Morale and VP.



Trade Capitulations

- ❖ Commercial resources give an extra economic bonus twice per year. May cause local revolts.