

Disclaimer:

FY and SVF aren't AI mod. They are mod integrating a better AI. They can be played in PBEM.

In FY and SVF part of the modifications concern general events. For my own I can't play a PBEM game where my opponent will choose to use conscription from the start in 1861 without house rules, or a game where requisitions are only possible in regions where loyalty is high as in RUS...I began to mod AACW 5 years ago because of this first point. It just doesn't feel right and when you investigate all side effects of such a possibility to enforce conscription from the start, you're discovering whatever the precision of the military model, your AACW game will remain a game, not a simulation.

There's another reason for considering irrelevant the opposition between PBEM and better AI mod: factions. RUS and AJE have now multifactional scenarios with at least 3 sides. It's often much more ,as smaller factions playable by AI only are play: Poles, pirates, barbarians, Ukrainian, Anarchists are factions driven by AI only. So even in PBEM games, you will have AI factions, whose role is tied to the possibility to get a decent AI. That's why the official RUS has evolved by removing independent factions, like Anarchist, Poles, when FY has added a few more, because the official AI wasn't able to cope with, when FY...In the end, a 2 or 3 PBEM FY games has the clear bonus of decent AI factions like Freikorps or Anarchist, these latter surviving well in FY 1.07 :-)

Don't think of FY or SVF as AI mods. SVF AI has for now only one bonus, the free fortification for Richmond and Washington, and I plan to force AI to pay the price at least partially. Don't refrain you to play FY or SVF in PBEM too: let misconceptions to others :-)

SVF may be played:

1) Against AI

- against CSA AI

- against Union AI

Both AI are built to be less prone to long deep raids. Events are allowing some variations in aggressivity and objectives choices. AI should be better to select the right objectives and protect itself of large losses. AI should be yet more versatile than in normal game. Some actions could be taken by it or not, with varying aggressively levels, introducing some unpredictability.

Recommanded AI settings:

- +1 bonus for initiative level (default official settings)

- +1 or +2 bonus for Fog of War. My test with +1 are positive. Try +2 if you feel the AI could play better but for old players of my mods, it doesn't seem to be yet necessary.

- extended reflexion time for AI (Mandatory)

AI will get for free some forts in Richmond, Petersburg, Washington....Permanent forts may now be built at level 8 maximum (official AI doesn't know to build forts and depots in AACW)

2) by PBEM: Both players must of course have the same SVF version. The procedure is the same than for the official version.

Scenario: the only modded one is the named Struggle for a vast Future(Ap.61). Adaptation of smaller scenarios is planned.

DESIGN NOTES

1) Options

AACW is an old design and lacks almost fully the Options and Regional Decisions now standard in last AGEOD games. There are no ways to create new options or Regional Decisions; moreover, modding of existing options is very limited.

A few years ago, I created the unit chit feature allowing players to invade Kentucky, and that has been later adapted to the official engine.

SVF 2.0 is using the same tool to create a few more options for players: by buying a special unit in the reinforcement ledger (Support units tab), you will fire events.

2) Changes to units

I reduced the number of sharpshooter units, and raised their cost in manpower (reflecting not the real number of men but the trouble to find elite riflemen in quantity). It should force the player to avoid recruit in mass sharpshooters but let him possibility to do so. The number will increase with years (see *Shock troops of the Confederacy* by Fred L. RAY for more details).

- I reworked US cavalry to give CSA a real edge at start. The end of the war will be marked by the contrary. CSA units will cost more at the end of war, to show the lack of horses this side suffered then.

- I modified artillery. Basically, I enforced differences between smoothbores and rifle guns.

Smoothbores have short range, rather low attack accuracy, high defense accuracy and reinforced assault values, in order to stress their defensive use in the game system limits. The 6 pdr is cheap but weak, the 12pdr is much better and really versatile gun.

Rifled guns on the contrary have greater range and are more accurate than smoothbore in attack, less in defense, making them useful for attack. The 20 parrot is delivering more punch at higher range than the 10.

But...never forget most battles are beginning at range 4 or less (the range of smoothbores)...Lee stated the 12 pdr « Napoleon » to be the best gun not without reasons. The theoretical advantage of rifled guns are so challenged.

Last, Horse artillery is now representing the 3 inch, rifled gun having the same values than the 10 parrot but with greater accuracy and better reliability (Parrot hits number being reduced by one). Price is higher too...

So, with 5 types having special functions and limits, field artillery is now without « must have » model. 6Pdr is inexpensive but of marginal value, 3 inch is the best rifled gun but is the most difficult to buy, the 20 parrot delivers on attack greatest punch, but is costly and its range isn't that useful, the 10 parrot remaining a valuable choice because of its lower cost.

3) Removed elite status for most brigades created by events.

4) Reworked a bit Coastal/naval stuff (NOTE: to be yet checked in SVF 2.0)

. Land artillery is now divided into:

fort artillery: medium guns used against land units.

Coastal artillery: can only fire on naval targets; represents the most current type of Columbiad and Dalghren guns

Columbiad and Rodman: the "big babies"; there are the most large guns for both sides. very lethal on defense, very costly, may fire against both land and naval units.

Brooke guns: Confederate Naval rifled guns and some English types. May fire only against naval units.

Columbiad, Rodman and Brooke has no movement ability when used by AI (AI is usually placing Columbiad in infantry division...). Players gets units with very slow movement.

If CSA captures Norfolk on the first turn, he will get some Columbid units, representing guns at the Gosport Arsenal. Some will appear at atlanta 2 (simulating the CSA capture of Federal arsenals in other States).

For CSA AI, some coastal fort will randomly become level 7 fortresses from 1862. This will help AI to simulate the construction of earthen Fortifications like Ft Fisher.

5) Brigades reworked for both sides. Most Federal brigades are made of 3 infantry regiments (and cavalry or artillery assets sometimes). CSA brigades are larger. New Brigades model will appear for both sides in 1862 with only Infantry units

6) Creation of the Potomac gunboats units, one of the reason explaining why CSA didn't crossed the Potomac to attack Washington...Union player gets 2 naval gunboat units here.

7) Divisions and corps

Using the same pattern than the official version, that has adopted my ideas from SVF 1.0.

8) The cohesion value of units was reworked

I've reduced too the cohesion value of all units. First, because I think it will made units more prone to rout and so will reduce the number of destroyed regiments, a little too high. Secondly, as cohesion improves with experience, it should enforce the need for players to take attention to experienced units, peculiarly for the Union player, whose replacement penalty could be giving headaches in the last years of the war...Last, the 1861 battles should be shorter and plagued by routing units....as in reality.

So all cohesion levels have been reduced by 10.

Not only it will give real edge to experienced units, whose cohesion is raised, it will emphasize a bit more National Morale influence.

You will need both yet more.

Battles will be less costly, shorter, peculiarly in the first months, with troops routing quicker than stubbornly renewing deadly assaults.

Typical results of early battles in SVF



Losses are very low, as it was the case in 1861, when 2 untried armies were seeing the elephant. These men routed fast, and the victorious ones were too exhausted to pursue the vanquished.

SVF units start with low cohesion values, so rout early in battle. On the contrary, they gain experience faster, so their cohesion raise and from 1862 battles will begin to be bloody ones, as units stay longer on the battlefield.

I don't mod AI only ;-). Too high cohesion are a common flaw in many if not all official AGE games. They tried recently to fix that by settings on cohesion, but these general settings are too abstract to reflect differences between 1861 and 1865 or, for FY, between Red Guards and the core units of the Red Army after 1919, much better trained and seasoned.

9) creation of the volunteer units, ie infantry regiments with very low stats. They're representing the really bad units created at the start of the war, poorly led, totally undisciplined. They are subjecting to improve.

10) Militia

One of the main unbalance factor in official AACW at its release was the possibility to flood the map with cheap militia units upgrading later in more regular brigades. AGEOD decided to add 1 WSU to the building cost of militia to solve the problem.

Of course, the AI wasn't taught about and continued to buy militia in priority, shooting itself in the end.

SVF uses no WSU for militia, but militia can't upgrade as easily... There's a second reason to this change: militia weren't future regular units. In the first months, militia were old formation whose members were destined to go on the battlefield when war would erupt and so destined to receive military training (a mockery in most cases but beyond our scope here). In the next years, militia were local defense forces, serving when invaders came close or for military police purposes, without purpose to transform them into regular formations...

SVF has new models in brigades, consisting in regular regiments with lower stats to reflect new raised and untried troops, that will be able to upgrade...

11) Reworked cavalry. I strongly disagree with the last changes in official version for CSA cavalry. Confederate lacked good horses after 1863 and on the whole CSA cavalry quality lowered a bit from 1864. On the contrary, Northern Horsemen were on the rise after mid-1862 and got from 1863 more and more repeating and breechloading carbines which gave them a real firepower advantage at close range. On the contrary, CSA kept for a part of units muzzleloading rifles giving an advantage in range. So values of cavalry are really different from the official game...

12) added for Union mounted infantry from 1863. a few units can be recruited in Illinois and Indiana. Very expensive too as the cost in horses was really big and even USA were unable to raise more than an handful.... In 2 words, infantry values with higher speed.

13) US units have higher ammo and general supply levels of stockage and consumption. Union will need more supplies but will stock more.

14) Weather

Berto's weather mod has been integrated in SVF 2.0 and will deliver better meteorological feel:



15) On the economic front, Draft and Money Policies from the vanilla version are definitely too lenient. Players can too quickly get astronomical amount of men, money and War supply to build unhistorically huge armies.

In reality, both sides had huge problems with conscription laws and their enforcement, and printing money in the game hadn't penalties sufficient to prohibit its use each turn.

Draft isn't possible until 1862. USA side gets more volunteers (if Sufficient funds are at disposal) and less draftees. CSA will have to rely more on draft.

Both sides will have the option from 1861 to enforce conscription (unit chit in the ledger, like for Kentucky activation).Using the option has a cost and bad consequences for the rest of the game, as random events will lower NM, simulating the population disapproval of conscription, that remained strong in both sides until the end of the war.

Printing money will be limited to a few times a year, for balance purpose first, as money was flooding the games, then because both governments were complying in spirit with economical beliefs of the time, based on Gold exchange of notes. Of course, war led to printing money and inflation but it was never more than an expedient used by Secretary disliking this.

If inflation rises above 40%, NM will be lowered too by random events.

Last, the numbers of War supply production has been reduced for both sides. Now you will have a real interest for industrialization of blockade runners (or raising transport fleet for USA).

Created events for both sides linking NM and inflation; above 110 NM, inflation will be lowered by random events; under 90, inflation will be raised by random ones.

16) East Tennessee and Mountainous North Carolina regions

They have now a strong US influence at start, when Southern Illinois ("Little Egypt") has a small CSA sympathy at start. (**NOTE: to be yet implemented back in SVF 2.0**)

17) LEADER STATS

The mod is using the current leaders mod made by Winfield S Hancock and Ruynan99. There are more and more slight changes here and there. I guess some will be controversial (J.E. Johnston by example) but I'm ready to create tailored files for those wanting to get other values ;-)

Some examples:

-Mc Dowell decreased to 2-2-1. Mc Dowell attacked at First Bull Run because of presidential order. At second Bull run, his performance was poor as he lost too much time to play a real role in the battle. I know, he was a scapegoat too... But it was less than stellar anyway.

-Forrest increased to 6-6-4. Forrest directed some really competent defensive operations.

McClellan strategic rating increased to 2. McClellan after all led 2 offensives (Western Virginia, Peninsula) and attacked at Antietam. Of course, so cautiously and so slowly but even considered the pression by Lincoln over his shoulders, McClellan wasn't totally unactive...

18) New Leader abilities:

poor administrator, giving malus in cohesion for some notorious unpar generals (Burnside, Fremont, Van Dorn).

Poor Cavalryman, poor tactician

Some political generals (like Butler, Pillow, Sigel) will get special malus in battle and random events...raising their seniority levels...

19) added for A. S Johnston Hood some randomness for their 3 stars stats...Now, each can get better or worse stats than the vanilla ones when commanding an army.

Introduced some new potential CSA 3 star Generals (currently only CHEATHAM, more to come). These Generals may be better or worse...Hood and Lyon has variable 3 star ratings too

20) Genius attribute added to some leaders: Lee, Jackson, Forrest. They get more than 4 abilities

21) some flavour events added like the corruption ones (small losses in War supplies). There are other, like lab explosions now not only limited to the Richmond one in 1863

22) The end of the term for the 3 years engagement for US troops in 1864 is now simulated by losses of XP and cohesion...The USA will lose too 200 conscript points. It should help CSA to resist longer.

23) raised the value of inactive status to 40%

24) New scripting of Kentucky events in 1861

When the 1.09 version of AACW was released,I created the system which has been since copied in the official version, by using a unit as trigger to invade Ky which begins in blocked status, no side being able to enter in.

SVF 2.0 will just refine this a bit more, on the Fatal Years Allied Intervention Level model.

Kentucky Preference Level will start at 8 and may raise until 15, signifying Ky joins Union, when 0 the contrary.

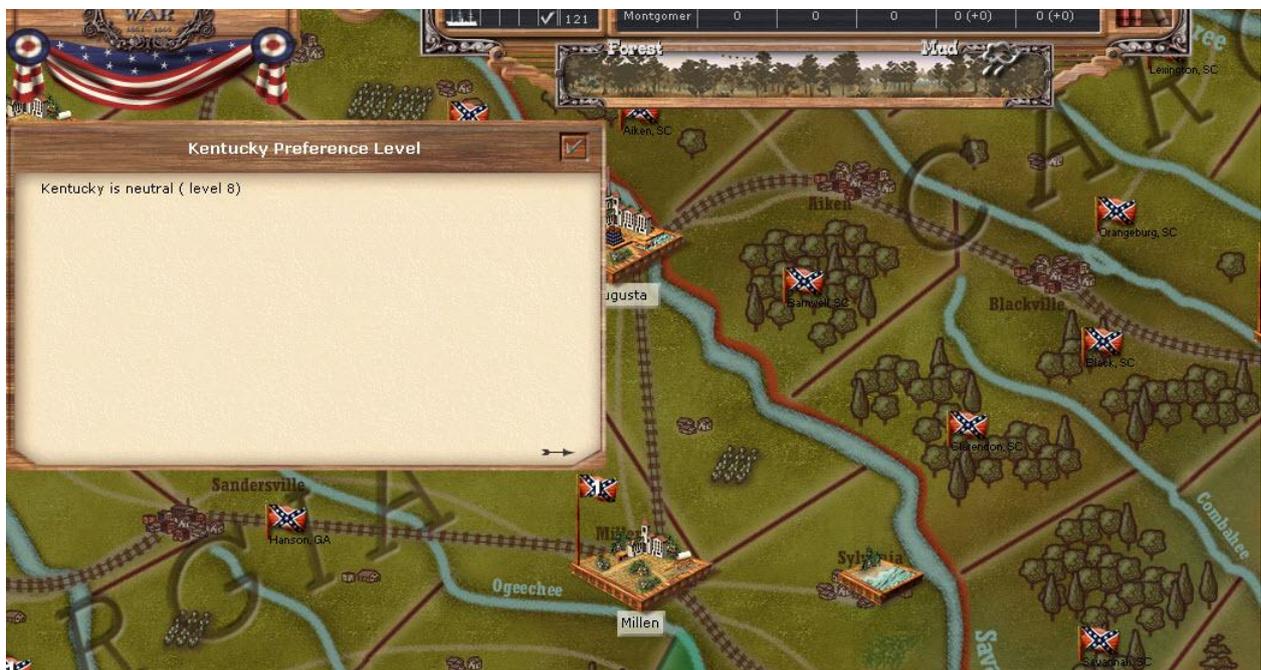
This level will vary randomly each turn, representing evolution of Ky people. There are more chances Ky sentiment evolve toward Union support, as in reality.

Each side will have the possibility to invade at any time Ky, with consequences on Loyalty level in Ky regions. CSA will gain or lose VPs, without knowing exactly how, and the greater losses if CSA invades in the first turns.

Union will have 2 options, Fremont and Blocus. Both lower the KPL and the Foreign intervention Level. Blocus will cut some resources for CSA, Fremont will raise Loyalty on some other Union States.

From October 1861, Ky, if yet neutral, will join the Union anyway.

The KYL will be notified to players each turn:



Last, Kentucky will have, above strategic value, 10 WSU. It was one of the most industrialized State in 1860, and CSA could receive a serious industrial boost by controlling this State. (NOT YET IMPLEMENTED)

Some events have been added for CSA human player invading Kentucky:

- a) The sooner he will invade the bigger loss of support in Kentucky population he will get.
- b) 10 events having different probabilities to fire will give or retrain VP for CSA side after he has invaded Kentucky. The negative ones may fire from April 61 to October 61, the positive will fire mostly only after July 61.

So why CSA should invade Kentucky? Above military reasons, I've given back to Kentucky its status of rather industrialized State in 1861. So Confederates could get some WSU so much needed....with a price...

25) modded OOBs for both sides in Missouri and Eastern Theater.

26) Move in some mountainous terrain (Ozark, West Virginia) is now harder. (NOTE: to be yet checked in SVF 2.0)

27) in the first months, Manassas is a primary objectives for both sides. Then its value will come back to 0. Beyond the "Forward to Richmond " issue, I feel Southern opinion would have been upset by the loss of the town when anyone was believing only one battle would suffice to end the war. Union will have conquer Manassas before late August 61 or will lose 8 NM. If Federals take Manassas, they will have to place an army in the vicinity of Richmond before the late October 61 turn.

28) Ironclad and Monitor have now a random turn of entry, simulating for both sides either the technical difficulties or the lack of interest into armored navy in the first months. CSA ironclads have a very slow construction rate. **(NOTE: to be yet checked in SVF 2.0)**

29) If CSA seizes Harper's Ferry by turn 1, it will add to the Richmond industrial level

30) Created the Great Train Raid event, Jackson's raid in 1861 on the B&O

31) The 1st Bull Run events have been modified: If North doesn't control Manassas at the end of August 61, McDowell will be demoted to 2 stars rank and McClellan promoted to 3 stars one. North will get a NM penalty if it earns no victory in a great battle causing CSA to lose 1 NM. This simulates the necessity for Lincoln to launch a victorious offensive under public pressure.

32) Introduced a new series of events replacing those forcing US player to keep a force around Washington in 1862. I was never easy with that as AI wasn't really understanding the event and the strategical situation could be really different from the historical one. Last, why 1862 only?

So I reversed the problem. Now, If CSA place some forces around in the regions neighbouring Washington (Not Alexandria) or Baltimore, US player will lose each turn some NM.

33) Marines and Sailors have no more pontooner ability. Pontooner ability has ben added to Engineers units, btoh for simplicity and AI...

34) Fortifications may be built up to level 8. Beware, AACW hinders upgrading a fort above level 2. So any fortification efforts will result in a fort level 8 for a cost of 18 supply and 4artillery units. To ease the build process, I've introduced Fortification rressources units containing each the supply units needed to build one level 8 fort. You will have to add 4 artillery unis to one fortification rressources to begin Fort construction Why build forts when units may entrench? Because until late game, only Forts giv a 8 level you will appreciate around Washington or Richmond. At a huge cost...

35) Union will be able to create one union infantry brigade and 2 cavalry regiments if he controls both Ft Smith and Fayetteville in Arkansas.

36) added a few more leader portraits **thanks to Pelok help**

37) Maryland

It had been difficult to set up, but it's done.

In official AACW, the Maryland troubled situation at start is treated by events firing at fixed dates in the first turns.

SVF 2.0 will let USA player to choose between Martial Law or not.

NEW YORK HERALD

NEW YORK, 1861, Late April

SINGLE COPIES TEN CENTS \$4.00 PER YEAR IN ADVANCE.

Proclaim Martial Law in Maryland?

Proclaiming Martial law in Maryland will cause loss of Loyalty in Maryland, - 5 NM. You will gain a few supplies and conscripts. You will avoid any risk of armed rebellion in Maryland

He knew the gun couldn't be depressed enough to get him, and the market fire went wild. He lay there alone for 10 minutes before the rest of the regiment followed his courage on Port Craig, Va., stormed the lean Legion post, and heard about the letters from some GAIT men in 1926. They knew only that the letters had been written, where or to whom, they couldn't say. Koben spent a lot of time and money every year trying to trace

Fifty-three of the heroes replied, but what happened to her letters was a mystery until a few months ago. Then the whole batch fell by chance into the hands of Charles Koben, a Washington dealer who to an author, James Otis of Portland, Me., who had written to all the Civil War veterans with Congressional medals of honor and asked them to tell what they had done to win the awards.

He always trembles with excitement when he reads the letter, over now—generals and privates, farmers and soldiers of fortune, Jews and Irishmen, reading in their own way the big moments in their lives.

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Then one day the son of James Otis dropped in at Koben's shop here and laid the whole batch on the counter for sale, unaware of Koben's search. Koben nearly shouted with excitement, he related today, but he tried to be calm and bargain discreetly.

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The consequences of Martial Law choice are summarized here. Without martial law, there's a possibility rebels bands to form into Maryland in county with CSA loyalty above 40.

These guerilla units uses the new attribute spawning units described here:

http://www.ageod.net/agewiki/Ability_Category_26:_Unit_Spawning

A rebel cell will be created. Until its destruction, rebels bands will be formed.

If Maryland case is almost anecdotic, as players will choose often To proclaim Martial Law, this spawning process has been introduced in more primary theaters for irregular war, like Missouri, Arkansas, Tennessee.

38) VPs and NM interaction

It's possible to defeat CSA by July 62. Union capture of Richmond will trigger a massive NM loss for CSA even if he is yet owning Nashville, New Orleans, large part of Missouri, Ft Donelson, etc .and the CSA AI has much more VPs than USA.

The very low NM of Southern side has 2 causes:

The point stresses a missing linking between VPs and NM in AACW. Sudden death by NM isn't linked to overall strategic situation. If the Northern player chooses to concentrate heavily on Richmond, he will fire consequences way beyond any reality, by shattering CSA NM to the point CSA is doomed, even if Sudden death conditions aren't met. When Richmond has fallen in 1865, war continued for a few more days, not much as the overall situation was desperate, but the point to be stresses is Confederates didn't sued for peace at once, trying to the reverse to renew the fight elsewhere. If McClellan would have captured Richmond in 1862, would Confederates cease to fight?

The cities controlled by CSA at start in the objective Idger are checked each turn for control. One event checks each turn if CSA has won 3 NM in a large battle: so 10 events are checked. If all events are fulfilled, CSA earns 2 NM each turn. For 9, 1NM. For 7 or 8, 1NM (75 % chances). At 6, 50% chance of gaining 1 NM...

USA will get NM with the same events (so USA will have to conquer CSA cities).

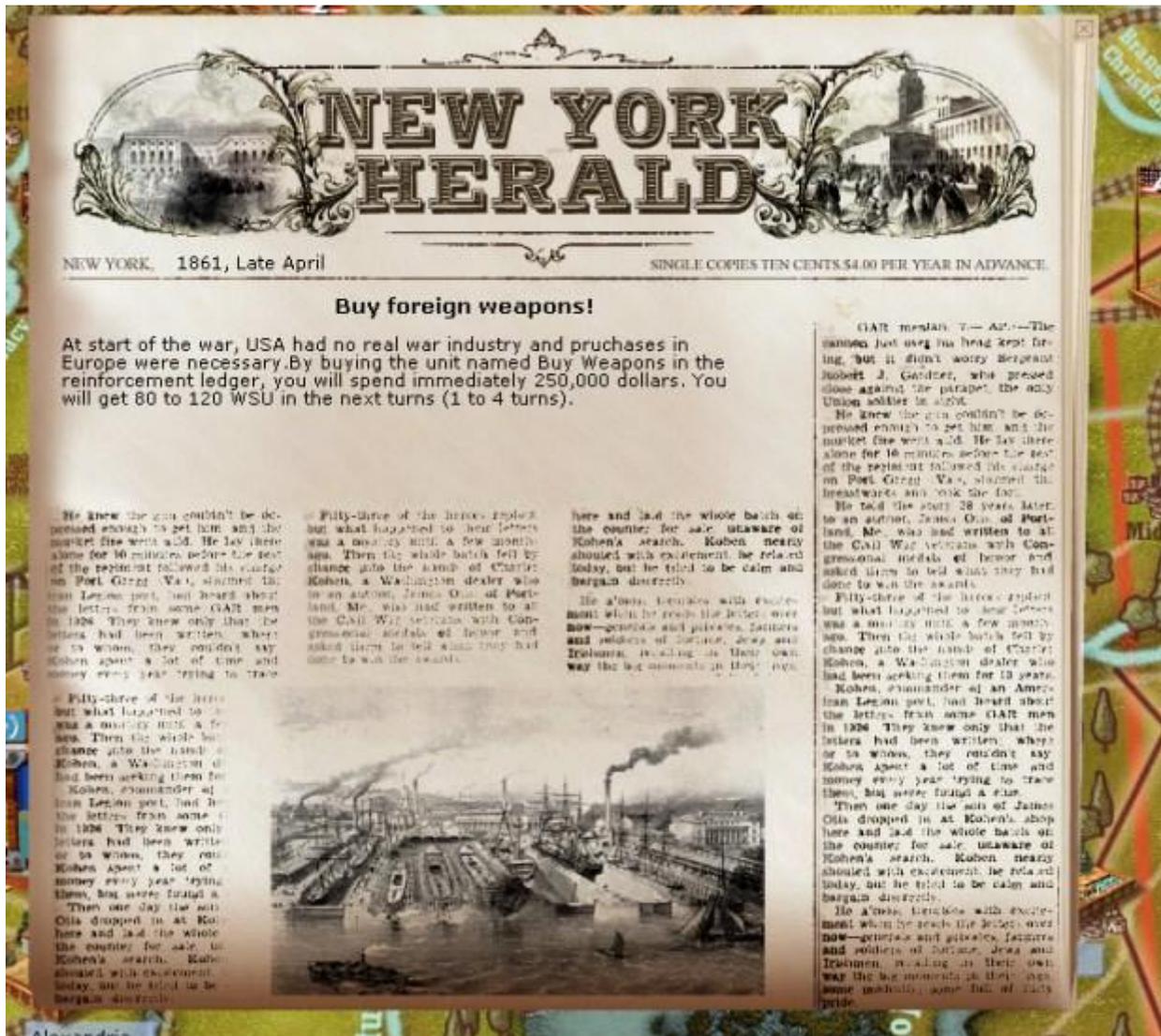
39) Foreign weapons purchase option

It's no secret USA and CSA had in the first months of the war to buy massively on European markets firearms as the production capacity was small. These firearms were of unequal quality thought.

One example is described here:

<http://www.olyopen.com/tinkers/74th%20Pennsylvania/Webpage/arms.htm>

SVF 2.0 will reduce drastically WSU production at start for both sides. SVF 2.0 will introduce the possibility to buy WSU:



A few remarks:

- only for USA for now. CSA supplies will be treated by blockade runners stuff
- the results in WSU will be delayed until 4 turns, but the money cost will be payed immediately.
- WSU quantity is randomized between 80 to 120, an abstract but simple way to portray poor quality of some weapons, and price rise.
- between industrialization and foreign purchases, choice should be an interesting points: foreign WSU is consequent in quantity, but costly. Industrialization is slow but will definitively deliver more at lower prices in the long run.

