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EMPIRE TOTAL WAR™

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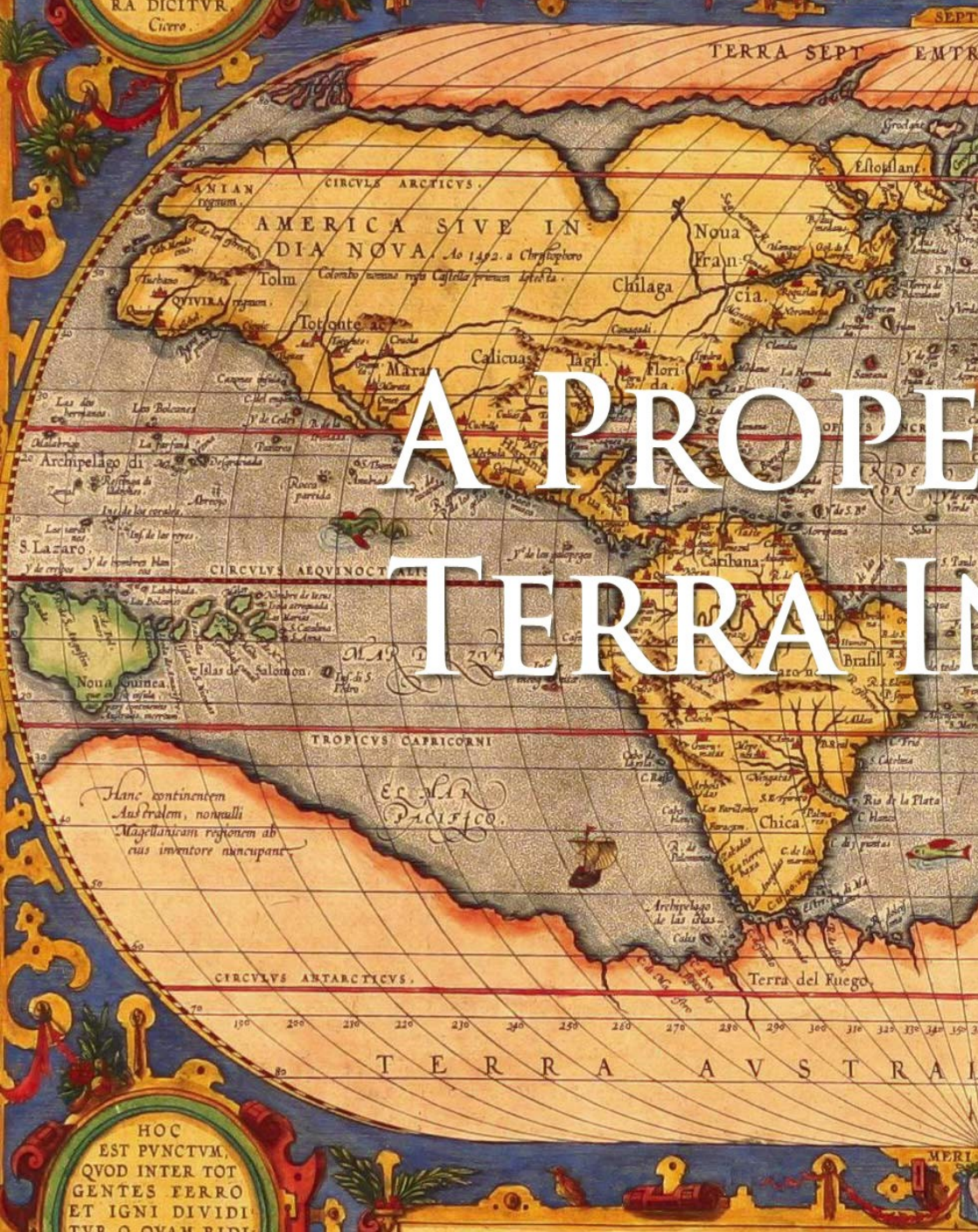
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1. First Steps

1.1. Introduction

A Proper Empire: Terra Incognita is one of the leading mods for **Empire: Total War**, extensively modifying and improving the components of the original game. This modification is developed as a free time project by a group of developers dedicated to bring you a more historical, challenging and above all appealing gameplay experience on both the tactical and the strategical level.

The mod arose from the merging of two separate mods: **A Proper Empire** and **Terra Incognita**, the former a general modification project (focusing on battle balance and unit diversity) and the latter a strategy-focused mod with the aim of transmuting a decent game into a great one.

The intended audience for **A Proper Empire: Terra Incognita** are players who are familiar with **Empire: Total War** and have beaten at least one campaign on the normal or hard difficulty setting. Knowing all the ins and outs of the game is not necessary however, that is what this document is for! We did our best to make the mod as accessible as possible to casual gamers – for the experts the harder difficulty settings hopefully provide a nice challenge.

That said, if you are seriously considering to play **A Proper Empire: Terra Incognita** you should be aware that you will have to bring some time and willingness to learn with you. The mod adds a number of features that lead to a serious divergence from the original game so at first you will likely be at a loss about what to do and you may need to restart your campaign one or two times until you are used to features like **manpower** and **research cost**. Learning to play **A Proper Empire: Terra Incognita** is well worth the effort, though. After you have gotten used to the different gameplay you will surely never want to return.

1.2. About this Manual

The manual you are reading has two objectives: Firstly it is meant as a reference for the mod content, therefore the explanations should be quite extensive and detailed; but secondly it is also meant to be a starting guide for **A Proper Empire: Terra Incognita** and should allow you to learn what you need to know quickly and without too much reading as you will surely

be eager to fire up the game and start playing. To achieve both of these conflicting aims, the manual has a quick start part, which tells you the most important matters in a few paragraphs, and a much more detailed reference part to which you should return when you have specific problems or questions.

The APE:TI manual is very much work in progress. It by no means claims to contain complete information about all parts of the mod. We will try to keep the manual up-to-date with every new release but sometimes mistakes slip in, so if you notice anything please let us know. However, for those parts which it does contain, the information in the manual is to be trusted more than the information that's displayed in the game. It is in the nature of modifications and games that some things yield hidden benefits or have hidden drawbacks so when you notice something that seems odd at first, please resort to this document and see whether you might have overlooked something.

1.3. Installation

Before installing, please make sure you have no other mods installed and remove your `user.empire_script.txt` file from your scripts directory (you can also rename it or copy it to a backup location if you want to keep it). You can find this directory here:

Windows Vista - C:\Users\USER NAME\AppData\Roaming\The Creative Assembly\Empire\scripts

Windows XP - C:\Documents and Settings\USER NAME\Application Data\The Creative Assembly\Empire\scripts

Also please rename **scripting.lua** to **scripting.lua_backup** and **startpos.esf** to **startpos.esf_backup** in your C:\Program Files\Steam\steamapps\common\empire total war\data\campaigns\main directory

To install **A Proper Empire: Terra Incognita** simply run the installer. It should automatically detect your Empire: Total War directory. If it doesn't, please point it to the correct place. When asked to overwrite any files, click "yes".

Important Notes:

- The installer will create a file called **mod_saves.txt** – please don't delete this!
- Installing **APE:TI** will cause RTI to stop working properly. If you want to play it, follow the steps outlined in 1.5. to disable the mod

- **APE:TI** is not compatible with most other mods out of the box. The Additional Units Mod by Swiss Halberdier does have an APE- compatible version, however.

1.4. Uninstallation

If you would like to uninstall the mod at any point you have to restore some backups of original files we have to overwrite. Any paths in the following are relative to your Empire: Total War directory.

1. Go to /data/campaigns/main, delete the files **scripting.lua** and **startpos.esf** and rename **scripting.lua_backup** to **scripting.lua** and **startpos.esf_backup** to **startpos.esf**
2. Go to /data and remove all files beginning with **AProperEmpireTerraIncognita**
3. Remove the TerraIncognita folder from your Empire: Total War directory

If you don't need your savegames anymore you can also delete **mod_saves.txt** inside your ETW folder.

1.5. Temporarily Disabling APE:TI

If you want to temporarily disable the mod, for example because you want to play another mod or the original game, please do the following

1. Go to /data/campaigns/main, rename the file **scripting.lua** to **scripting.lua_ape** and **startpos.esf** to **startpos.esf_ape**, then rename **scripting.lua_backup** to **scripting.lua** and **startpos.esf_backup** to **startpos.esf**
2. Go to /data and rename the file extension of all files beginning with **AProperEmpireTerraIncognita** from .pack to .pack_backup

If you want to use the mod again, simply undo these steps.

2. Preferences

2.1. House Rules

Unfortunately the scripting system in Empire: Total War has many shortcomings and some of the original features are flawed or overpowered. To compensate for this, the **A Proper Empire: Terra Incognita** team has designed some house rules that are supposed to further enhance your game experience.

Most of these are optional but we strongly recommend trying them out before discarding them as the rest of the mod is designed in a way that assumes you are using them. Don't panic if you don't understand all of them yet, the things mentioned will be explained later on.

1. Don't replenish units if you couldn't recruit them in the region they are in (they don't necessarily have to be inside a settlement)
2. Don't replenish or recruit units if you don't have manpower left in the theatre or you are above your supply limit. Don't recruit or replenish any units if you're above your global supply limit.
3. For each trade spot you take in a trade theatre, keep at least one ship off the trade spot but next to it.
4. Don't take more than one trade spot in each trade theatre
5. Don't circumvent resistance penalties by giving captured territories to your protectorates
6. Don't circumvent resistance penalties by giving captured settlements to a third faction, then reclaiming them

2.2. The Preferences File

In your Empire: Total War/TerraIncognita directory, you will find a file called **TI_prefs.lua** which you can open and edit with any text editor such as notepad. It is a philosophy of the mod that as many as possible of the newly implemented features are as customisable as possible – therefore the preferences file contains a lot of settings that allow you to tweak certain features more to your taste. The most important setting is the **difficulty** variable; setting this to another value will allow you to quickly switch between certain predefined sets of script variables. For simplicity's sake, the values are the same as for the campaign with -2 being very hard and 1 being easy. Note that you can set this to a different value than your campaign difficulty if you like.

3. Quick Start Guide

A game is a series of interesting choices.
- Sid Meier

This statement is very much true for all kinds of games – however, following this credo requires two things: There have to be decisions, and the decisions have to have a discernible impact on the game (offer interesting choices).

The first part sounds obvious and like it would not have to be mentioned at all but it is surprising how many games do not heed this simple rule. Of course, sometimes a game is just a means of transporting a story but the result is usually no replayability whatsoever. And since one of the main points why strategy games are so appealing is replayability, this is unacceptable in a game of this genre. Unfortunately in the unmodified version of *Empire: Total War* you will often not face a decision at all. To give you an example:

Most resources in the game can be developed using buildings. Unfortunately, you usually have enough money to simply develop all of your resources therefore there is not really a decision to be made except for which resource to research first so what at first sight seems like a decision is in fact rendered a non-decision by a bad choice of game balance.

Another important case of decisions actually becoming non-decisions occurs when you are to make a choice between different options that are so much alike that there is very little difference between them. In *E:TW* this often happens with different units which are almost the same – it doesn't really make a difference if line infantry has a point of defense in advantage or a point of attack.

The second part of the above statement revolves around the interestingness of a decision. A sensible interpretation of this is that a decision is only fun if it has a large impact on the game and if you can choose between two options that both make sense and have to be carefully weighed against each other. If you face a decision where you can clearly define a better option in all cases then this doesn't make for good gameplay. In the same way, a decision that has different options but none of them have any significant impact on the game is boring.

So what are we doing in **A Proper Empire: Terra Incognita** to achieve a good gameplay experience? Firstly we try to stay true to Sid Meier's principle and offer you as many valid and varying choices as pos-

sible. This means we try to supply you with different strategical options none of which is clearly the best: do you build mines for a quick return of investment or is it more important to churn out some Indiamen for trading? Do you build another expensive school

to boost your research and increase the quality of your troops or would you rather focus on buildings that boost your town wealth growth to reap the financial benefits and then spend the money on more units to fuel further conquest? Or do you forego the economic development completely and focus on capturing your enemies' territories? It is your choice!

3.1. Manpower and Supply

The first thing you will notice when starting the Grand Campaign in **A Proper Empire: Terra Incognita** is the advisor popping up showing you many confusing numbers. These numbers tell you how many soldiers you will be able to recruit and keep supplied in each theatre.

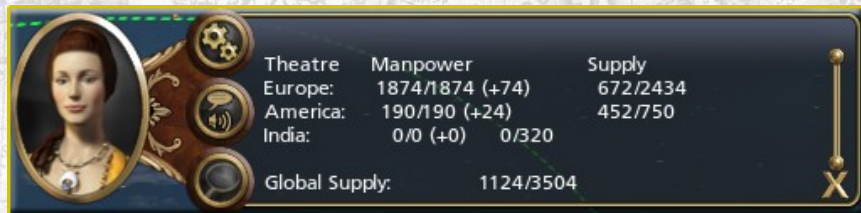


Figure 1: The advisor showing your manpower overview

Current and Maximum Manpower

The first two numbers for each theatre the **current** and **maximum manpower** values for the theatre. Your manpower represents the number of able-bodied men in your nation who are ready to take up arms and fight for you. Current manpower will also be referred to as your **manpower pool**.

If your current manpower in a theatre drops below 100, you will not be able to recruit any new soldiers there. The maximum manpower defines a cap on your current manpower as it will never go past this number.

When you recruit or replenish a unit, the number of soldiers in the unit will be deducted from your current manpower in the theatre the unit is currently located in.

Your maximum manpower depends primarily on the population in your regions. A larger population means a higher manpower but the progression is sub-linear, i.e. having twice as much population in a region does not mean you have twice as much manpower but somewhat less.

Manpower Growth

The number in brackets is your **manpower growth**. This tells you how many men are added to the manpower pool in the theatre in question at the start of the next turn. Please note that the actual number of men added to the pool is calculated at turn start so this number may not be completely accurate.

Your manpower growth depends on your population growth if that is large enough. Otherwise your pool will be replenished in a maximum of 30 turns.

Used Supplies and Supply Limit

The last two numbers in each line are your **used supplies** and **supply limit**. These represent the total carrying capacity of your regions in this theatre: each soldier requires one supply point so the used supplies in a theatre are equal to the number of soldiers you are fielding there.

If at any time your used supplies exceed your supply limit, recruitment will be disabled in this theatre.

Global Supply Limit

In addition to a supply limit for each theatre, there is a global supply limit. This works much the same as the theatre-specific variant: If you exceed your global supply limit, recruitment will be disabled world-wide.

House Rule

We would like to take the opportunity to remind you of the house rule concerning manpower/supply:

5. Don't replenish or recruit units if you don't have manpower left in the theatre or you are above your supply limit. Don't recruit or replenish any units if you're above your global supply limit.

This house rule is necessary because with the current implementation of the script there is a one-turn delay between your going below the manpower threshold or over the supply limit and the actual disabling of the recruit slots in the theatre.

3.2. Regional Traits

An important concept used in **APE:TI** are regional traits. These traits are very similar to the character traits you know from the original game but they apply to regions instead of agents. We are using regional traits to implement a lot of the scripted features in the mod, for example the resistance effects, handling of recruitment slots and tax rate modifiers.

There is one problem with regional traits, though: they haven't been fully finished by CA and therefore they are not properly displayed in the settlement

details and there is no overview screen for the trait gained messages like there is for the character traits. So you will get a large of pop-ups at the start of each turn (usually between 1 and 10) informing you of the trait level changes for all regions. If you don't like them, you can ignore them, play your turn and they will be gone once you hit "end turn" – but sometimes they contain important information so if you want to know exactly what's happening in your Empire you should read them.

3.3. Research

Research in **A Proper Empire: Terra Incognita** plays out a bit differently than what you will be used to from vanilla ETW: Research is now expensive so spamming schools fairly unattractive and technologies cannot be stolen anymore.

Research Cost

Each education building now has a certain upkeep cost. This upkeep is deducted from your treasury at the end of turn (for the AI, this is handled a bit differently). You can always review how much your research buildings in a region cost by selecting an education facility. This will pop up an advisor message telling you how much money will be taken from your treasury.

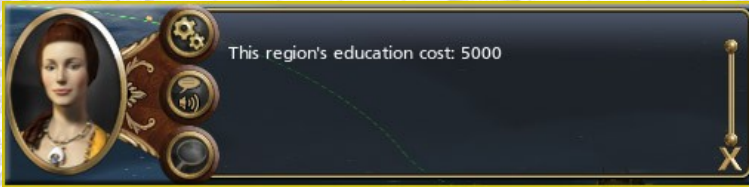


Figure 2: The advisor showing your education cost

ury.

Please be aware that the research cost will not be displayed in your financial overview, so your actual profit will be whatever is shown there minus the sum of research cost in all regions.

Gentlemen

Gentlemen and Eastern Scholars cannot steal technologies from your opponents any more. The feature was removed because it is overpowered (each gentleman has the research speed of your fastest school) and has a bug that causes either all of your gentlemen to fail stealing an advancement this turn, or all to succeed. The duelling ability has been removed from gentlemen, too, to keep the AI from wasting their research trying to kill your gentlemen.

3.4. Economy

The gameplay of the economic portion of E:TW has undergone major changes in **A Proper Empire: Terra Incognita**. The general aim is to follow Sid Meiers' credo and create as many as interesting choices as possible – in this case: What do you build, and where?

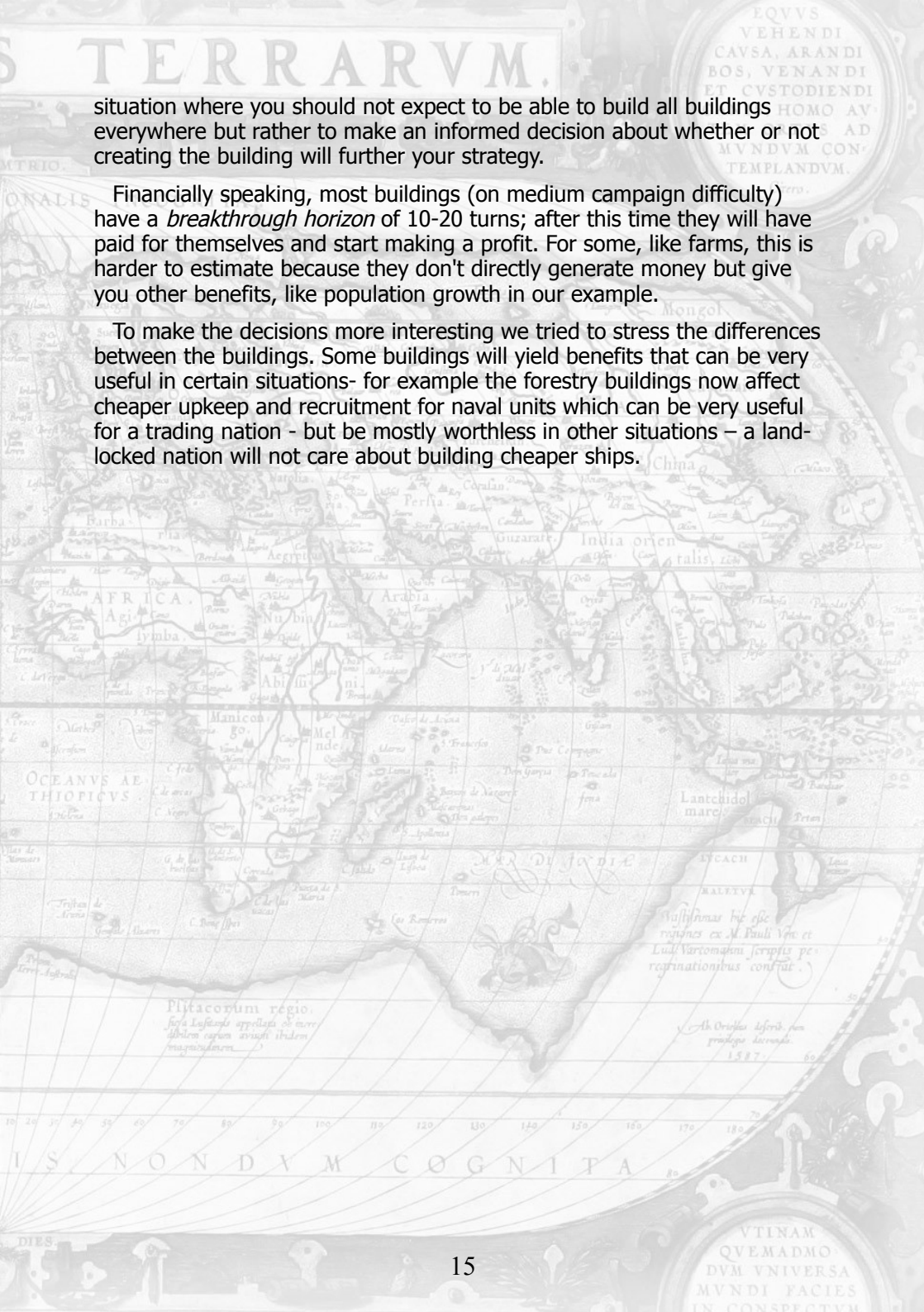
Buildings have become much more expensive but their bonuses have increased, too; the construction of an economic building should be evaluated as an investment rather than something you do everywhere. This leads to a

TERRARVM.

situation where you should not expect to be able to build all buildings everywhere but rather to make an informed decision about whether or not creating the building will further your strategy.

Financially speaking, most buildings (on medium campaign difficulty) have a *breakthrough horizon* of 10-20 turns; after this time they will have paid for themselves and start making a profit. For some, like farms, this is harder to estimate because they don't directly generate money but give you other benefits, like population growth in our example.

To make the decisions more interesting we tried to stress the differences between the buildings. Some buildings will yield benefits that can be very useful in certain situations- for example the forestry buildings now affect cheaper upkeep and recruitment for naval units which can be very useful for a trading nation - but be mostly worthless in other situations – a land-locked nation will not care about building cheaper ships.



4. Reference Manual

Welcome to the reference part of the **A Proper Empire: Terra Incognita** manual. The following chapters will provide you with all the information about APE:TI you will need to enjoy the mod to its fullest. It is not meant to be read as one large chunk but rather to be referred to when you are playing the mod and unsure about what something does or how something works – or if you want to find ways to play as good as possible and plan new strategies.

The aim for the reference manual is mostly to simply explain things, without directly influencing your style of play. Therefore, strategic tips will be denoted and given in a "tip" format. This allows us to give you all the info you need and also make you acquainted with certain strategies at your disposal without forcing you to play like we do.

In addition to explaining the mod-specific features we also feel that it is necessary to promote a better understanding of the underlying game features. Therefore, this part of the manual will also contain explanations about the economy and strategic gameplay of the original.

4.1. The Strategy Layer

The strategy layer (also called the Grand Campaign or just campaign) was originally intended at the start of the Total War series to supply a framework and overarching background story for the exciting real-time battles – the game just becomes much more interesting and realistic if you actually care about things like preserving your troop strength, much like a real commander.

However, over the years and with more advanced releases, the strategy layer itself has become more and more pronounced and, at least since the days of **Rome: Total War** can be justifiably called a game in it's own right. For some, such as myself, the strategy layer is actually the more beloved part of the game while others still see it only as a background for the battles.

This part of the manual is for the former group – players that like to micromanage their empire and understand what's going on behind the scenes, to get the most out of their gameplay experience. What others consider tedious can be a lot of fun for me, and you will need all the knowledge in this manual if you want to make your nation thrive in **A Proper Empire: Terra Incognita** on the highest difficulty settings.

-- alpaca

4.2. Economy



In Empire: Total War there are three major sources of income: **taxation**, **trade** and **Other**. You can see how much your empire makes of each of these by clicking the government button. **Taxation** is a measure of how much money your regions generate directly; **trade** shows you how much you earn for goods exported to other countries and **other** income contains anything that doesn't fit into either of the first two groups.

Projected Income			
Tax Income	+8044	Army Upkeep	-4742
Trade Income	+2540	Navy Upkeep	-2941
Other	+3445	Town Watch	-639
	+14029		-8322
		Income next turn	5707

Figure 3: Income section of the Government Panel (Britain)

Of course, a large and thriving empire also has expenses. The main drain on your treasury are the upkeep costs for your soldiers and fleets, shown as **Army Upkeep** and **Navy Upkeep** respectively. Sometimes you will also have to pay some money for **Town Watch**, see <ToDo: insert link to happiness section> for details.

4.2.1. Income from Regions

Tax income, usually your largest source of income, gives you an overview about how much money your regions generate. It is actually calculated separately for each region by taking the total region wealth and multiplying

7467

Growth in this turn

+

-

101

Tax Rate 59.1%

Income 4412

☐ Exempt region from tax

Change tax policy

Figure 4: Region Wealth in the Settlement Details (England)

it by the region's tax rate. To understand how this works, open the settlement details of one of your cities by double-clicking on it.

The region wealth - displayed in the top row of the Region Wealth panel – is comprised of many different parts. If you hover the mouse over them in the game, a tooltip will be displayed telling you the source and the amount that is generated.

Most of these are self-explanatory, for example Mining income is generated by mines and Industry income is generated by industrial buildings in your towns.

There are two exceptions to this rule: Subsistence agriculture and Town Wealth. Subsistence agriculture is a fixed number for each region on the campaign map and doesn't change throughout the game. Town wealth, on the other hand, does – and significantly so.

Town Wealth



Figure 5: Town Wealth and Town Wealth Growth

Town wealth, one of the main sources of income in the mid- and late-game, can be seen as the combined wealth of all cities in the region, the capital included, that's not directly generated by your buildings. In contrast to all the other region wealth factors it accrues over time, the speed with which it accumulates is shown in the bottom left of the Region Wealth panel and this itself consists of different factors again.

Town wealth growth (TWG for short) is added to the region's town wealth at the start of each turn. So the amount of money you earn increases by this number each round. To understand how large of a bonus this can be, let me give you an example: You create a new Weaver's Workshops, giving you an additional 30 TWG. Compared to the amount of money before you built the Weaver's Workshops you will get the following: on the first turn 30 TW, on the second turn 60, on the third turn 90, and so forth. On the 20th turn you will get 600, rivalling the direct income from the building but it'll get better because TWG goes on to be added to region wealth each turn.

Tax Rate



Figure 6: Tax Rate and final income

Upper class tax	15.0%
Lower class tax	15.0%
Government Building	28.0%
Governor's effect	6.0%
Administration cost	-4.9%
Total tax percentage	59.1%

Figure 7: Tax Rate tooltip

Before we continue explaining the different income factors in further detail, let's look at the region's tax rate and final income, shown in the bottom right corner of the income panel. When you hover over the tax rate you will get a tooltip telling you what it's composed of.

More on these later.

The actual income the region will add to your treasury at the start of the next turn is then simply the region wealth multiplied by the tax rate ($59.1\% = 0.591$).

4.2.2. Region Wealth Factors

As stated above, region wealth determines how much money you can get out of a province. The different constituents of Region Wealth are:



Subsistence Agriculture

Subsistence Agriculture is a fixed number for each region. It's not modified during the course of the game. For some regions, this yields a good deal of income (for example for England or France), for others you get nothing.



Agriculture

Agricultural income is generated by farms, rice paddies and Wineries in the region. Since farms usually don't grow cash crops but supply your pop-

ulation with food, agricultural income is typically not very high. An exception to this are Wineries which generate a good deal of income but are also more expensive and take longer to build.

Significant farming income can be generated by researching the agricultural technology tree which will unlock better farms and increase the income of the existing ones.



Mining

This type of region wealth is, as the name says, generated by mines. Mines can be a major source of income, especially at the start of the game. Silver, Gold and Iron mines have three levels each that are unlocked via the Metal

tech tree while Gem mines have two levels which are immediately available. Usually outclassed by industry income in the old world, South and Central America and parts of India still have significant gold, silver and Gem deposits to be exploited.

Strategic

Tip

Some of the shortest profit horizons in the mod, therefore you may want to build them as soon as possible. This is especially true for gold and gem mines



Industry

Generated by industrial buildings in your towns - Iron Workshops and Weaver's Workshops - this type of income will play a large role in heavily industrialised regions with many towns, especially for the iron industry building line. Both types of industry can be boosted by researching their respective tech branches.

Strategic

Tip

Cities have a larger town wealth growth while iron industries have a larger direct income. Since FWG is more significant the longer you have it, you may want to try and tech up on textile industry first.



Ports

Trade ports and Fisheries also directly increase your region income by a certain amount. Significant for islands and regions with a long coastline (such as England, Sweden or Anatolia) this type of income can be a bit fragile if you don't have enough fleets or port garrison units to defend your harbors.

It should be noted that this has nothing to do with export income. It's a completely separate entity that is generated by the port building and independent of your export – you will even get it when the port is blockaded.



Exports

Exports can be a significant source of tax income in the colonies. The amount of money generated depends on the number and price of the exported goods, basically selling commodities adds as much to region wealth as you get for selling them on the market - but on top of that! This means that trade is doubly important for colonial powers: It gives you a direct profit for selling them and it increases your region wealth.

Goods for export are produced by plantations and Fur Traders. It can be hard to discern exactly how much income you will gain by improving your plantation, however, because it depends on the price on the world market as well as the export capacity of your trade ports.

Strategic

Tip

One of the best ways to get rich. Plantations are potentially the most profitable buildings in APE:J but they are also somewhat risky as their revenue will drop to zero when the port is blockaded and depends on the global price for this good.



Town Wealth

Last but not least, you will get income from town wealth. As has been noted above, town wealth is pretty different from the other kinds of income – it's not directly added by structures in the province but indirectly through town wealth growth.

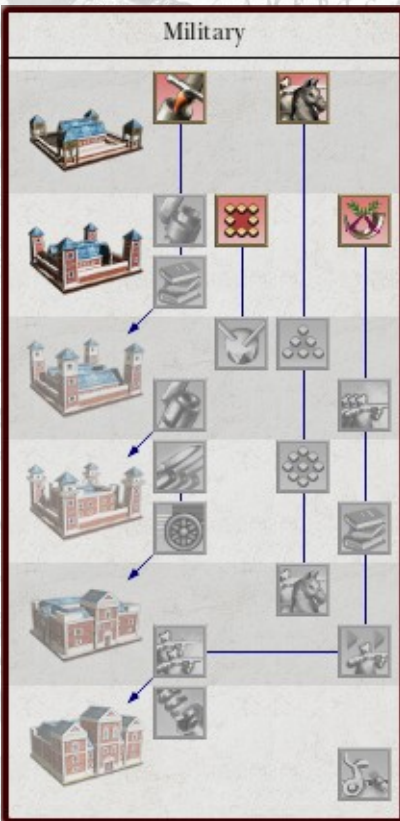
Many factors in the game affect your town wealth growth and the concept of town wealth is one of the more difficult things to understand about economics in E:TW. The basic idea is simple, however: TWG is added to town wealth at the start of your turn before calculating taxes. This increase in town wealth will therefore precipitate in an increased tax rate. For more information please refer to the next section.

4.2.3. Town Wealth Growth

4.3. Technologies

APE: TI benefits from an improved military research tree, making key abilities available earlier in the campaign while replacing technologies that are rendered obsolete by the changes. Some of the economic technologies have also been reworked, especially those concerning population growth.

4.3.1. Military Tech Tree



Immediately you'll begin to notice the changes; technologies have moved, there are new ones, and some have disappeared entirely.

"Light Infantry Doctrine" is now available at the second-tier of military technology. Light infantry will begin to play a key role on the battlefield. These elite veterans will often be your first contact with the enemy, forming in front of the line to use their exceptional range to weaken the enemy as the approach and then taking formation behind the main line to provide cover fire for the charge.

"Fire by Rank" is now available in the third-tier technologies; this firing drill was one of the most common and effective firing drills of the time. Discipline was fairly easy to maintain and it allowed for a fairly constant and heavy amount of fire from a regiment.

"Fire and Advance" no longer exists in APE: TI.

You will notice two new technologies in the firing drills line; "Advanced Reloading Drills" and "Advanced Live Firing Drills."

NEW TERRARVM.

New Military Technologies



Advanced Reloading Drills

Provides a 5% reduction to base reload speeds.

Using the musket is never easy, but with proper training and military drilling any unit can learn to fire quickly. Through training, experience, and dedicated training your units have become a master of reloading. This combined with the advent of the iron ramrod have made reloading much easier in all battlefield conditions.



Advanced Live Firing Drills

Provides a +2 bonus to morale in battle.

The use of live ammunition during drills can harden even the raw recruit. The sounds of the battlefield no longer make the green recruit as nervous. After months of being exposed to the sounds of combat in a safe environment, if it could be called such, your troops have had great benefits from this advance in military doctrine.

4.4. The Combat Layer

Your troops will now behave much differently on the battlefield and these new behaviors will provide you with more flexibility and options in your engagements.

4.4.1. Firing Drills

All firing drills for the units in APE: TI have been changed to more effective combinations. Volley Fire was once the default firing drill for all units on the battlefield before any technological advances were made. Now, however, Volley Fire has been replaced with Mass Fire to make your units more capable on the battlefield from the beginning.

Here is a short description of both abilities:

Volley Fire - This firing drill will only use the first rank of any regiment when it fires. This firing drill allows for losses in the front ranks to be filled by those who are not firing in the rear.

Mass Fire - This firing drill will cause your unit to spread slightly, so your men do not shoot each other in the back of the head, and every man capable will fire.

The availability of firing drills is now almost entirely dependent on unit class. Light and Elite units will have access to all 3 firing drills, most other units will only use two firing drills while some units will only have access to Mass Fire. Militia units will now have access to Rank fire once it is available, no longer stuck with only the most basic firing drill.

4.4.2. Morale, Charging and the Cavalry

There have been significant changes made to the morale on the battlefield in **A Proper Empire: Terra Incognita**. In vanilla E: TW we found that a charge of heavy horse to the rear or flanks of a regiment yielded similar results to a charge head-on.

The inconsistencies have been corrected, and a properly timed charged to the rear of a wavering enemy can turn the tide of a battle. You'll also find light horse filling their correct role by engaging and destroying fleeing enemies as well as unprotected artillery regiments.

Cavalry can now dismount giving your mounted soldiers the ability to storm buildings and take cover. This will be useful for protecting your general and clearing buildings in the event your infantry is engaged, destroyed, or absent.

Standard Dragoons are mounted infantry and changed in APE: TI reflect this. You'll find they have an increased number of men and horse but do not throw them into a cavalry charge! Dragoons are now better used by riding them around the flanks and dismounting them to fire on the enemy.

Morale has also been changed for many units – using the unit's status of training (mob, poorly-trained, trained, well-trained, and elite) we have adjusted the morale of most units to help group morale levels by level of training.

4.4.3. Artillery Changes

All artillery units in APE: TI have been changed to more correctly reflect their historical counterparts. Where artillery used to be an after-thought on the battlefield they have now taken their place as effective killers than can, by themselves, decide the outcome of a battle.

Rockets have been removed from the game, though the technology was used, they were not as prevalent as the Empire: Total War would have you believe. You might also notice some other pieces of artillery removed from certain factions, notably the Puckle Gun.

Artillery accuracy has been increased slightly over vanilla levels; this, coupled with the increased reload rates provided in the latest patch by The Creative Assembly have made artillery incredibly important on the battlefield.

Counter-battery fire will be your main goal during the beginning of many battles. You will have to use your artillery to counter the more effective and longer-ranged artillery the AI will be fielding as well. Later in the battle you will not want to forget the artillery either, as they can be effective in covering cavalry flankers and harrying the enemy general to remove his beneficial inspiration from your enemy.

Prices have been adjusted accordingly, reflecting the more important place and more active role that artillery now plays on the battlefield. Future releases will see new cannon technologies that are required before up-graded cannon foundries can be constructed.

4.4.4. Experience Changes

In vanilla E: TW units gained experience very slowly but also lost it quickly when replenishing or merging units. The amount of kills and casualties needed to increase in experience has been lowered. This was done to give your units the ability to gain enough experience to keep a solid portion of it after being replenished or merged.

Vanilla Experience Thresholds

Experience Threshold	Value
xp1_land_casualties	300
xp1_land_kills	70
xp1_naval_casualties	400
xp1_naval_kills	100
xp2_land_casualties	600
xp2_land_kills	300
xp2_naval_casualties	800
xp2_naval_kills	300
xp3_land_casualties	900
xp3_land_kills	600
xp3_naval_casualties	1600
xp3_naval_kills	600
xp4_land_kills	1000
xp4_naval_kills	1000
xp5_land_kills	1500
xp5_naval_kills	1500
xp6_land_kills	2100
xp6_naval_kills	2100

APE:TI Experience Thresholds

Experience Threshold	Value
xp1_land_casualties	240
xp1_land_kills	40
xp1_naval_casualties	100
xp1_naval_kills	70
xp2_land_casualties	360
xp2_land_kills	120
xp2_naval_casualties	225
xp2_naval_kills	200
xp3_land_casualties	480
xp3_land_kills	240
xp3_naval_casualties	425
xp3_naval_kills	225
xp4_land_kills	360
xp4_naval_kills	400
xp5_land_kills	720
xp5_naval_kills	600
xp6_land_kills	840
xp6_naval_kills	840