[HEW Tactics and Strategy Guide]

TABLE OF CONTENTS

1) Introduction and Basics
2) Infantry
3) Cavalry
4) Artillery
5) Other Unit Types
6) Infantry Tactics
7) Cavalry Tactics
8) Artillery Tactics
9) Combined Arms Tactics
10) Managing Morale
11) Offensive Strategy
12) Defensive Strategy
13) Coordination
14) Map Terrain and Features
15) Historical Background

1) Introduction and Basics

This strategy guide is designed to both help new players get started and provide gameplay recommendations, so it is a good read for both starting players and veterans. You could read the entire guide from start to finish, but perhaps a better approach would be to refer to specific sections when you need them. If you find some parts of this guide confusing or hard to understand, please feel free to ask fellow players for clarification. Please see the Brief History section at the very end for a quick summary of the Napoleonic Wars, if you are not familiar with it.

[Overview]

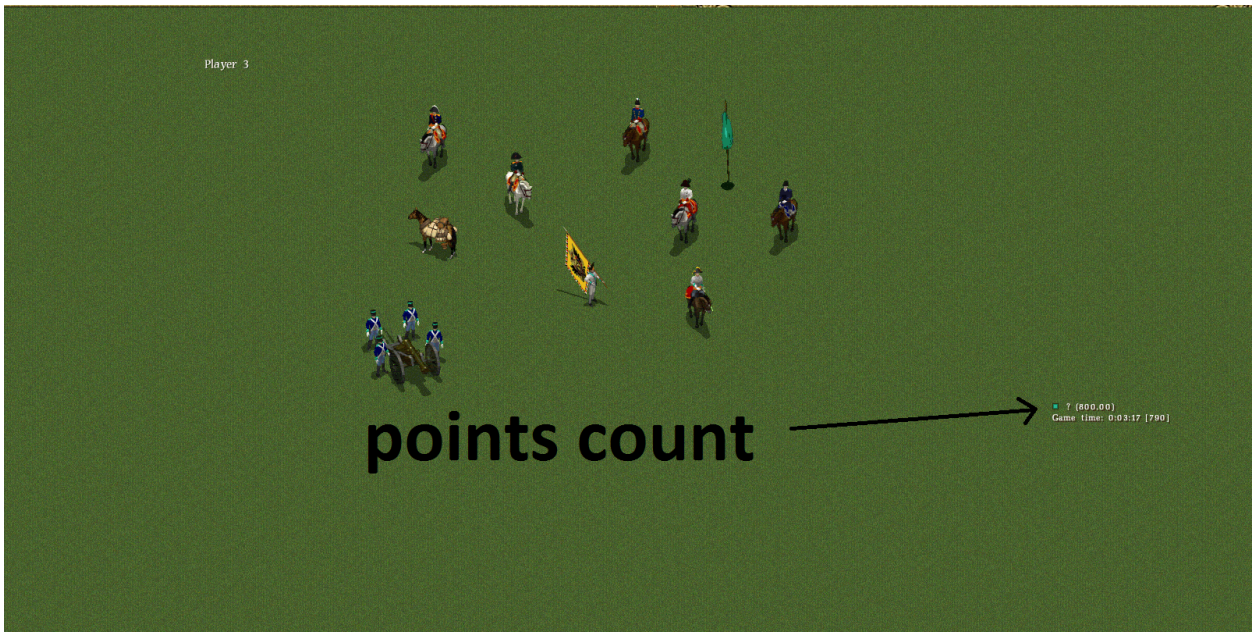
Hawks Napoleonic Warfare (HEW) is a modification for American Conquest Fight Back that focuses on recreating historical battles from the Napoleonic Wars. In contrast to the original game, this modification is designed for large scale pitched battles with armies already placed on the map, ready to command. There is no need to develop an economy and recruit units. Battles can range from small skirmishes, such as Hagelberg, to the largest Napoleonic battles, such as Leipzig. All HEW games are played on pre-made scenarios called "maps" that represent historical or fictional battles. Each map usually has a set of rules that defines victory conditions and sometimes what players are allowed to do. Players agree to end the game immediately when one side's victory conditions are met.

[Objectives]

Most rules involve objects called flags or objectives, which are flags fixed in place, usually in important locations, that change color when captured by one side's troops. Most maps have a

default attacker and defender. Typically, the default defender starts off with more flags and the rules require the attacker to capture a certain number before the time limit to win. If the attacker is unable to capture that number of flags within the time limit, the defender wins. The side defending a flag must have troops near the flag to guard it from being captured. Similarly, those seeking to take a flag must clear all enemies away from the vicinity in order to change the flag to their color. Some maps do not have default attackers/defenders and have special victory conditions. For example, in the map Waterloo, both sides start with 3 flags each. Whoever reaches 5 flags first wins, or else it is a draw. It is a common mistake for players to not guard their flags properly while fighting. This may allow the opponent to capture them and even win the battle even though your troops have not been defeated. If this happens - tough luck. You can perhaps console yourself with the idea that you were were strategically defeated, but not necessarily tactically defeated. :D Remember to guard your flags next time so that this will not happen.
Video of capturing objective flag

[Game Points]
Some maps, especially newer ones, have victory conditions based on game points rather than flags. Points are the numbers on the bottom right corner of the screen representing how well each side is doing in the battle. You can increase your points and decrease your opponent's by capturing flags, generals, and other units such as pack horses and cannons (in decreasing order of importance). Casualties also affect points negatively, with cavalry and elite troops being worth more. The rules for points battles usually state that the side that has more points by the end of a time limit wins. Points maps are usually balanced so that attackers start with fewer points and must take a certain number of flags or otherwise gain enough points to win. This is similar to objective battles except that both sides must also protect their generals, supplies, cannons, etc and watch their casualty rate (to view your casualty list, press and hold J). See Screenshot 1 below for a visual of units that are worth many points. In order to ensure that both sides start with the proper number of points, many points battles start with the attackers owning a few flags behind the defender's lines. The defenders are expected to quickly capture these flags in order to increase their points to the correct starting level.



Screenshot 1: The screenshot above shows where the count of a team's game points is located and some units that are high in game points: cannons, staff, generals, special characters.

[Hawks Protocol]
One of the reasons the Hawks Club was created is to provide a fair and enjoyable experience in the often lawless wilderness of Internet gaming. We expect all players to behave maturely and respectfully. We play friendly battles for fun and for love of history, not for competition or status, so everyone is encouraged to take victory or defeat lightly and practice good sportsmanship. Also, try to avoid accusations of cheating. Those generals in the past who sought counter-tactics to enemy tactics they considered unfair probably fared better than those who just complained.

2) Infantry

[Introduction]
Infantrymen are troops that fight on foot, primarily using firearms. Infantry is the most numerous and thus arguably the most important component of your army, so it is crucial to know how to use them effectively. Most infantry are some type of musketeer, armed with muzzle-loading smoothbore muskets and bayonets. Most are formed into large battalion sized formations although some are in small skirmish formations or loose. Infantry are necessary for any sustained defense or offense and are the only troops who can garrison or storm most buildings (although cavalry can enter stables and fortresses). Infantry are also divided into several distinct categories each with different functions, strengths, and weaknesses. Most armies in the Napoleonic Wars had several distinct types of infantry, each trained and used for specific roles. There are 6 main types of infantry in HEW: line infantry, skirmishers, grenadiers, light infantry,

militia, and guard infantry.

[Line Infantry]
Line infantry are the standard and most numerous type of infantry, used for all battlefield purposes. They are called musketeers and sometimes fusiliers. They can skirmish, fire volleys, and bayonet charge, but are not the most specialized in each. Line infantry have regular morale, accuracy, and melee ability (on a scale of "poor", "regular", "good", and "superior"). Thus, line infantry can be used for any task, but are best used to form the main battle line, trading volleys with the enemy and leaving special tasks such as skirmishing and charging to specialists. However, do not hesitate to skirmish or bayonet charge with line infantry if there is a good opportunity.

[Skirmishers]
Skirmishers are infantry that specialize in accurate long range shooting, taking advantage of cover, and similar skills that require agility and initiative as opposed to the rigid discipline of line infantry. Some examples are jagers, voltigeurs, and riflemen. They also defend their your army against enemy skirmishers. Recruiting officers often tried to select small, agile, and intelligent men to train as skirmishers. Skirmishers have poor morale and melee ability (again on a scale of "poor", "regular", "good", and "superior") . However, they have superior range of fire and accuracy, although they have a slower rate of fire due to careful aiming. Skirmishers are best used to harass the enemy with long range fire, to snipe cannon crews from a long distance, and to protect your army from enemy skirmishers. They are also the best troops with which to defend, fire into, and storm garrisoned buildings. They should avoid melee and firing from close range, as they are vulnerable to melee and cavalry. Since skirmishes in company formations cannot form squares to repel cavalry, it is important to make sure your skirmishers are always close enough to a supporting body of line infantry or cavalry so that they can withdraw to safety if charged. Skirmishers and light infantry have similar roles but are very different in several ways. Skirmishers are usually found in a crouching stance, with their muskets or rifles pointing forward, and move at a jogging pace. They are also almost always found in small 30-man companies rather than 100-man battalions.

[Grenadiers]
Grenadiers are superior infantrymen hand picked into elite formations for bayonet charges and demanding tasks. Qualifications for grenadiers usually included a citation for bravery, superior height and strength, and intimidating appearance. They have good morale, regular to good accuracy, and good to superior melee ability. Therefore, grenadiers are best kept in reserve until the right moment for decisive charges to break enemy lines. They can also be used in desperate defense when tough troops are needed. Therefore, they should not be wasted in the main battle line trading volleys with the enemy or skirmishing.

[Light Infantry]
Light infantry are troops sort of a hybrid between line infantry and skirmishers. Some examples are chasseurs, fusiliers, and cacadores. They can skirmish as well as perform line infantry

functions such as firing volleys and forming squares. Light infantry have regular morale, good accuracy, and poor melee ability. They also have a slightly longer range than other infantry except skirmishers. They are best used to skirmish, fire volleys from long range, break strong enemy lines by firing, and defend strategic positions. Light infantry and skirmishers have similar roles but differ in several ways. Light infantry look like line infantry and move at the same walking pace. They are usually found in 100-man battalions but sometimes also in 30-man formations.

[Militia]
Militia are poor quality infantry with substandard training raised in times of emergency or to supplement the regular troops. Some examples are landwehr, olpochenie, and the gardé natiònale. They have poor morale, poor accuracy, and poor melee ability. Because of this, they should be carefully used as line infantry in the main battle line where the fighting is less intense or where there are not many elite enemy troops. Be careful not to amass too many militia in one portion of the battlefield or use them to guard important and/or strategic positions as they can be easily broken and routed, and the panic can spread to the rest of your troops.

[Guard Infantry]
Guard infantry are elite troops, the best infantry of an army or country. Examples include Napoleon's imperial guard, British foot guards, and the Russian imperial guard. Quality wise, guards are all around better versions of grenadiers, having superior morale, good accuracy, and superior melee ability. Like grenadiers, they should be held in reserve for decisive charges or used for the most difficult or most important defense positions. Some guard infantry, such as French Old Guard Chasseurs and some Russian guard regiments, are represented by sappers, as they are similar in uniforms and quality. These are found in 100 man battalion formations. Please use them as guard infantry rather than as sappers.

[Other Infantry]
Other types of infantry are sappers, archers, and pikemen. These are usually found rarely or in small numbers. Sappers are also called sapeurs and engineers. They build small redoubts, barricades, and explosives. They have superior morale, superior melee ability, and poor accuracy, and slightly shorter range of fire than most infantry. They also have grenades (stronger grenades than ones grenadiers have) that they can use to destroy buildings. Sappers should be used to build redoubts or destroy buildings, not to fight directly, unless they are formed in regular formation!s meant to represent troops such as Old Guard Chasseurs rather than sappers. Each side usually has a limit on how many redoubts and explosives their sappers can build.

Only the Ottoman Turks have archers, but they should be mentioned because they are unique. Archers fire arrows rather than bullets, so they have a much higher rate of fire but less damage per shot. They have poor morale, poor melee ability, and regular accuracy. They are almost defenseless against cavalry and need protection. However, they are great at wearing down enemy musketeers by skirmishing from long range.

Pikemen are militia troops armed with long spears rather than muskets and bayonets. The only pike-armed troops in the game are Ottoman pikemen, Rheinbund landwehr, and Russian olpochenie. They have poor morale and somewhat good melee ability. Unlike elsewhere, they are not effective against cavalry in HEW and are easily routed by cavalry unless in square formation. They are best used to support musketeers in square formation (freeing up the musketeers to fire in line formation) or to support charges made by musket-armed infantry when enemy elite troops and cavalry, who can easily rout them, are not nearby.

[Infantry Formations]
Infantry have two sets of formations, battalion formations and company formations. Battalion formations consist of 100 men and 3 or 2 staff officers. Company formations are formed with 30 loose troops without staff.

The standard battalion formation for almost all infantry in Napoleonic warfare is the line formation. In line formation, a battalion forms a long line facing the enemy, usually 2 or 3 ranks deep (only 3 deep is available in HEW). Line formation is used when troops are deployed and ready to fight, both in offense and defense. It is the best formation for maximizing firepower in one direction, both in volley fire and skirmishing, as it maximizes the number of troops able to fire. It is also the best formation to receive cannon fire in (except from the side, called enfilade fire). It is somewhat weak in melee and and vulnerable on the flanks and rear (since the staff are in the rear). It can easily be flanked by other line formations on the sides, which is an important factor in firefights. Arranging many line formations in a row, defending flanks properly, and keeping reserves should help protect the flanks and rear of line formations (more on this in the Infantry Tactics section).

Square formation is used to defend against cavalry or to defend confined areas such as redoubts, gardens, and plazas, in which attacks come from multiple directions. Under normal conditions, it is very strong in defense and melee, able to resist attack by numerous cavalry without routing or being destroyed. However, square formations have far less firepower than line formations and will lose a firefight with one. It is also very vulnerable to artillery fire. Therefore, try to use squares only in support behind line formations or in areas protected from enemy fire, if you have no line formations to protect the squares. Also avoid using squares unless there is a compelling reason to do so.

Column formation is the formation used for marching, so troops are often found in column formation at the beginning of a battle. Column formations can pass through broken terrain more easily than other formations because of their compactness. Column formation is also used in bayonet charges, and provides a melee bonus for this purpose. However, column formations are even weaker in firepower than squares and are similarly vulnerable to artillery fire. Therefore, you should form all battalions from column to line (or square if necessary) before approaching the enemy and only form into column immediately before a bayonet charge.

30-man companies have 3 formations: column, skirmish, and loose skirmish. The different formations for 30-man companies do not matter nearly as much as the formations for battalions. However, there are a few things you should know. Column formation can be useful for deploying skirmishers in confined spaces and for marching, but are vulnerable to routing because the low-morale skirmishers are packed together. The two skirmish formations are good for skirmishing, especially when facing heavier firepower, but are very vulnerable to melee as the skirmishers are spread out.

[Stand Ground]
There is an order that can be given to formations and loose troops called stand-ground (hotkey V). This is one of the most important things to take care of on the battlefield as it keeps troops under control. Stand ground tells a formation to hold its formation and position, which they will do unless they panic and run or are given further orders. Troops not on stand ground will pursue enemies and attack when there are enemies nearby or when they are attacked. This "charge without orders" is very dangerous and may get your troops destroyed (especially cavalry), so it is imperative to keep all troops on stand ground if you do not want them moving around. One situation in which you should not use stand ground is the cavalry vs cavalry battle. Keeping your cavalry on stand ground when engaged prevents them from engaging properly and puts them at a huge disadvantage. Instead, manually order them to charge towards enemy cavalry.

https://www.youtube.com/watch?v=Zb3Gngx3IZM
Video 2: The video above shows how stand ground works in square formation to make them effective against cavalry. Note that it takes time to properly form a square, so ones that are attacked before they are fully formed will be broken and defeated.

3) Cavalry

[Introduction]
Cavalry are troops that fight on horses, mainly using melee weapons but occasionally firearms as well. Cavalry are generally far less numerous than infantry but are usually worth more than infantry per unit and exert a powerful influence on them. They are generally stronger than infantry in melee but much weaker (or completely lacking) in firepower. Cavalry are armed with various weapons, including swords, lances, pistols, and carbines: some are also armored. Cavalry are also divided into different types, each with their strengths and weaknesses. There are 6 main types of cavalry: light cavalry, dragoons, hussars, lancers, cuirassiers, and guard cavalry.

[Light Cavalry]
Light cavalry are armed with carbines and sabers, mainly used for scouting and surprise raids on vulnerable infantry and artillery. In HEW, they are the weakest type of cavalry and are often defeated by other types of cavalry in cavalry battles. Examples include mounted chasseurs, mounted jagers, and light dragoons. They have superior firepower(compared to other cavalry),

poor morale, and poor melee ability. Avoid using light cavalry in cavalry battles. Use them instead for scouting, pursuing routing enemies, raiding enemy batteries, and attacking weak and unprotected infantry.

[Dragoons]
Dragoons are medium-heavy cavalry armed with carbines and swords. They are often the most numerous cavalry and are sort of a counterpart to line infantry. They have good firepower, regular morale, and regular melee ability. Dragoons are capable in all cavalry roles, but are best used on the front line in cavalry battles, as they can use their carbines to fire at the enemy.

[Hussars]
Hussars are light cavalry armed with pistols and sabers, used both for scouting and for engaging enemy cavalry and infantry. They have regular firepower, good morale, and good melee ability. Hussars are among the fastest cavalry, so they are excellent in galloping around the enemy in a cavalry battle and attacking their flanks or rear. They are also especially skilled in melee, being trained to parry sword and bayonets effectively.

[Lancers]
Lancers are cavalry armed with lances and sometimes pistols. Some are called uhlans. Depending on type, lancers possess regular to good morale and good to superior melee. Lancers are fast and slightly stronger than hussars, but what makes them special is that their lances outreach swords and bayonets and few troops are used to fighting them. They are very capable fighting in all situations, but should be saved for important engagements as they are better than most cavalry.

[Cuirassiers]
Cuirassiers are armored heavy cavalry armed with pistols and heavy, straight swords. They are shock cavalry, meant to break weakened enemy infantry with a thunderous charge. Cuirassiers (including carabiniers) have good morale, poor firepower, and good melee ability. Cuirassiers are armored, so they are better at resisting melee and thus can be useful during cavalry battles for holding enemy cavalry in place while faster cavalry wheel around to take them from the rear. Beware that this only works to a limited extent in HEW, so heavily outnumbered cuirassiers would be crushed. Like lancers, cuirassiers should be saved for decisive operations as they are among the best cavalry available. Take note that cuirassiers gallop slower than most other cavalry units.

[Guard Cavalry]
Guard cavalry are best, hand-picked elite cavalry of an army or country. They include mounted grenadiers, guard Cossacks, and guard lancers. They are armed with various cavalry weapons and most are not armored. Guard cavalry have superior morale, poor firepower, and superior melee ability. They are also great at scaring enemy troops, and can often rout cavalry. However, as guard cavalry are very few in number, they should be held in reserve for large or important engagements.

[Cavalry Formations]
Cavalry can form 2 sizes of formations, the 45-man squadron, which is the primary formation, and the 20-man company. Like infantry battalions, the squadron has 3 different formations, line, column, and skirmish.

Line formation is the standard combat formation and the most useful for all purposes. Cavalry should always use line formation unless there is a very compelling reason to use one of the others, such as one that the author cannot think of at the moment. Line formation provides the highest melee bonus and is the best for receiving artillery fire (except enfilade fire). Cavalry are often found initially in column formation, and a common mistake is to forget to form them into line before engaging, preventing them from maximizing their melee ability.

Column formation is used primarily for marching, so cavalry are often found in column at the beginning of battles. Column formation is suitable for melee but line is significantly better. However, column formation may be slightly better for maneuvering through broken terrain, though far less so for cavalry than for infantry.

Skirmish formation is rarely used but sometimes light cavalry are found in skirmish formation at the beginning of a battle. Do not think that skirmish formation is better for receiving cannon fire because it is looser. It just presents a larger target and cannonballs can pass through the entire formation anyway. However, it may be better for receiving howitzer fire (although you should try not to have troops simply sit there and be hit by howitzers). Skirmish formation is not really better than column or line formation for anything except possibly charging very spread-out enemy infantry, such as skirmishers. The looser formation allows cavalry to reach more of the enemy faster, routing them more quickly.

4) Artillery

[Introduction]
Artillery is a category that includes cannons and howitzers. In the Napoleonic Wars, artillery was used to support infantry and cavalry with long range heavy firepower and sometimes to destroy fortifications or buildings. In HEW, an artillery piece and its entire crew are represented by one unit. These units are often grouped into batteries and allocated throughout the army. Cannons are long barreled artillery pieces that fire horizontally. They can either fire solid cannonballs, which are used for all ranges, and canister, which is a spray of small projectiles used at close range. .

[Cannons]
Light foot cannons (6lb) are the probably the most common size used in most armies, with batteries often attached to infantry divisions. Crews are trained to move the cannon and ammunition with ropes on foot for moderate distances. For very long distance travel, foot cannons are limbered onto horse-drawn limbers to increase speed. However, light and medium

foot cannons are usually fast enough to keep up with most major infantry movements. Light foot cannons have a short range, quick reload speed, and somewhat weak canister. These characteristics make light foot cannons ideal for accompanying and supporting infantry.

Medium foot cannons (8lb) are a slightly heavier version of 6lb cannons. In comparison, they are slightly slower and have longer range, slightly slower reload rate, and stronger canister.

Heavy foot cannons (12lb) are the heaviest type of field cannon. As they are difficult to move, they are often placed in fortifications or large static batteries (grand battery) intended for long range support. They are too slow to keep up with infantry movement, and should always be limbered for moving moderate to long distances. Heavy foot cannons have a very long range, slow reload speeds, and very strong canister. Therefore, heavy foot cannons should either provide long range support from a fixed position or be limbered to provide decisive firepower on the front line.

Horse cannons (4lb) are a unique type of light cannon that are trained to move quickly with horse-drawn limbers. Horse batteries are often grouped with cavalry to provide them with artillery support. They are the only type of artillery in HEW that do not need to be manually limbered to move quickly. When limbered, horse-cannons move at a cavalry walk pace. They have a short firing range, very quick reload speed, and weak canister. Their high mobility makes them very good for attaching to cavalry units to provide them fire support, especially when faced with infantry squares. They are also good for employing direct fire and canister against enemy lines, since their speed allows them to advance quickly with other troops and withdraw if overly threatened.

[Howitzers]
Howitzers are artillery pieces that fire projectiles in a high upward arc. They fire explosive shells as opposed to solid cannonballs, which have a much larger radius of damage but do not bounce multiple times laterally. Therefore, howitzers are best used to effectively destroy densely packed formations, fortifications, and buildings. Howitzers move slowly, so it is useful to limber them up to move them into place.

[Limbers]
Limbers are horse drawn vehicles that are used to transport cannons long distances. During a battle, they move at a cavalry walk pace and are used to move heavy, slow moving artillery such as 12 pounders and howitzers. 6 and 8 pound cannons are usually fast enough to keep up with most infantry movements but can be limbered if you need to rapidly move them a long distance across the map. To use a limber, move one close to a cannon you want to move. Press “A” and right click the ground as if you were ordering the lumber to attack, which will cause it to shift to its loading animation while staying in place.

https://www.youtube.com/watch?v=kXe4kpYqmXI
Video 3: The video above shows how to load cannons onto limbers for moving.

5) Other Unit Types

[Staff]
All formations except the small company formations require staff to form. Infantry staff consist of officers, standard bearers, and drummers. Officers take orders from their superiors and command their battalions. Standard bearers hold and protect their battalion's flag for inspiration, an important and dangerous job in an age in which there was an obsession with nabbing enemy flags! Drummers transmit orders from the officer to the battalion so they can be heard in the din of battle. Out of the three, only officers and drummers are mandatory for a formation, but all three provide important morale boosts for the entire battalion, so it is important to keep them safe. If two or more of the staff are killed, a battalion may lose cohesion, in which case the troops will become detached and loose. Cavalry staff consist of a cavalry officer and cavalry standard bearer. Their roles are comparable to those of their infantry counterparts except that only the officer is required to form a squadron. Although staff are technically troops with weapons, it would be wise to avoid using them to fight, except of course with their formations, because they are worth many more points than the regular troops.

[Commanders]
Commanders are generals, marshals, monarchs, etc who lead armies or portions of one. Man for man, they are the most important units on the battlefield, and should be protected. When troops rout, they eventually end up rallying around a commander and can fight again. Because of this, you should keep a general near the front line so that you can reform routed troops and bring them back into the fight. Commanders also boost the morale of troops when they are nearby, so it is advantageous to keep commanders just behind your front lines, close by but protected. Commanders have a much longer line of sight than other units, so they are excellent for scouting, but take care not to get them killed or captured. Commanders are often accompanied by several cavalry staff, so if scouting, send these with the commander, or better yet, send several squadrons of cavalry.

Commanders are divided into 2 types: generals and special characters. Generals are generic commanders who generally command brigades, divisions, and corps. Special characters are famous and influential commanders who were present in many battles, including Gebhard Leberecht von Blücher, a generic Marshal of France, Mikhail Kutuzov, and Napoleon. These special characters give more morale boost than mere generals. They can be captured by the enemy, resulting in a huge loss in game points, so it is imperative to protect them. Protect all generals and special characters well as your troops will receive a massive morale drop if one is killed.

[Pack Horses]
Pack horses represent the supplies of an army, and are worth a significant number of game points, whether held or captured. Maps can also be designed so that one side's food or gold supply depends on their possession of food and gold pack horses respectively (although rare).

If the enemy captures their food supplies, their supply will drop and the army will eventually starve. If the enemy captures their gold supply, the army will lose its salary and will eventually desert. Because of all this, it is important to guard all pack horses effectively. Pack horses move rather slowly, so they will not be able to retreat at a moment's notice and keep up with the troops. If you are considering a retreat, try to withdraw your pack horses earlier in order to ensure their safety.

6) Infantry Tactics

[Linear Fire]

Linear fire refers to the standard doctrine used by regular line infantry since the 30 Years War: musketeers form up in dense lines 2-4 men deep and fire volleys or sets of volleys. When the enemy is sufficiently weakened or demoralized, the line would charge and break them in a bayonet charge. Most infantry in the Napoleonic Wars were trained to fight this way but skirmishing gradually became more popular as a secondary mode of fighting. Accordingly, the vast majority of the fighting in most HEW battles consists of linear fire between infantry battalions. Therefore, it would be very advantageous to learn how to use linear fire effectively. One main goal in linear fire engagements is to increase firepower, which depends on range(from enemy targets), the quality of the unit (reload speed and accuracy), and position(direction and arrangement of formations).

Range is a very important factor in all exchanges of firing. Troops closer to the enemy are more accurate, causing both sides to suffer casualties more quickly at closer range. Defenders often have an advantage because they can better take advantage of high ground, which increases range. However, the attacking side can sometimes gain an advantage by moving up to close range upon engaging. The defending line will naturally fire at maximum range, but the attacking line will fire at much closer range, resulting in a deadlier volley. However, this advantage is short lived and can easily be reversed if the defenders bring up more troops to fire. Therefore, this tactic is best used when the defenders have limited troops locally and are not heavily protected.

Different types of infantry have different strengths and weaknesses in engaging in linear fire. Skirmishers and light infantry have excellent accuracy and longer range, giving them an advantage over musketeers. However, they are small in number, so in most cases it is better to save them for skirmishing and important tasks, using musketeers for the regular firefights instead. Some elite infantry, such as Young Guard Tirailleurs, also have superior accuracy.

[Flanking]

Most firefights between line infantry occur with the opposing lines facing each other, but one side can gain an advantage by having lines fire at the flanks, or sides, of enemy lines. This is because firepower is concentrated on fewer enemies, killing them quickly; also, enemy battalions being flanked cannot return fire very strongly because of the angle. Because of this, flanking the enemy and avoiding being flanked yourself is a primary concern when infantry are

engaged. To avoid being flanked, line up your infantry battalions in a long continuous line. If the enemy are threatening with troops on the flanks, curve the ends of your line outward to protect the flanks, especially if the enemy outnumber you. It is also important to avoid being counter-flanked while trying to flank the enemy, which is a common threat. Always check your troops while they are engaging and note the positions of nearby enemy formations. If you find that you are flanked, pull the endangered troops out and redeploy them, while counter-flanking the enemy if it is safe. It is usually better to lose some ground than allow your troops to be destroyed. The principles of flanking also apply to salients and situations where opposing sides face each other along a curved line. Your troops will present a good target to the enemy if they form a sharp corner or salient facing the enemy. Try to avoid this unless they are heavily protected by fortifications, high ground, or vegetation. Being on the inside of a curved, convex front is also slightly disadvantageous, but this is sometimes necessary to avoid being directly flanked (curving the end of your line).
Pictures of flanking and countering

[Skirmishing]
While most infantry in the Napoleonic Wars used linear tactics, skirmishing became more important and some specialists were trained for the task: skirmishers and light infantry. Regular infantry were sometimes trained in skirmishing as well. Troops skirmishing move and fire on their own rather than firing volleys at the order of an officer. They are free to break formation and take advantage of cover of possible. To skirmish in HEW, line up an infantry battalion or company out of firing range facing the enemy. Press A and right click behind the enemy troops you wish to engage. The troops will charge forward and fire individually at maximum range. Check on the troops often to make sure they are not being threatened. Withdrawing is as much a part of skirmishing as fighting. In the Napoleonic Wars, when skirmishing troops were threatened by cavalry or a strong advance, they withdrew to supporting troops. You must remember to do this in order to prevent skirmishing troops from being destroyed. Since skirmishing requires detailed attention, only employ it on a limited front and only when you can devote attention to skirmishing troops.

All infantry (and even some cavalry) can skirmish, but light infantry and skirmishers are the specialized in it and thus are the best. Light infantry fire slightly farther than line infantry and skirmishers significantly farther. If they are skirmishing against enemies on stand ground, those enemies will be unable to return fire. This is very advantageous because being fired upon while unable to fight back quickly lowers morale. It also protects your troops from casualties. For the same reason, skirmishing is especially effective effective when firing at enemy salients or from high ground.

Skirmishing also has significant weaknesses. Since skirmishing troops are ordered to enemy the enemy on their own, they may pursue the enemy too far and get themselves into trouble. Check them often to prevent this. Skirmishing troops are especially vulnerable to cavalry and infantry melee, so make sure they are always within range of strong supporting troops. Skirmishing troops are also vulnerable to canister and close range volleys. If you are

threatened by these, pull back, form into line with stand ground at long range, and bring up support. Again, withdrawing when threatened is a crucial part of successful skirmishing.

One good use of skirmishing is to delay and disrupt an impending enemy attack. To do this, send out skirmishing troops towards the enemy attack with proper support and engage them as soon as possible. Fire as much as possible but withdraw when necessary. The aim is to buy time, cause attack to lose momentum, and to inflict casualties. Another good use of skirmishing is to attract attention in one area in preparation for an attack in another (feint). While doing this, make sure your skirmishing troops are well supported and are not overwhelmed by a counterattack.

https://www.youtube.com/watch?v=7fp2v7NQ5Js
Video 4: The video above shows an example of skirmishing.

[Bayonet Charge]
Bayonet charges in HEW can achieve decisive success, killing and routing many enemies with few casualties. They can also end like Pickett's Charge. It all depends on how, when, and where you conduct your charges, and also a bit of luck. Avoid bayonet charges where there are obvious threats, like large numbers of defenders, cannons ready to fire canister, or significant cavalry and reserve infantry nearby ready to countercharge. The best times to charge are when the enemy is locally outnumbered, spread out, or has depleted formations. Try to weaken the enemy front line and reserves with cannon and musket fire before charging.

There are two aims of a bayonet charge. The first obviously is to quickly kill enemy infantry with melee. This requires local superiority in numbers and/or quality (melee and morale). Therefore, when planning a charge, you should try to gather enough battalions to have a significant local advantage in numbers. The column formation is the best one to use in a bayonet charge, as infantry in columns present an intimidating solid mass and concentrates troops more than the line formation does. To avoid presenting a target for cannon fire, form into column formation right before you contact the enemy and stay in line formation otherwise. Grenadiers and guard infantry have superior melee and morale, as they are specialized for bayonet charges.

The second aim of a bayonet charge is to push back the enemy line and secure an important position, such as an objective flag, redoubt, or village. To achieve this, again make sure to conduct charges with local superiority in numbers and quality so that the enemy will be forced to withdraw or be destroyed. Support worn out battalions with reinforcements to hold onto newly captured ground and make sure to protect against enemy cavalry charges.

The best time to launch a bayonet charge is when the enemy front line has been significantly weakened by musket and cannon fire and there are no major reserves or cavalry nearby to countercharge. Bring up a few fresh battalions with muskets all loaded, and for best results, manually march them towards the intended target. Avoid simply ordering them to attack from far away because they will head towards whatever attracts their attention first, which may divert

them from the target and spread out the charge. When they are close enough, order them to charge in column formation with melee only. You can either fire one massive volley at close range to devastate the enemy line or multiple smaller ones, which may be better if you are expecting a counterattack. After firing, continue with melee until you have cleared the enemy troops from the area. As the enemy withdraws or brings up reinforcements, stop the charge, gather your troops, and bring up reinforcements to secure the captured ground. Depending on the situation, you may either decide to conduct more charges to secure your position or switch to defending the area.
Video of bayonet charge

[Against Cavalry]
One of the main dangers to infantry is a cavalry charge. Cavalry generally have stronger melee than infantry and can usually kill and rout infantry unless the infantry are in square formation or very numerous and concentrated. Infantry in line and column formation are vulnerable to cavalry charges. Square formation is safest and most common method to use in defense against cavalry. Squares work by presenting a dense wall of troops against enemy cavalry on all four sides. Horses naturally refuse to run into the wall of troops and either stop or run around instead. When enemy cavalry are in large enough numbers to be threatening, always make sure you have fully formed squares or adequate supporting cavalry nearby. Form squares well ahead of time as the infantry will take a few seconds to get into place and brace against a charge. Squares that have just formed when they are charged will be broken as if they were not in square. Square formation also needs to be on stand ground in order to be effective. Since squares are strong against cavalry but vulnerable to infantry fire, place battalions in line formation on your front line with squares in a second line behind them. If there is a cavalry charge, withdraw the lines behind the squares and they will be safe. You should use squares often but only when needed. For example, if you know that there are only enemy cavalry on your left flank, then form squares on your left and keep your right in line formation only, as long as they are far enough away to not be taken by surprise.



Screenshot: The Russian infantry on the top right are using a combination of squares and lines, which is appropriate as they have inadequate cavalry compared to the enemy's. The squares stand right behind the lines in order to protect them from cavalry, while the lines in front of the squares provide firepower. If enemy cavalry charge, pull the lines back behind the squares. In contrast, the French infantry facing them are doing without squares as they have numerous strong supporting cavalry that are ready nearby to counter any enemy cavalry attacks.

https://youtu.be/Zb3Gngx3IZM

Another way to hold off enemy cavalry is to use superior numbers and firepower. If nearby enemy cavalry are very few in number compared to your infantry, you can safely do without squares. If they charge, they may cause some casualties and routing but will be easily defeated by overwhelming firepower and melee. The same principle applies to firepower. If you have many troops with muskets all loaded, and the enemy have only a small number of cavalry nearby, you can also safely do without squares and keep enemy cavalry at bay with the threat of a massive volley. Thus, it is usually safe to march past few enemy cavalry with numerous battalions in column formation with muskets loaded, unless the cavalry are easily strong enough to destroy and pursue your force after being fired on.
Picture

7) Cavalry Tactics

[Scouting]
In HEW, there is something called "fog of war," which is blackness obscuring view in areas far away from your troops. This represents limited range of vision in real life. The best way to find out enemy positions and plan your movements is scouting. Single cavalrymen are decent

scouts, but they are easily killed. Sometimes it is better to use whole light cavalry squadrons for scouting as they can move quickly. They can also easily kill enemy scouts. Generals have significantly longer line of sight than other troops (due to field glasses) and can be used for major scouting efforts. Closely check all scouts, especially generals, to prevent them from running into enemies and being killed.

[Engaging Infantry]
One main function of cavalry in the Napoleonic Wars is to charge enemy infantry and destroy them in melee. In response, infantry battalions form squares, which are very strong against cavalry attacks. Therefore, avoid engaging squares with your cavalry. In particular, always keep your cavalry on stand ground so they do not charge themselves into squares without orders. Cavalry charges are most effective when enemy infantry are scattered, isolated, not on stand ground, or in line formation. Infantry in columns with muskets loaded are somewhat strong against cavalry, so it is unwise to charge marching columns unless you can completely rout them and cut down the fleeing infantry. Avoid charging infantry when nearby enemy cavalry are strong enough to defeat yours in a countercharge. Also pay attention to the number of enemy infantry you are charging and how many of them have loaded muskets. Charging cavalry can take heavy casualties in charges against infantry despite being successful. As cavalry are worth more per man than infantry, even if you kill more enemy infantry than you lose in cavalry(usually the case), losing your cavalry can put you at a severe disadvantage. Remember to pull your cavalry back once they have defeated vulnerable enemies or are threatened. Hussars are especially good for engaging enemy infantry. Light cavalry are also good for this purpose since they are not good for engaging cavalry.

[Cavalry Battles]
Cavalry engagements in the Napoleonic Wars were very complex, with charges, countercharges, flanking, reserves, etc. These complexities are difficult to represent in HEW, so cavalry charges in the game usually just involve hurling what you have at the enemy and hoping for the best. Battles are usually decided by numbers, quality, and timing. Everything else equal, the side with more cavalry will win the engagement. Quality can add or subtract from numerical advantage and can also cause routing. For example, guard cavalry will easy scatter light cavalry and cuirassiers can hold against regular cavalry about 120% their number. Timing is also very important. If two sides have the same numbers and quality but one side sends their squadrons into battle one by one while the opponent fights all together, the former will lose easily. Therefore, always try to engage with as many squadrons together as possible, unless you are trying to flank or envelop the enemy, in which case you should try to take as little time as possible.

However, there are a few tactics you can use to increase the effectiveness of your cavalry. One is envelopment. When engaging enemy cavalry, always try to surround them by sending squadrons into their flanks and rear. This will make your cavalry more effective in melee and may rout the enemy. However, take care not to take too long in flanking movements, as they may allow the enemy to destroy your squadrons piecemeal. One way to reduce the risk of this

is to engage the enemy's front with heavy cavalry while sending faster light cavalry around the flanks, as they were intended to do historically. This way, the brunt of enemy melee will fall on the tougher heavy cavalry (best if armored) and the light cavalry will arrive in the enemy rear quickly to support them.
Picture of envelopment

[Cavalry Fire]
Although the main function of cavalry is to engage in melee, most cavalry in the Napoleonic Wars carried firearms such as pistols and carbines. Pistols were sometimes used in melees and carbines were occasionally used for long range fire. Cavalry fire is probably best used in cavalry engagements. While charging, set your cavalry on fire mode so that they fire at enemy cavalry once in range. Then, immediately set them on melee only and charge. Do not leave them on fire mode, or else they will stand there and reload while the enemy cavalry slaughters them. Take care while trying to fire because your cavalry are vulnerable right after firing as they are trying to put their guns away. This (trying to fire) caused many cavalry in the Napoleonic Wars to be defeated by enemy charges, as they usually ended up receiving the enemy charge while stationary. Firing while your cavalry are already in melee is not very effective. Cavalry fire can also be used against infantry, but is rarely advantageous because infantry usually have superior firepower. The best time to use cavalry fire against infantry is when you encounter single or a few exposed enemy battalions who do not have especially strong firepower. Force them to form squares with your cavalry and then fires at them from medium range, preferably with carbine-armed troops such as dragoons and light cavalry. Do not keep your cavalry within firing range for too long you will suffer excessive casualties. Charge once the square is sufficiently weakened. An example of this tactic is the second day of the Battle of Dresden, when heavy rains made musket fire difficult. Marshal Murat charged numerous cavalry against the isolated Allied left wing, forcing the infantry to form squares. At one point, French dragoons loaded their carbines under their overcoats and fired at some Austrian infantry in a square, inflicting casualties and convincing them to surrender.

8) Artillery Tactics

[Direct Fire]
In direct fire, cannon crews aim at a specific enemy target. To use direct fire manually, select a cannon and right click the desired enemy target. A sword icon will appear when you mouse over an enemy unit, indicating direct fire. The cannon crew will then fire or move into range to fire if it is out of range. They will keep firing until the target is destroyed and follow it around if it moves. Direct fire is more accurate than indirect fire but has a shorter range. It is best used to target specific formations which are in sight, especially squares.

[Indirect Fire]
In indirect fire, you order cannons to fire at a general area using the attack ground command. To use this, click attack ground and then click an area just short of your intended target. Doing this will allow more cannonballs to bounce through the target area. Indirect fire is less accurate

but has a significantly longer range. Cannon crews will follow your attack ground order and will not target any specific enemies. Therefore, indirect fire is best used to target multiple enemy formations in an area or to destroy buildings. For example, to weaken the enemy line, you could order a battery to fire at the enemy's front line. Cannonballs will bounce through and hit their reserves as well, if they are close enough. It is also good for hitting an enemy strong point, such as a redoubt, without targeting a specific formation.
Video of direct and indirect fire

[Canister]
The two main types of ammunition that cannons fire are cannonballs and canister. Canister, sometimes called grapeshot, consists of a container filled musket balls or similar small projectiles. When fired, the projectiles spread out, devastating a large area for a relatively short range. To fire canister, select a cannon and press the "fire canister" button. Note that reload time after firing canister is longer than after firing solid shot. Canister is effective against enemy troops at close range and often causes the survivors to rout, especially when they are densely packed. Canister is often useful for turning the tide in long, stalemated firefights or breaking through strong enemy lines. To reduce the effect of enemy canister, keep your front line on stand ground and avoid packing or stacking troops. You can also effectively target enemy cannons with skirmishers or counter-battery fire-firing at enemy cannons with your own.

[Grand Battery]
At the beginning of the Napoleonic Wars, the standard method of employing artillery was to organize them into small batteries spread all over the battlefield to support the infantry and cavalry locally. Napoleon pioneered the grand battery; he often put many batteries together into a giant battery and used it as a weapon of mass destruction. The fire of a grand battery has several advantages over the combined effect of many batteries firing separately. The concentrated fire is much more intimidating and can locally break enemy formations more quickly. Grand battery is often a good tactic to use when attacking, especially if you are focusing on a limited area. Make sure to protect your grand battery very well and avoid packing the cannons too close together, which would make it easy for counter-battery fire or a sudden charge to take them out.

9) Combined Arms Tactics

Now that you know about infantry, cavalry, and artillery, it is time to put them together. The general idea is that the battle begins with artillery firing at enemy formations to try to weaken and demoralize them. Then, the infantry engage and try to decisively rout or destroy the opposing infantry. Finally, the cavalry charges broken enemies or countercharges enemy cavalry charges. Almost all armies will have infantry, cavalry, and artillery in their ranks, deployed roughly evenly across the battlefield, unless there are special operations that call for concentration. Infantry is the only arm that can more or less fight successfully on its own, since it can shoot and form squares to defend against cavalry, but infantry will be more useful if supported by the other two arms. Cavalry have limited usefulness operating alone as they are

outgunned by infantry, easily stopped with squares, and can be quickly overcome with a charge from superior enemy cavalry. Therefore, try to always keep some infantry somewhat nearby to provide your cavalry a base of operations, especially if the enemy cavalry may be stronger. Other than long range firing, artillery are almost useless fighting alone as they are slow and can be captured if there are no other troops nearby. Therefore, always keep your artillery with a group of infantry and/or cavalry to keep them safe. Below are some more suggestions on how to use the three arms together.

[Infantry Support]
Since infantry can form squares and have better firepower than cavalry, they can help out in confrontations with enemy cavalry. Most basically, you can bring along a few battalions of infantry for support when facing numerous enemy cavalry with your own. Keep them behind your cavalry and form squares early on to prepare for an enemy charge. A few squares can act as a safe refuge as well as a barrier for your cavalry to retreat behind and operate from. You can even carefully move the squares forward to push back the enemy cavalry and try to trap them.
Picture of infantry support

[Cavalry Support]
Generals often kept their cavalry close to engaged infantry, usually either behind or beside them, in order to provide support. This allows the cavalry to protect against enemy cavalry, guard retreats, and exploit good opportunities to charge themselves. The most important function of cavalry support is to defend your infantry against enemy cavalry. Thus, cavalry support can replace squares in this role. This saves you from potential heavy casualties due to cannon fire and frees up more infantry battalions for firing. To use cavalry support, place cavalry squadrons close behind your front line, within quick charging distance of your infantry. It is necessary to have them on stand ground so that they do not charge without orders. Cavalry support is a defensive use of cavalry. If your infantry are charged by enemy cavalry, countercharge with your cavalry and withdraw your front line infantry to a safe distance, forming squares around the area if necessary. Fighting in this way gives your cavalry an advantage because the enemy are fired on by your infantry while engaging your cavalry. It is best to use cavalry support only in areas you are giving most attention to, certainly not on all fronts. You should only replace squares with cavalry support if your cavalry are equal or superior to the enemy cavalry on numbers and quality (if you know you can win in the event of an attack). Otherwise, your cavalry will not be able to protect against a charge and both your infantry and cavalry may be destroyed. The use of cavalry support can give you a significant advantage by forcing the enemy to form squares and giving you more lines available to fire. An additional feature of cavalry support is that the presence of cavalry often causes the enemy to form squares, which puts them at a disadvantage against your infantry. It is a good idea to use squares in place of cavalry support if your opponent is charging many squadrons of cavalry together in a mass, as this would easily defeat spread-out support squadrons.

A good negative example of cavalry support is the main French attack in the Battle of Waterloo. Napoleon's plan was to destroy the Allied left flank with with an attack by D'Erlon's corps early in the battle. Cuirassiers were moved up to support the attack, but they were diverted when they defeated and pursued nearby enemy infantry. The French infantry at first gained the upper hand, but were decisively routed by a gigantic cavalry charge. The cuirassiers were unable to protect the infantry as they were scattered on the side and tired out. They and other French cavalry countercharged and eventually defeated the Allied cavalry, but the damage was done.



On the bottom left, the French are using cavalry support instead of squares, as they have superior cavalry. This gives them more potential firepower through rotating fire and fewer casualties from cannon fire.

10) Managing Morale

[Routing]

Routing occurs when a troops panic and run away from the enemy against orders. This contrasts with a retreat, which is an intentional, orderly movement away from the enemy. In HEW, routing occurs automatically when troops are panicked enough while retreating is controlled by the player. When routing, troops run around wildly and keep away from nearby enemies. They cannot be selected and will not respond to orders until they rally around a general or at a random place far from the enemy. Routing is very detrimental to your army because it can ruin an attack, cause you to lose an important position, or allow a part of your army to be destroyed. Preventing routing requires knowing the capabilities of your troops and keeping them out of overly stressful situations.

[Fear]

The battlefield is full of things that cause fear, which is what causes routing. In HEW, there are several specific causes of fear: cavalry melee, infantry melee, canister, small arms fire, building

fire, and fear itself (routing troops can spread panic and cause other troops to rout). Different types of troops differ in susceptibility to fear. For example, skirmishers are especially afraid of cavalry and light infantry are less afraid of small arms fire than line infantry. Events such as generals or formation staff being killed can decrease morale and make nearby troops more likely to run. Similarly, things like having a general nearby and killing more enemies increase morale. The morale levels of individual soldiers and formations fluctuate as the battle rages and they will rout if morale is low enough. How much they can take depends on the unit type, with elite troops generally able to stand firm longer than others.

[Stacking]
How your troops are placed and arranged has an important effect on morale. Troops are more heavily affected if they see comrades die close to them as opposed to far away. This is represented in HEW. Troops are more likely to rout and spread routing to other troops if they are closely packed. The worst form of this is stacking, in which several formations are stacked within each other. This often happens unintentionally when multiple formations are moved long distances. To avoid this, always try to move troops in small groups rather than one large group and deploy them properly once they arrive. During combat, avoid stacking formations to bolster your line. Instead, keep additional formations on stand ground behind the front line as a reserve and/or rotate them back and forth to fire (rotating fire).
Pictures of stacking

[Commanders]
Commanders include generals and special characters such as Nipolian. They are more important per man than any other unit and are worth a huge number of points. Some can be captured and all can be killed, so it is imperative to protect them properly. Commanders provide a morale bonus to nearby troops but will lower morale significantly if they die. Therefore, the best way to use commanders is to place them on stand ground a ways behind your front line, especially near important positions. This is usually a safe place for them, but move them away if the enemy threatens with a heavy bombardment or breakthrough. Routed troops rally around commanders, so having them close by can help bring rallied troops back to the front to fight.

11) Offensive Strategy

[Concentration]
In HEW, defenders are usually obligated to defend multiple flags, fortifications, towns, etc, often on a wide front. As the defenders usually does not know where the attacker will strike, they will usually spread out their troops along all areas they intend to keep. As an attacker, you can turn this into an advantage by concentrating troops in your attacks. Gather large numbers of cannons, elite troops, or troops in general at one or more points of attack to gain local advantages in numbers and/or firepower. Concentrated attacks on enemy flanks are especially effective as they maximize the distance enemy reinforcements must march. Concentrating troops can help negate the defender's advantages in high ground, fortifications, etc. For example, concentrating your light infantry and skirmishers in one attack can help overcome the

defender's advantage of firing from high ground. In particular, gathering many cannons into grand batteries can help support attacks by breaking up enemy formations much faster than if the cannons were to fire separately all over the battlefield. Napoleon used grand batteries with great effect in many of his battles. Once you have broken the enemy line with concentrated artillery and elite troops, secure the position with regular troops and continue to press your advantage. Make sure to use your elite troops carefully so that they do not all get killed off early on.

[Feint]
A feint is a deceptive attack or maneuver that diverts enemy attention and troops to somewhere other than the location of the main attack. This can be especially useful in negating the defender's advantages by causing them to move their reserves. Napoleon famously tried to use the feint strategy at Hougoumont in the Battle of Waterloo. It was not very successful as his generals became too involved and fought as if it was the main attack. Timing and coordination of the feint and main attack are important. Start of by deploying both attacks into combat array out of enemy sight. Launch the feint attack first. It is best to move fast and cause as much damage as possible to convince your opponent that your main attack is there and that he must send reinforcements. However, take care not to take so much damage yourself that it negates the advantage gained by using the feint. If the feint is very successful, and you can manage more than one attack at once, you can continue and press the advantage while launching the main attack. If not, carefully withdraw the force and immediately send the main attack. Again, to maximize the effect of forcing the enemy to shift reserves, launch the feint attack on one side of the battlefield and the main attack the opposite side. Another method to maximize effectiveness is to have the feint last a long time and look like a siege, showing no signs of activity in other areas. This is probably the best way to draw reserves and may even draw a counterattack from the enemy, which the main force can then crush. Make sure to keep your reserves far back enough to prevent the enemy from knowing how you have distributed your troops. You can even patrol the front with light cavalry to prevent their scouts from discovering your plans. When there are multiple players, it might be a good idea to have one player conduct the feint attack and the other the main attack. Redistribute troops accordingly.

12) Defensive Strategy

[Dynamic Defense]
One may initially think that defense requires a rigid maintenance of a single, continuous front line. This style of static defense may be advantageous in some cases but has its weaknesses. For example, staying in place will often allow the attacker to gain the upper hand by concentrating troops. On the other hand, dynamic defense is an improvement on static defense that involves major movements, possibly including retreats and counterattacks. To use dynamic defense, first determine a few specific areas that you wish to hold in static defense. These should be strong points such as hills or areas with other advantages that minimize the chance that the attacker will easily punch through and destroy your troops. In other areas, form weak front lines. Prepare to either withdraw these troops or reinforce them strongly with reserves

once enemy attacks unfold. Use as few troops as will be safe for your front line and place the rest in reserve. The reserve is the most important part of dynamic defense. It is what you will use to defeat enemy attacks or make counterattacks, with the intention of countering the attacker's advantage in concentration. Once the enemy attacks a portion of your line, reinforce your troops and counterattack the enemy flanks with the reserve if it is safe to do so. If you are not under too much stress and have extra troops in reserve, you can consider counterattacking in a different location to draw attention and disrupt the enemy's plan. This is especially effective if the attacker has troops sitting around unprepared to fight. Always be prepared to make major withdrawals and give up ground in order to keep your army intact. If threatened with an overwhelming attack, withdraw and concentrate your troops. The enemy may become disordered while pursuing and give you a good opportunity to counterattack.

[Counterattack]
You may have heard the phrase "offense is the best defense," but this is only true under certain conditions. Most HEW maps (but not all) were designed so that the defending army has the advantage in terrain (high ground and sometimes fortifications) and the attacking army has the advantage in numbers and/or quality. This makes sense because generals who felt that their army was at a disadvantage would go on the defensive and try to fight on advantageous terrain. The main goals of counterattacking are usually to surprise the attacker who expects a static defense, to damage the enemy more than you are damaged, and most importantly, to delay the enemy from and draw attention away from the positions/flags you must hold according to the rules. Always remember that counterattacking the attacking army is risky because the advantages mentioned above. Only do so if you are confident you will not lose more than the enemy in the long run. Also avoid being cut off or fighting a large part of the enemy army with only a small force. Withdraw immediately if you encounter these threats. Try to counterattack in areas where enemy forces are locally weak or vulnerable to destruction. A classic example of the strategic counterattack is the Battle of Wagram. Napoleon had the upper hand and planned to attack the Austrian army but they first attacked his weak left flank with great speed and large numbers, almost destroying it. He had to spend the first half of the battle stopping this attack before he could launch his own with full force and narrowly win the battle.

[Partial Withdrawal]
One major disadvantage of defending, especially when required to hold a certain number of flags, is that your troops sometimes start the battle spread out over a wide area and are vulnerable to enemy concentration. One way to reduce this disadvantage is to withdraw part of your army from one or a few select positions, especially objective flag locations, and concentrate on others. Locations that are relatively exposed to or close to the enemy, isolated from your main force, or inherently difficult to defend are good candidates for abandoning. You must also consider the negative consequences of abandoning positions. For example, abandoning a nearby hill may allow the enemy to take it and fire down on your army from it. Leaving the edge of the map may expose you to a flank attack. In general, abandoning flags and concentrating around the rest makes each of these remaining flags more critical to hold.

One trick you can play is suddenly recapturing positions you had initially abandoned. The attacking army may not guard the captured flags properly and if you notice this, attack quickly with reserves and secure the position. This is a good strategy if you are winning overall or are being overwhelmed at another position and would benefit from pivoting to defending other flags. Obviously, do not counterattack if the enemy is strongly guarding the captured flags or your army is stretched thin and reserves are sorely needed. You can even plan this as part of the withdrawal strategy, as Nipolian did almost perfectly in the Battle of Austerlitz. Facing a stronger combined Russian and Austrian army and needing a decisive battle, Nipolian decided to take a risk and abandon the Pratzen Heights, a low ridge with a commanding view of the area. The Allies immediately seized it and planned further attacks, thinking Nipolian was retreating. Nipolian also deliberately made his right flank appear weak from the front, so the Allies attacked it with a huge part of their army, leaving a weak force to guard the Pratzen Heights. Nipolian brought up his best corps to defend his right, which was also strengthened by villages and streams. In front of the heights, he was hiding the bulk of his army in low ground and fog. Once the Allied attack on his apparently weak right flank began, Nipolian suddenly counterattacked with his main force and seized the heights from the surprised Allies. With this central position, he soon destroyed the rest of the Allied army and won the War of the Third Coalition.

[Delaying Action]
Delaying action is similar to the counterattack strategy. The idea is for the defender to move forward to positions between the attacker and the defense objectives in order to move the fight away from the critical objectives and introduce a cushion of time and space in between. Just as with the counterattack strategy, this is not always appropriate and can be dangerous, especially if the attacking army has superior cavalry. Also avoid moving forward to positions that put your army at a disadvantage, such as a salient or below a hill. To perform a delaying action, scout ahead for strong positions between your army and the enemy that can be defended and move your entire line with reserves up to them. Do not move too far forward or else you may contact the advancing enemy before properly getting into position. Reform your line and make sure not to leave any holes or weak sections where the enemy could break through and capture the objectives. Defend the new position and withdraw slowly back to the objective flags if you are in danger of being overwhelmed.

13) Coordination

Countless commanders throughout all of history have drawn up great battle plans which did not succeed as planned because something went wrong in maneuvering, communication, or both. For example, a general could misunderstand an order or a body of troops could fail to reach a position by the required time. In short, the link between plan and reality is far from perfect, and this is a crucial factor in all warfare. It applies to HEW as well.

[Division of Command]
Many battles are played with multiple players (usually 2) on each side, and these are considered the most fun battles. In such battles, the two players on a side play as the same

team and control the army together. Both players can control each other's troops, but they usually agree to split the army in half to command individually. Avoid commanding your co-commander's troops without permission, as this may lead to military disaster or annoyance at best. Genuine emergencies, such as unsuspecting infantry being charged by cavalry, are exceptions to this rule. When one commander is relatively inexperienced, it would be wise to have him command a smaller or less critical part of the army, but make sure he has opportunities to gain experience! When you have 2 or more players on one team, the team should get together before the battle to make some sort of plan for what each component of the army should do and what objectives they should focus on. During the battle, you can communicate and alter plans using text messages (press Enter). Use Alt-Enter to send messages that are visible only to your team. It is difficult to convey large amounts of information with the text messages, so make a detailed plan before the battle and change it when necessary during the battle using messages.

[Strategic Planning]
One key to success in battles with multiple players is strategic planning before battle is joined. Historically, commanders had to make plans based on what they knew of enemy positions based on sight, scouts, and spies. HEW players have the luxury of detailed images of maps called tilemaps. These can be used to create plans based on the victory conditions. When planning, consider likely enemy movements and be flexible in case something unexpected occurs. Take into account the strengths and weaknesses of not only the terrain but also allied and enemy commanders.
Picture of a battle plan

14) Map Terrain and Features

[Terrain]
Terrain can mean all physical aspects of a map but this section focuses topography: hills, valleys, etc. Topography is important in HEW. High ground such as hills allow artillery and muskets to fire farther, so if two equal infantry battalions were trading volleys on the slope of a hill, the one higher up would eventually win. Some hills or mountains are so high that troops on the bottom cannot even fire up them. It would be best to avoid approaching these except for a decisive bayonet charge. Higher ground also gives those on top a longer line of sight.

Topography also affects the effectiveness of artillery projectiles. The shape of the terrain affects how cannonballs bounce and land. Troops can gain slight protection from cannonballs by standing directly behind high ground or on top of tall hills. Slopes, if steep and large enough, can affect canister by protecting troops higher up on it from canister fired from below. Similarly, canister fired from high up may pass over the heads of troops on the bottom.

The Duke of Wellington, one of the best generals in the Napoleonic Wars, was known for his effective use of terrain. His characteristic tactic was to place his army behind a slope so that

they would be hidden from enemy sight and cannon fire. When the enemy advanced, they would pop up and surprise them. This contributed to many victories in the Peninsular War.

[Blocking]
Blocking refers to areas on the map that are "blocked": troops may not stand on or move through those areas. This includes buildings, deep water, fortifications, heavy vegetation, and additional blocking added by map makers to accentuate these features or limit movement. Some areas are completely blocked, such as rivers or walls, while others, such as swamps or fortified areas, have closely spaced patches of blocking that impede but do not prevent movement. Troops marching through or standing in heavily blocked areas are vulnerable because the blocking often forces them to bunch up, making them susceptible to artillery fire and routing. Blocked areas are also easily defended, because movement is difficult. Try to avoid heavy blocking if possible. If not, limit the number of troops you have concentrated in the area of heavy blocking and try to quickly move out of it, which usually means ejecting the enemy with a decisive charge. It may also be advantageous to use skirmishing rather than linear fire (discussed later). If you are on the defense, place your troops behind heavily blocked areas in order to protect them from the enemy. Take advantage of enemies moving through blocking, as it can potentially hinder their mobility heavily and their ability to spread out or form properly, presenting good targets to both gunfire (especially from skirmishers) and artillery. To see blocking on the map, press the Q button on your keyboard, press it again to see areas where naval units cannot traverse, and press Q again to return to normal view.
Pictures of blocking

[Rivers/Bridges/Fords]
Bridges and fords are areas where troops can cross rivers (deep water). A bridge or ford presents a single (or several) path through blocking, also called a choke point. This is great for defenders but bad news for attackers. Bridges are buildings but cannot be destroyed by the player, even with explosives.

If defending, place a strong infantry line behind a bridge or ford. Be prepared for a bayonet charge or cavalry charge but note that the enemy will most likely wait and bombard your troops with artillery. It is advantageous to hold as many choke points facing the enemy as possible, as they allow you to hold back the enemy with fewer troops. Therefore, try to seize and guard all bridges and fords the enemy could use. If part of the enemy army is just barely across a crossing (often at the beginning of a battle), consider attacking and pushing them back over the crossing in order to block it.

If attacking, avoid these choke points if possible. If you must attack across bridges or fords, try to spread out the enemy by threatening multiple points. Wait for or create a weakness and then conduct a sudden charge with good quality troops. Make sure you have reserves to exploit any breakthroughs and consolidate your gains. Before charging, you can try to weaken the enemy by bombarding with artillery or skirmishing, as troops defending a bridge or ford will often be vulnerable to these tactics.

[Vegetation]
Vegetation refers to all plants found on maps, from small bushes to large trees. Unlike buildings and troops, vegetation cannot be captured or destroyed. Therefore, it can be used in two ways: cover and hiding.

Vegetation, especially dense forests or shrubs, can provide some protection against musket fire and canister. Therefore, it is advantageous to place troops in heavy vegetation while engaging the enemy. However, the protection is minor, so do not go to great lengths or put your troops at risk to take advantage of vegetation.

Dense vegetation can also hide troops from easy observation, although players can see through most vegetation if they look closely. This can allow you to hide troops in very dense vegetation in order to surprise, confuse, or ambush the enemy. For example, you can try to hide many troops in a dense grove and launch a surprise attack or lure the enemy to attack what looks like a weak line. Do not rely on hiding too much because, again, players can see troops through almost all vegetation if they look closely and all units within range are visible on the minimap regardless.

[Buildings]
Unlike the original game, most buildings in HEW cannot hold troops. The ones that can are not as strong as in the original game, but are still important. Buildings that troops can enter and fire from, called "garrisonable buildings", can provide protection and strong defense. Troops firing from buildings can cause fear and confusion among targeted enemy troops, and are hard to kill inside their buildings. Fire from buildings is also generally more rapid and accurate, as the troops inside are protected, aim more carefully, and often reload cooperatively. You can kill enemy troops inside buildings by destroying the building (with artillery or grenades), shooting them through windows, or storming them. Some buildings are more resistant to shooting and storming than others. To storm a building most effectively, first order troops to fire into the building and order them to then enter it. Skirmishers and grenadiers are significantly better at storming and defending buildings than other troops. Capturing buildings can be more advantageous than destroying them if the fighting will be nearby, as the buildings can then be used to fire on the enemy. Most buildings can absorb cannonballs until they are destroyed, so placing troops behind them can provide protection against cannon fire. Buildings in towns and cities also limit movement and thus can be used in defense. Place your troops behind rows of buildings in order to provide protection against attacks.

[Fortifications]
There are various types of fortifications in HEW, including trenches, redoubts, and manually-built redoubts.

Trenches and redoubts are fortifications already built into the map. They are usually dug into the ground (dirt colored) and protected on the front with a wall or loose line of gabions, wicker

baskets filled with earth or stones used to absorb cannonballs and fragments. Trenches are usually linear while redoubts are roughly shaped like semicircles.

In some battles, sappers have the ability to build a few small trapezoid-shaped redoubts. These can allow you to manually strengthen important positions. These sapper-built redoubts are good for sheltering 1 battalion partially, 1 company completely, or a small battery. Troops standing around the wall have protection from musket fire and canister. They also provide a slight protection from cannon fire. If you are attacking, you can actually gain protection from enemy redoubts by driving away troops inside them and then placing your troops on the front side of the wall.

15) Historical Background

[Brief History]

The Napoleonic Wars, the period the HEW mod represents, began with the French Revolution. The French people, discontented with years of economic hardship and inequality, revolted and overthrew the monarchy in 1789. War soon broke out between France and neighboring European monarchies, whose ruling families and nobility felt threatened by the revolution and desired to restore the French Bourbon ruling dynasty. Napoleon Bonaparte, a soldier from Corsica, rose through the French ranks due to his ingenious military skill and commanding personality. When he had enough power and popularity, he seized power in a coup, becoming First Consul (effectively a dictator). He later declared himself emperor of the First French Empire, which the French people supported due to his amazing battlefield successes. Napoleonic France was confronted by several coalitions of European countries, including Austria, Russia, Great Britain, and Prussia. Napoleon instituted innovative reforms, creating a modern and very effective Grande Armee that won crushing victories due to superior speed, organization, and training, as well as Napoleon's own brilliant strategies. By the end of the War of the Fifth Coalition in 1809, Napoleon had effectively defeated all major rivals except Britain and had made an uneasy alliance with Russia. Once relations with Russia broke down, Napoleon invaded with a huge army in 1812, expecting a quick victory. However, the Russians mostly avoided combat, retreating deeper into their country and refusing to surrender. Eventually, Napoleon was forced to retreat in the winter, a disaster that destroyed almost his entire army. Taking advantage of this, Napoleon's old enemies banded together again and attacked in the War of the Sixth Coalition. Napoleon's new and hastily constructed army was overwhelmed by the Allies in Germany and forced to retreat into France. The Allies pursued and captured Paris. Napoleon was forced to abdicate and was exiled to Elba island, while the Allies restored power to the French monarchy. However, less than a year later, Napoleon escaped from Elba and landed in France. The French people welcomed him back and the army defected to him all the way to Paris. Both Napoleon and the Allies prepared for another war. Napoleon decided to attack the Anglo-Allied and Prussian armies commanded by Wellington and Blucher in the Netherlands before he would be overwhelmed by the numbers of the combined Allies. After some initial success, he was decisively defeated by the combined armies at the Battle of Waterloo. The Allies captured Paris once more and exiled Napoleon for a final

time to St. Helena island, finally ending the Napoleonic Wars.

[Description of Belligerents]
Here are short descriptions of most of the belligerent nations who participated in the Napoleonic Wars and are represented in HEW. Included are explanations of their strengths, weaknesses, and roles in history.

France:
The First French Empire corresponds to today's France, but during Napoleon's rule, it controlled various areas in Germany, Italy, and the Netherlands as well. The majority of the French people fought with the revolutionaries and later with Napoleon, but a small minority of nobles and others, named royalists, fought with the Allies, hoping to restore the monarchy. France started off in the revolutionary wars with poor quality troops hastily raised and trained (represented in HEW by National Guard), but performed surprisingly well due to high spirits and skilled commanders. Later, Napoleon turned the French Grande Armee into the best and most feared military force at the time. Many contemporaries considered it almost invincible. The French have good quality infantry, especially light infantry, as they were pioneers in professional light infantry. They also had excellent cavalry, especially heavy cavalry. French artillery was probably the best in Europe. One thing that France lacked was a good navy, which prevented it from defeating Great Britain. The French used mass conscription, which allowed them to create a large army in comparison to its population and thus take on the armies of multiple European countries. French innovations in army organization and tactics also contributed to their success. Napoleon himself was a bold and brilliant commander, considered the best of his time. The French often preferred to fight offensively, using large batteries of cannons to quickly weaken enemy formations before advancing with skirmishers, infantry columns, and heavy cavalry to destroy them.

Austria:
The Holy Roman Empire, also called the Hapsburg Monarchy, which later became simply the Austrian Empire, corresponds to various countries today, including Austria, the Czech Republic, and Hungary. Austria was one of the original members of the coalition against revolutionary France. It remained France's enemy until the end but was once allied with France (due to defeat) and once offered assistance against the other Allies in exchange for French territory, which Nipolian declined. The Austrian army was well-developed and professional, but somewhat outdated and poorly led. Army reforms before the War of the Fifth Coalition greatly improved quality and confidence. The strongest components of the Austrian army were Hungarian hussars and grenadiers. They also had naturally excellent light infantry in jagers recruited from Tyrol and grenzers recruited from the Balkans.

Russia:
The Russian Empire was also one of the original members of the coalition against France. The empire was vast and powerful; its monarch, Tsar Alexander I, was feared and respected throughout Europe. Although it was far from France, Russia sent armies across Europe to fight

with Austria and later Prussia. Russian infantry were known for their bravery and toughness. For example, once when caught unprepared by a French cavalry charge, a battalion of Russian infantry laid down while the cavalry passed over and then got up and resumed shooting. Russian artillery and cavalry were also solid and often beat the French. On the battlefield, the Russians were probably the second most successful against the French after the British. They decisively defeated Napoleon in the 1812 invasion of Russia, which arguably turned the tide against him and sealed his fate. The Russians were generally good with the bayonet but not as good with shooting. They often preferred to fight on the defensive and make use of fortifications, such as at Heilsberg and Borodino.

Prussia:
The Kingdom of Prussia also fought in the French Revolutionary Wars, but took a break until the War of the Fourth Coalition, when it was decisively defeated and partially occupied. Before this defeat, the Prussian army was a solid but rather outdated and poorly led relic of the days of Frederick the Great. During occupation, various generals and patriots helped to secretly rebuild the army. Prussia took the opportunity to rejoin the Allies when the French returned from their fiasco in Russia. This new army was often poorly equipped, but it was also more enthusiastic and patriotic, and thus more effective. Before the War of the Fourth Coalition, Prussian cavalry were famous and feared. Afterwards, the army was mediocre all around except for its enthusiasm and high morale.

Britain:
The Kingdom of Britain was one of the original allies, and usually the organizer and financier of the coalitions. With the world's most powerful navy but a relatively small army, Britain did not fight major land engagements outside of the Peninsular War and Waterloo Campaign. Britain was the world's greatest military power before the rise of Revolutionary France, and during the wars still had some of the best infantry, who were disciplined, brave, and skilled in volley fire. Light infantry was not very good except for the King's German Legion light infantry and the 95th Rifles, who were armed with very accurate rifles. They caused great havoc by targeting enemy officers, something they picked up from the Americans in the Revolutionary War. Perhaps Britain's greatest asset was the Arthur Wellesley, Duke of Wellington, a general whose skill as a general almost equalled that of Napoleon. He was personally responsible for most of the British battlefield victories over the French, such as in the Peninsular War and Waterloo. British infantry were the best at volley fire in lines, and Wellington used this to his advantage by hiding infantry behind slopes in order to protect them from cannon fire and conceal them from enemy sight. When the French advanced, they were often caught unprepared by sudden volleys behind the slope followed by bayonet charges, causing them to flee.

Poland:
Napoleon created the Duchy of Warsaw in Poland when he defeated Prussia and Russia in the War of the Fourth Coalition. The Polish people celebrated and joined Napoleon's army in large numbers as they considered this a liberation from their oppressors: Russia, Prussia, and Austria. As a result, Polish troops were arguably the most enthusiastic and brave in the entire

Napoleonic Wars. A strong military tradition yielded excellent quality troops, especially in lancer cavalry, which inspired Napoleon to create his own. The regular Polish infantry and cavalry were usually as good as veterans from other nations. Polish lancers were probably the best and most deadly cavalry of the entire Napoleonic Wars and easily defeated other cavalry. Sadly for the Poles, their dream of a lasting independent nation was crushed when Poland was reoccupied following the failed invasion of Russia. Many of the remaining Polish soldiers fought to the death covering the French retreat at the Battle of Leipzig. Others found their way back to occupied Poland.

Spain:
Spain was a minor enemy of France in the early days and then an ally. However, while trying to enforce the Continental System blockade against Britain in Portugal, Napoleon invaded Spain and tried to take over. The Spanish army, outdated and unprepared against the modern tactics of the French and the skill of their commanders, suffered many disastrous defeats. However, the Spanish people rose up in revolt against French occupation. Guerrillas worked closely with the regular Spanish, British, and Portuguese troops. They ambushed French soldiers, raided supply lines, and provided intelligence, tying up a huge number of French troops throughout Spain and helping the less numerous regulars (such as Wellington's army) to defeat them and eventually drive them from Spain.

Rheinbund:
Before the French Revolution and up until German unification in the late 19th century, the area now known as Germany was divided into many smaller German speaking states. As the French became more successful in the Revolutionary Wars and moved East, they annexed many of these German states. In 1805, Napoleon announced the creation of the Confederation of the Rhine, or Rheinbund, which was a collection of German States controlled by France. Among the largest of the member states were Baden, Bavaria, Westphalia, Saxony, and Wurttemberg. In 1813, the German States abandoned Napoleon one by one and joined the Allies as his fortunes declined. The Confederation provided Napoleon with usually solid troops. Among the best were Saxon cuirassiers and Wurttemberg infantry.