

Bismarck Total War Guide

If you are reading this, we guess that you are searching for answers to the many questions you might have about our mod. In this document, you will find a detailed explanation of the different features and activities that our mod offers.

Abilities:

In the different units, you will find traits that buff a particular aspect of a unit; this will depend on the price, unit characteristics and the faction it is in. Also, historical representation is a major factor in deciding which unit has which abilities. The abilities that are currently used in BTW are:

Generals:

Inspire:

This ability gives a major buff to a particular unit for a short amount of time. It increases all the stats of the unit, but the most important change is the morale of the unit. If you use this ability, the inspired unit shouldn't rout. This ability can only be used 3 times in a game.

Rally:

This ability gives a major morale buff to many units. This ability can only be used once per game.

Artillery:

Barrage:

This boosts the reload ability of the crewmen for a short amount of time. It can only be used 3 times per game, and all the artillery units have it.

Accuracy boost:

This ability bolsters the accuracy of the unit for a short amount of time. Ideal for counter batteries. It has a limited amount of times it can be used, with the limit being 3 per game. This ability is scarce, but it can be found in the guard artillery of most factions.

Infantry and Cavalry:

Inspire:

This ability slightly boosts the morale of the units around the troops with inspiring ability. It can also help to bring back troops that were routed.

Good stamina:

This is self explanatory.

Square:

This allows the infantry to form a defensive formation to wear off enemy cavalry. It is extremely unusable against infantry and artillery. In contrast to vanilla/other mods, this ability is scarce between the infantry and can only be found in expensive units.

Disciplined:

Having this ability makes the unit resist moral shocks. Morale shocks happen when a unit loses a large amount of men in a short period of time. This can cause the unit to rout with few casualties.

Good mobility:

This ability allows the unit to move faster than other units of the same kind.

Stakes:

Stakes are used to protect units from cavalry charges. They can be found in sapeurs and are mainly used to protect artillery.

Unit types:

Infantry:

Line infantry:

This is the backbone of the armies of the age. It is a versatile unit that can do all sorts of things, but is not superb at anything.

Light infantry:

With fewer men and a higher price than the line infantry, this kind of unit is meant to outshoot its counterparts. They are weaker in melee than the line infantry, but their higher mobility allows them to avoid melee easily.

Grenadiers:

They are the elite of the most armies; grenadiers are selected from the strongest and most men in their armies. This selectiveness grants them more stats than the line infantry in almost everything, with melee being their main use but not lacking in shooting. Another perk of this unit type is that all of them can form square formation.

Sapeurs:

This is one of the most specialized units in the game. Their small number makes them a vulnerable unit, but their abilities are what the high price is meant for.

They can place stakes to protect other units from cavalry, and additionally, they can form squares if the stakes are flanked. Though it has high melee stats, it is a defensive unit, as its low number of men means that it can't fight in prolonged melees or line fights.

Skirmisher:

These are the best shooters in an army. Their small size doesn't allow them to directly fight against the enemy, but their superior range over all the other classes is their main strength. Their effectiveness depends mostly on how much micromanagement they are subjected to. They are meant to be used more or less independently of the main line of battle, and therefore they are really vulnerable to cavalry charges.

Cavalry:

Hussars:

This is the light cavalry; they are not meant to fight large numbers of infantry or big units of cavalry. Their main ability is scouting and annoying the enemy with outflanking or small charges on isolated units. Their small size makes them vulnerable to massed volleys from infantry, so they need to be used really carefully.

Shooting cavalry:

This is a unit meant to skirmish with the enemy army before the main battle begins. Its close-range volley can be really effective when charging but can also cause a lot of friendly fire. They have limited ammo, and their melee stats are not good, so they require a lot of micromanagement to be effective.

Cavalry:

They are the main cavalry of the armies of the age. They don't have a specific usability and their numbers range from 120 to 220 depending on the faction.

Lancers:

Agile and fast-moving, this is one of the most specialized cavalry unit in the game. Its main aim is to destroy the enemy cavalry in short engagements where the charge bonus can be decisive.

Heavy cavalry:

The slowest by far, but the most powerful of them all. This is a shock unit that can be used if massed as a decisive unit. With the highest melee stats in the game, heavy cavalry can be used as a breakthrough unit. Its effectiveness will be unmatched if a successful charge is achieved against unformed infantry with no general support. Bear in mind that if the heavy cavalry reaches the melee unhinged, there are a few things that can be done to save those infantry units if no squares are close.

If you desire to make a heavy cavalry charge, the advised procedure most of the time is to try to strike against non-formed infantry, have general support mass your cavalry, try to outflank and have infantry support.

Artillery:

Cannon:

Rifled:

Rifled artillery features spiral grooves (rifling) inside the barrel, causing the projectile to spin as it travels. This spin stabilizes the projectile in flight, enhancing accuracy and range. Rifled artillery is often used for long-range precision targets.

Smooth bore:

Smooth-bore artillery lacks rifling, so the barrel's interior is smooth. This allows for faster loading and firing, making it ideal for high-volume firing at shorter ranges. Smooth-bore artillery is effective for larger projectiles and more generalized targets.

Reloading mechanism:

Muzzle Loading:

Muzzle-loading artillery involves loading projectiles and powder through the front (muzzle) of a cannon, followed by ignition. Its reload time is much longer than that of the breech-loaders, but it's cheaper.

Breech Loading:

Breech-loading artillery loads ammunition from the rear (breech) of the cannon. This allows for quicker reloading and improved safety compared to muzzle-loading. Ammunition can be more complex, increasing not only firepower and accuracy but also price.

Saddle:

Foot:

Foot artillery refers to those batteries which don't have enough horses to transport the cannons at a quick pace. They can't run.

Horse:

Horse artillery are those batteries which do have the horses to quickly transport the cannons. They can run.

Shell:

Canister:

Canister ammunition is an artillery round filled with small metal balls or pellets. When fired, the canister breaks open and disperses the projectiles in a wide, shotgun-like pattern. It is highly effective for close-range.

Round shot:

Round-shot ammunition consists of a solid metal ball. It is one of the oldest forms of artillery ammunition and is used primarily for damaging structures, ships, or formations of troops. Upon impact, it can cause significant destruction due to its mass and velocity.

Shell:

Shell ammunition is a hollow projectile filled with explosive or incendiary material. Upon impact or at a predetermined time, it detonates, causing a burst of shrapnel.

Guns:

In this mod, almost every faction has a unique type of gun for its infantry, reflecting the one they historically had. These are the current guns in BTW 2.1:

Minié:

Being the rifle that revolutionized the armament industry of its time, the Minié was used by many nations during this time period, being widely popular outside France. It has an average range and precision and is the standard gun for this mod. The factions that use it are:

- Second French Empire
- Kingdom of Denmark
- Kingdom of Bavaria
- Kingdom of Hanover
- Kingdom of Italy
- Kingdom of Spain

There are other nations that developed a variation of the Minié but to all intents and purposes was almost the same gun.

- Swedish infantry of Sweden-Norway (Peabody)
- Russian Empire (Krnka)

Snider-Enfield:

After adopting the Minié, the British army developed its own version but enhanced some properties of its system, the most notorious change was the increased rate of fire.

The Snider-Enfield was used by:

- United States of America
- Confederate States of America
- United Kingdom

Lorenz:

A cutting-edge gun, the Lorenz rifle was young and untested by 1866. With its increased precision at long range, the Lorenz is widely considered a piece of art compared to almost any other gun of that time period.

The factions that use it are:

- Austrian Empire
- Kingdom of Saxony

Dreyser M57:

Being a 20-year-old gun by 1866, the Dreyser rifle had a cutting-edge reload mechanism based around the breech-loading chamber. This system allows it to fire substantially faster than any other gun of the time period. Its main issue is the range, since it is greatly reduced compared to any Minié-based rifle.

Factions that use it:

- Kingdom of Prussia

With the same reload mechanism as the Dreyser but with the range of the Minié rifle the Kammerlader could be the best gun of the age. Its main issue was price.

- Norwegian infantry of Sweden-Norway

In order to make the gameplay more competitive but still fair we have created an elo system similar to the chess rating mechanism.

Then, taking into account the rating of the players involved and the outcome of the game your rating will be altered.

Grand campaigns:

To join the grand campaign you must be part of the discord server and acquire the role of the faction you would like to join, if you have any trouble in accessing the desired role always ask the developers for help, they will be glad to solve any issue that you might have. Currently the 1866 Austro-Prussian war is being played with over 30 players involved between both factions. Note that fog of war plays its part in the handling of troop movement.

This map illustrates the military positions during the 1866 Austro-Prussian War in the Bohemian Massif. Key features include:

- Prussian Troops:** Labeled in yellow, including the II, III, IV, V, and VI Corps, as well as Cavalry Divisions (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100).
- Austro-Hungarian Troops:** Labeled in green, including the I, II, III, IV, V, and VI Corps, as well as Cavalry Divisions (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100).
- Geographical Context:** The map shows the Bohemian Massif, including the cities of Prague, Olomouc, and Brno, and the surrounding regions of Saxony and Moravia.
- Map Source:** The map is credited to Google Maps.

Faction guide:

Saxony:

With big battalion-size line infantry and extremely cost-effective cavalry, the Saxons are a really beginner-friendly faction. The main issue/strength is the variety of units, so it's quite easy to build armies with them. Its lack of heavy or light cavalry is a great weakness, so it forces you to scout with expensive units. Friendly for beginners.

Austria:

The old empire is one of the unique factions in the mod. Its cavalry is almost unrivaled; they have the best skirmishers, their melee is unparalleled, and their big units allow for massed charges, which can turn the enemy army into a disorganized mob in minutes. Its main weakness is the shooting; due to a curious tactic selection of the Austrian commanders of the age, their shooting stats are not on par with most of the other factions. The Austrian artillery is one of the most remarkable units you can get for its price. With long-range accuracy and low prices, they can be a huge asset for your army. It is not recommended for beginners unless you want to charge, charge and charge.

Bavaria:

Similarly to Saxony, Bavaria has no basic line infantry. Its cavalry is more expensive but quite cost-effective. It has no light cavalry, but it has decent lancers and Chevauleguers. Its artillery is Prussian-imported, so Bavaria has the 6pd breech-loading artillery. Its core line infantry is quite decent, but not remarkable. It has above-average melee and superb reload. It is one of the most friendly beginner factions.

United kingdom:

With arguably the most disciplined troops in the game, the army of Victoria de Great is to be feared. It has specialized melee units, an abundance of squareable infantry and a cavalry force to be reckoned with. Also, its artillery is one of the most feared in game, with the Armstrong gun being the most expensive artillery in the game. Its infantry marches faster than average, and the morale of the Victorian soldiers can only be matched by the Swedish infantry. Its cavalry has a small size but this issue can be compensated with micromanagement and a lot of maneuverable units. It is advisable to not face enemy heavy cavalry head on tho. Average difficulty to play with.

Confederate States:

With high morale to protect their freedom but small units, the Confederate infantry has one of the best shooting line infantry in the game. Its biggest problem is the lack of anything relating to good medium/heavy cavalry and the lack of squares amongst the infantry. Its artillery is decent. A major advantage is that all of its cavalry units are able to shoot while mounted. It is not recommended for beginners since the enemy cavalry will reign supreme. Average difficulty to play with, but building armies might be a problem for beginners.

German Confederation:

Being an army from more than 15 different states, every unit of this army has to be used for what it can do. Its cavalry is quite bad since it doesn't have any heavy units, and its lights are overpriced. The lack of competent generals is another problem that you might face when playing this faction. Its best strength is being able to improvise in many situations, since your opponent won't know what each of your units can actually do. Average difficulty to play with.

Denmark:

With one of the smallest unit sizes, the Danish Royal Army is one of the most micro-intensive factions to play with. The armies you can take with Denmark reach over 40 units, so it requires a lot of outflanking and organization. Its heavy cavalry is a considerable asset due to its low price, but the artillery is arguably the worst in the game, not only for its slow reload but crucially for its low range, which can force you to redeploy the artillery units several times per battle. Average difficulty to play with.

French Empire:

True to its military tradition, the army of the Second Empire is one of the elite forces. Expect to be outnumbered in almost every battle, but fear not, for the infantry of the emperor is not to be played with. The faction with the most cavalry, infantry and artillery varieties. Its guard units are among the best in the game; the heavy cavalry is known to be really effective at massed cavalry charges, and its specialized light infantry are the best in the game. Its infantry march faster than the other factions. Average difficulty to play with but requires decisiveness in your plans.

Kingdom of Italy:

If mass had to be defined in one word, in this mod it would be "Italy". With an avalanche of infantry, you will be able to easily overwhelm your opponent where they are weak. Its major weakness is that it lacks heavy cavalry and that its medium cavalry is overpriced. Another problem is the lack of squares and the low morale that some units have. To play this faction, you must put in a lot of effort to properly position your inspiring units. Its artillery is mostly light. Average difficulty to play with, but also beginner-friendly since it is mostly infantry-based.

Kingdom of Hannover:

True to its tradition, the Hanoverian army is dependent on its cavalry. Even though it has large battalions, in most of the battles, your infantry won't be the deciding factor, for that honor is reserved for the cavalry. With almost no other cavalry to be compared to apart from the Austrian. It has Prussian-imported artillery, so it has access to the breech-loading 6pd and the rifled 12pd. Average difficulty to play with but requires good handling of cavalry units.

Kingdom of Prussia:

Having introduced the first mass-produced breech-loading rifle, the Prussian army is one of the unique in this mod. Its firepower is unrivaled across the infantry of the other factions, but it lacks the range to properly engage in prolonged line fights. Its artillery is also unique, having the cheapest breech-loading artillery. It is not recommended to play with if you are a beginner, since infantry micro is the highest amongst all factions. If you have to play against it, prepare yourself to fall back.

Russian Empire:

Though its army doesn't have as fearsome a reputation as the other great powers, the Russian bear is to be respected. Its line infantry won't win battles, but its Imperial Guard will. With the largest cavalry units in the game and having one additional gun per artillery piece, the combined arms play style is essential for victory. Though melee is a strength, everything doesn't depend on it, for the Russian Empire has many units which can actually outshoot its enemies. Average difficulty to play with.

Kingdom of Spain:

Spanish line infantry is not good overall, but the worthiness of this kingdom is found in its elites. Be it the guard cavalry or the Spanish royal guard, they are regarded as among the best soldiers in Europe. Its main weakness is artillery, which could be classified as basically non-existent since they only have 3 cannons per unit, and they are wildly inaccurate. Average difficulty to play with.

Sweden-Norway:

The Swedish and Norwegian armies fielded the most disciplined soldiers in Europe. Having 2 different kingdoms integrated into the same army makes for a good combination of specialized units. Swedish infantry has the best morale and maybe one of the best melee in game; additionally, the Norwegians have breech-loading rifles, which allows them to go toe to toe with almost any shooting unit. They have Prussian-imported artillery, and its heavy cavalry is quite cost-effective. Average difficulty to play with.

United States:

Similarly to Italy, the US army is made up of unprofessional soldiers who lack training and discipline. It's cavalry, though it is small, it has the ability to shoot while mounted. Its artillery is cheap but powerful. Recommended for beginners since armies are very easy to build due to not having many options on the infantry, but it will require high cavalry micro-management.