

1888a Steam and Steel

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INTRODUCTION

"It is 1888 in a world so similar, but not the same, where history took surprising turns, where strong ideologies & political powers are about to erupt, where war is just a step away and the technology race has just started."

FEATURES

- 8 player Free For All, **FFA**, each start with **5 random** high value territories
- solo play with the remaining nation's using **Fast AI** or Hard AI for more considered play.
- Can **Use/not use** or **AI=Do Nothing**, all factions, to learn to play for faster game play.
- Random distribution of **20 Coal-Field**, these add **+2 PU**, **8 Oil-Field**, these add **+1 Tech** & **3 neutral Inf-Garrison**
- **D8 dice**
- **Map size** 8800×7450px=**66Mpx**. **Unit size** 72×54px high, this is with 2-4K screens in mind.
- It is a **small** map, with **216** land & sea locations
- Turn sequence; Resources (from previous turn), Politics, Combat Moves, Non-Combat Moves, Repairs, Purchases(including Tech) then Placements(including Tech).
- Land Battles last up to **7** rounds, Sea Battles **5** rounds, Air Battles **3** rounds; this can be changed in map options.
- **AI friendly-ish**, no Objectives, no Technology phases
- Resources **PU**, **Tech**, & **Diplomacy**



TECH & TECH BLUEPRINTS



- 1888A has a complex Tech system, Technology research requires that a nation has at least 1 **Industry-Hvy** unit on the map.
- Tech is generated by **Industry-Hvy** & produces **+2 Tech**, **Industry +1 Tech**, **Oil-Field +1 Tech**, being at **War** with any faction **+1 Tech**
- Tech Phase is part of the Purchase Phase. Tech advance Blueprints are purchased like a unit and placed on the map to activate the Tech. It will also appear as an **X** on the Players tab in the Technology grid and in the Purchase Panel as a purchasable unit.
- Purchase Tech advances in the Purchase Phase, like Age of Tribes, but this is +++;
- +Each Tech uses Air, Land or Sea so AI will target its Tech advances if it needs Air, Land or Sea units
- +Tech advances are shown on the Tech grid on Players tab, so you can see what other Nations are developing
- +Display grouping, Tech label is prefixed with **_DevA**, **_DevL**, **_DevS** (**Air**, **Land**, **Sea**)



POLITICS, LEADERS & DIPLOMACY

- Each **Leader** unit (has a Dove top left) is the Political seat of Government & is the Capital of a Nation and produces **+1 Diplomacy** per turn.

- If lost another Leader can be bought for 1pu and ready to be placed. Rises to power.
- Politics phase is at the beginning of a Faction turn and requires **0-2 Diplomacy** for a political action

- Politics has 5 relationships

War → Neutral → Accord → Allied (note HOSTILE is skipped when suing for peace, goes from War to Neutral)
 War ← HOSTILE ← Neutral ← Accord ← Allied

- HOSTILE is neutral relationship with skirmishes and tension on the border and is usually a prelude to War
 Accord relationship **do not** have 'Alliances Can Chain Together' & **do not** 'Gives Back Original Territories'
 Allied relationship **do** have 'Alliances Can Chain Together' & **do** 'Gives Back Original Territories'

WAR OR NOT WAR

- Being at War with one of more Factions earns **+1 Tech**/turn
- Being HOSTILE, Neutral, Accord, Allied (so not at War) with all Factions earns **+10 PU**/turn

STACKING

- Stacking limit is enforced to help the AI give a better game.
- Only **5 Air** & **5 Sea** units of each type are allowed per Sea Zone/Territory, except Battleships (2 hit) are limited to **3**.
- Only **10 Land** units of each type per Territory, except **Armor-Hvy** (2 hit) are limited to **5**
- There are 3 different type of "Factory"; **Industry-Hvy**, **Industry** & **Barrack**, limited to 1
- Industry-Hvy** have invisible Rail Links to move land units 3 territories
- Upkeep/maintenance, most units cost **-1 PU** to maintain per turn, except Factories



SEA ZONES

- Have ownership flags and are worth **1-3pu**/turn
- All land territories can be blockaded if adjacent to a Sea Zone. There are no convoy centers/route/zones.
- Most sea units can Blockade an enemy Territory for **-1pu**, but Submarines Blockade for **-2pu**
- Sea units can only Blockade up to the value of the PUs of adjacent enemy land territories



FACTIONS – this table is a work in progress

Faction (In game color)	Starting Theme	Special Unit
Autocrats	Zeppelin, Biplane Tech	Zeppelin-Hvy
Bolsheviks	Inf-Trained / turn	Armor-Hvy
Confucian	1 extra Diplomacy / turn	
Emirates	Inf-Trained / turn	
Liberals	1 extra Tech / turn	Fort, Nautilus
Mughals	4 extra PU / turn	
Royalists	Biplane, Destroyer Tech	Battleship, SteamWalker
Tribalists	Inf-Trained / turn	

WIN CONDITIONS, 14 Territories of the following 24

As a single nation or part of an Accord/Allied alliance

WEST	MIDDLE	EAST
Angleterra	Anatolia	Hindustan
Atlantis	Coptia	Joseon
Berber	Kenya	Nippon
Cape Colony	Kievan	Queensland
Francia	Lemuria	Siam
Germania	Novgrad	Sino
Najeriya	Persia	Tatarstan
Svealand	Siberia	Tibet

IMPENDING WINNERS

When a single nation or part of an Accord/Allied alliance has 13 Territories a notification will pop up saying

Commander, Autocrats and their allies are close to victory what shall we do?

When this happens AI nations that are;

HOSTILE to the Impending Winners will declare War

Neutral to the Impending Winners will declare HOSTILE

TERRITORY EFFECTS: (see the status bar in game)


 Arctic: **Atk: All units -1**
No mech. units & Art. No Construction

 Desert: **Atk: All Ground units -1**
No Blitz

 Dunes: **Def: All Inf. +1 / No Constructions**
All 3+ ground units -2 atk+def. & -1 move

 Forest: **Atk: All Ground units -1 / no Blitz**
Def: All Inf. & Defensive constructions +1

 Jungle: **Atk: All units -1 / Armour -2 / No Blitz**
Def: All Inf. +1

 Plains-Hills: **No effect**

 Mountains: **Atk: All Ground units -1 / Armor -2**
Def: All Inf +1 **No Blitz**

 Channel: **Atk & Def: All 2+ Naval Units -1**
& Move -1


 Coastal Sea: **Atk & Def. Gunboat: -1**

 Open Sea: **No Gunboat, Barge & Sub.-early**

 River: **Only Gunboat & Barge**

 Strait: **All Subs Atk + Def -1 & move -1**

 **X Impassable!**

 **X Impassable! (except for air u's)**

 Winter: **Atk & Def: All units -1, Move max.1**
River / Coastal / Sea: No movement

Winter weather occurs every 4 turns (4,8,12 etc) in the Arctic, far north & the Antarctic lasts for 1 turn each time it occurs.

Amphibious Assaults All ground units (like Generals, Armor, Artillery & Infantry), except Inf-Elite(Marines). **suffer -1 Atk**

Canals & Straits

Canal	Territory control to pass through	Strait	Territory control to pass through
Suez Canal	Canaan & Coptia Adriatic Sea ↔ Suez	Bosporus Straits	Hellespont & Anatolia Black Sea ↔ Adriatic Sea

RESOURCES GAIN & LOSS

PU Gain per turn

- Each Land Territory generates **1-6pu**
- Each **Industry-Hvy** generates **2pu**
- Each **Industry** generates **1pu**
- Each **Coal-Field** generates **2pu**
- Each Sea Zone generates **1-3pu** per turn, the owner of the PU has a national flag in the Sea Zone
- Politically being **HOSTILE**, **Neutral**, **Accord**, **Allied** (so not at **War**) with **all** Factions earns **+10 PU/turn**



PU Loss per turn

- Each unit (except **Industry-Hvy**, **Industry & Barracks**) consumes an Upkeep/Maintenance **-1pu**
- All land territories bordering Sea Zones can be blockaded. There are no convoy centers/route/zones.
 - Each Blockading enemy ship (like **Destroyer**, **Battleship**) reduces PU by **-1pu**
 - Each Blockading enemy Submarine (like **Submarine-Early**, **Submarine**, **Submarine-Adv**) reduces PU by **-2pu**

Tech Gain per turn

- Each **Industry-Hvy** generate **2 Tech**
- Each **Industry** generate **1 Tech**
- Each **Oil-Field** generate **1 Tech**
- Politically being at **War** with one or more Nations **1 Tech**



Diplomacy Gain per turn

- The **Leader** generates **1 Diplomacy**



LAND UNITS

- The usual Attack and Defense values are **only** used to fight land battles
- The Anti-Air Defense value is only used to fight Aircraft
- Transport Cost (TC) of **Inf-Elite** (Marines, Paratroopers) is only **2** and **Inf-Trained & Inf-Conscript** is **3**, rest is **4**
- 2 Hit units like **Armor-Hvy** can only stack in 5s.

Land Units	Atk	Def	Move	Anti Air Def	Transport Cost	Stack	Notes
							-1Atk Amphibious for all units except Inf-Elite
Leader	3	3	0	1	0	1	Max 1. +1Atk/+1Def to 3 Artillery or Defenses, +1 Diplomacy
Balloon	0	0	0	0	0	1	+1Atk/+1Def to 3 Artillery or Defenses (is Air, but here with Generals)
General-1	3	3	2	1	3	1	Max 2. +1Atk/+1Def to 3 Artillery or Defenses Blitz, can transport 1 Artillery or Infantry unit
General-2	4	4	2	1	3	1	Max 2. +1Atk/+1Def to 4 Artillery or Defenses or Armor Blitz, can transport 1 Artillery or Infantry unit
General-3	5	5	2	1	3	1	Max 3. +1Atk/+1Def to 5 Artillery or Defenses or Armor and 5 Aircraft Blitz, can transport 1 Artillery or Infantry unit
Inn-Conscript	2	2	1		3	10	
Inf-Trained	2	3	1	1	3	10	
Inf-Elite	2	3	1	1	2	10	
Cavalry	2	2	2	1	4	10	
Machine-Gun	2+1	2+ 1	1	-	4	10	Also another attack 1 Atk /1 Def vs Infantry/Aircraft
Armor-Car	1	2	2	1	4	10	
Armor	4	4	2	1	4	10	Blitz, can transport 1 Artillery or Infantry unit
Artillery-Field	2	2	1	1	4	10	First Strike, support to one Inf unit +1Atk , & Suppresses enemy Defenses -1Def
Artillery	3	3	1	1	4	10	First Strike, support to one Inf unit +1Atk , & Suppresses enemy Defenses -1Def
Artillery-Hvy	4	4	1	1	4	10	First Strike, support to one Inf unit +1Atk , & Suppresses enemy Defenses -1Def
Trench	2	3				1	2 Hit Points , only 1 allowed per territory
Pillbox	2	4				1	2 Hit Points , only 1 allowed per territory
Bunker	2	5				1	2 Hit Points , only 1 allowed per territory

UNIT SUPPORTS

Unit Giving support	Receiving Allied Unit gains +1 Atk & +1 Def
Leader	+1Atk/+1Def to 3 Artillery, Defenses, Armor, Infantry
Balloon	+1Atk/+1Def to 3 Artillery, Defenses
General-1	+1Atk/+1Def to 3 Artillery, Defenses
General-2	+1Atk/+1Def to 4 Artillery, Defenses, Armor, Infantry
General-3	+1Atk/+1Def to 5 Artillery, Defenses, Armor, Infantry & +1Atk/+1Def to 3 Aircraft
Artillery (all 3 types)	+1Atk/+1Def to 1 Inf-Trained or Inf-Elite
Unit Suppressing	Enemy Unit Suppressed, suffer -1 Def
Artillery	Trench, Pillbox, Bunker, suffer -1 Def
Bomber-Tac	Trench, Pillbox, Bunker, suffer -1 Def

HOW TO MAXIMIZE YOUR CHANCES OF WINNING A TERRITORY WITH ENEMY DEFENSES (TRENCH, PILLBOX & BUNKERS)

- Attack with 2 Artillery per Defense to suppress it & the same number of Inf-Trained/Inf-Elite to get +1 Artillery Support
- Attack with 2 Bomber-Tac per Defense (Trench, Pillbox, Bunker) to suppress it
- If you have Inf-Conscript use them in the Attack to lead the attack so they are casualties, before your Inf-Trained
- If the Territory has Terrain Effects, like a Mountain, try to attack with a General to mitigate the bad effects
- If the Territory is coastal use many Inf-Elite (Marines don't suffer -1 if sea borne) with Bombard support from Battleships & Dreadnoughts
- Land Battles end after 7 rounds of combat, this is deliberate to encourage over committing units to ensure a win
- Check the status bar terrain type you are attacking and the note the terrain effects
- Check the Tool Tips for each unit, especially the lines with asterisks (*) as they may guide you
- Check this manual, it has words/stats of wisdom
- As a guide the game tries to use military histories 3 to 1 rule to win. (Remember this a TripleA game and not A&A game)

GAME OPTIONS

- To reduced failure notices **Game> User Notification> Show Trigger/condition Chance Roll Failure (UnTick)**
- For those players who don't like the maps colors, for a slight alternative in game. View> **Show Map Blends** (Tick)

ENGINE PREFERENCES

These will effect all your maps;

AI Tab (for faster game play)

AI Move Pause Duration set to **0**

AI Combat StepPause Duration, set to **0**

Click **Save** (Button)

UI Theme (for a lighter User Interface)

Set to **Substance Mist Silver** or similar

Click **Save** (Button)

CREDITS

- Frostion for unit techs code & method
- WC Sumpton for winter weather code & method

DEVELOPMENTS, UPDATES & FEEDBACK

<https://forums.triplea-game.org/topic/4056/1888a-steam-steel-official-thread>

PDF: This document as a PDF is here;

`\triplea\downloadedMaps\1941_global_command_decision\map\doc\images\1888A_Steam_&_Steel_Manual.pdf`