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 **219** 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 **5** rounds; this can be changed in Game Options.
- **AI friendly-ish**, no Objectives, or no true Technology phases   (There is a Politics phase)
- 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. Next turn the new unit will appear 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 as an **X**, so you can see what other Nations are developing
- +Display grouping, Tech label is prefixed with _DevA, _DevL, _DevS (**A**ir, **L**and, **S**ea)

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 for succession.
- 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'**
  vanquished relationship is seen when a faction has lost all its land territories and has had all is units removed from play

WAR OR NOT AT 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 & Carriers (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 per territory
- **Industry-Hvy** have invisible Rail Links to move land units 3 territories
- **Industry** have invisible Rail Links to move land units 2 territories
- Upkeep/maintenance, most units cost **-1 PU** to maintain per turn, except Factories

SEA ZONES

- Have ownership flags and are worth **1-2pu**/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 – 1st Turn Start Free Technology /Purchases & 2nd Turn plus themed benefits

Faction	1st Turn Start Tech & free starting units		2nd Turn+ themed benefits
Autocrats	Inf-Trained	Barrack x1, Inf-Trained x2	Coal Field every **even** turn (+2 PU compounds)
Bolsheviks	Artillery	Artillery x2	Artillery every **4th** turn
Confucian	Submarine-Early	Submarine-Early x2	Diplomacy every **even** turn (+1 Diplomacy)
Emirates	General-2	General-2 x1	Oil Field every **8th** turn (+1 Tech compounds)
Liberals	Pillbox	Pillbox x2	Pillbox every **even** turn
Mughals	Barrage-Balloon	Balloon x1, Barrage-Balloon x2, 6pu	2pu **per** turn (representing a love of gold and gold mines)
Royals	Destroyer-TB	Destroyer-TB x3	Barracks, Industry & Industry-Hvy every **16th** turn (PU & Tech compounds)
Tribalists	Machine-Gun	Machine-Gun x2	Machine-Gun every **4th** turn

WIN CONDITIONS, 14 Territories of the following 25 (have a STAR in the territory label)

As a single nation or part of an ACCORD/ALLIED alliance

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

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: Al 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, the Antarctic and
Mountains, it lasts for 1 turn each time it occurs. This can be turned off in Game Options

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

Channel (Canals)

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

RESOURCES GAIN & LOSS

PU Gain per turn

- Each Land Territory generates **1-6pu**
- Each **Industry-Hvy** generates **2pu** (Have invisible Rail Links to move land units 3 territories)
- **Each Industry** generates **1pu** (Have invisible Rail Links to move land units 2 territories)
- Each **Coal-Field** generates **2pu**
- Each Sea Zone generates **1-2pu** 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, Cruiser, 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** generates **2 Tech**
- Each **Industry** generates **1 Tech**
- Each **Oil-Field** generates **1 Tech**
- Politically being at WAR with one or more Nations generates **1 Tech**

Diplomacy Gain per turn

- The **Leader** (Dove top left) generates **1 Diplomacy**

AI

- To aid the AI game play and give a better game against us humans, on every 4th turn the AI is given the following; **Industry-Hvy, Industry, Barracks, Trench** and **4 Tech**

AIR UNITS

- The usual Attack and Defense values are **only** used to fight Land & Sea units
- The Air Attack and Air Defense values are **only** used to fight Air units in Dog-Fights
- Stack in 5s, except Barrage-Balloon stack in 1s
- Spy can steal 3 Tech if it survives an attack on enemy Industry

Air Units	Surface Atk	Surface Def	Move	Air Atk	Air Def	Scramble Intercept Escort	Notes
Biplane	1	1	3	2	2	Intercept	Air Superiority
Triplane	1	1	3	3	3	Intercept	Air Superiority
Monoplane	1	1	4	4	4	All 3	Air Superiority, Combat Air Patrol
Bomber-Tac	3	2	4	1	1		Dive Bomber/Ground Attack/Torpedo Bomber good v Trench, Pillbox, Bunker, Fort & Ships Can also do Strategic Bombing d2-1 v Industries
Bomber	1	1	6	1	1		Strategic Bombing d3-1 v Industries
Barrage-Balloon	1	1		2	2		Good for aircraft defense
Zeppelin	1	1	5	1	1		Carry up to **2 TCs** worth (eg. 1 Inf-Elite) Strategic Bombing d3-1 v Industries
Zeppelin-Hvy	1	1	6	2	2		Carry up to 4 **TCs** worth (eg. 2 Inf-Elite or 1 Inf-Trained) Strategic Bombing d3-1 v Industries
Spy	1	1	4				**Max 1.** Can steal 3 Tech if it survives an attack on enemy Industry Strategic Bombing d3-2 v Industries

LAND UNITS (non moving)

- Barracks can upgrade to Industry
- Industry can upgrade to Industry-Hvy

	Land Units	PU /Turn	Tech /Turn	Stack	Units /Turn	Notes
	Barracks			1	2	Can produce All Generals, Cavalry, Inf-Conscript, Inf-Trained, Inf-Elite, Spy Some Infantry Tech Blueprints
	Industry	1	1	1	4	Can produce most single engine Aircraft. Most ground units. Most ships, But not 2HP. Invisible rail links to move land units up to 2 territories Place in a 3pu+ Territory
	Industry-Hvy	2	2	1	6	Can produce all units, including Tech Blueprints Invisible rail links to move land units up to 3 territories Place in a 4pu+ Territory
	Coal-Field	1			2	Cannot be destroyed Place in a 2pu+ Territory
	Oil-Field		1		2	Cannot be destroyed Place in a 2pu+ Territory
	Leader			1		1 Diplomacy / Turn Place in a Territory with Industry or Industry-Hvy
	Diplomacy2PU					Special Tech, converts 5 Diplomacy into 10PU for next turns Purchase phase
	Tech2PU					Special Tech, converts 25 Tech into 25PU for next turns Purchase phase
	Tech2PUx2					Special Tech, converts 50 Tech into 40PU for next turns Purchase phase Note, this Tech is not as efficient as the above Tech

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**

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	-	1	**Max 1.** **+1Atk**/**+1Def** to **3** Artillery or Defenses, +1 Diplomacy
Balloon	0	0	0	1	-	1	**Max 5.** **+1Atk**/**+1Def** to **3** Artillery or Defenses (is Air, but here with Generals)
General-1	3	3	2	1	4	1	**Max 2.** **+1Atk**/**+1Def** to **3** Artillery or Defenses
General-2	4	4	2	1	4	1	**Max 2.** **+1Atk**/**+1Def** to **4** Artillery or Defenses or Armor or Infantry
General-3	5	5	2	1	4	1	**Max 3.** **+1Atk**/**+1Def** to **5** Artillery or Defenses or Armor or Infantry **and 5** Aircraft
Inn-Conscript	2	2	1	-	3	10	Do not get Artillery support
Inf-Trained	2	3	1	1	3	10	
Inf-Elite	2	3	1	1	2	10	
Inf-Biped	3	2	1	→	4	10	Also another attack 1 Atk /1 Def vs Infantry or Aircraft
Cavalry	2	2	2	1	4	10	
Machine-Gun	2	2	1	-	4	10	Also another attack 1 Atk /2 Def vs Infantry
Armor-Car	3	2	2	→	4	10	Also another attack 1 Atk /1 Def vs Infantry or Aircraft
Armor	4	4	2	1	4	10	Blitz, can transport 1 Artillery or Infantry unit
Armor-Hvy	5	5	2	1	4	5	Blitz, can transport 1 Artillery or Infantry unit, **2 Hit Points**
Armored-Train	4	4	3	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**
Artillery-Rocket	5	5	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 Trench allowed per territory
Pillbox	2	4	-	-	-	1	**2 Hit Points**, only 1 Pillbox allowed per territory
Bunker	2	5	-	-	-	1	**2 Hit Points**, only 1 Bunker allowed per territory
Fort	2	6	-	-	-	1	**2 Hit Points**, only 1 Fort allowed per territory

SEA UNITS

- The usual Attack and Defense values are **only** used to fight surface ships
- The Anti-Air value is **only** used to fight Aircraft
- All submarines cause Blockade of -2
- Bridge & Coastal-Fort can only stack in 1s & cannot move
- 2 hit units like Battleships & Carriers can only stack in 3s

Sea Units	Surface Atk	Surface Def	Move	Anti-Air Def	Block ade	Stack	Notes
Coastal-Fort	2	3	0	1		1	Coastal, cannot move, **2 Hit Points**
Bridge	0	0	0	1		1	River, Carry **14 TCs** , River & Channel, cannot move
Gunboat	2	2	1	1	-1	5	River & Coastal
Barge	0	0	1	-		5	River & Coastal, Carry **7 TCs** worth (eg. 3 Inf-Elite or 2 Inf-Trained)
Frigate	2	2	1	-	-1	5	
Destroyer-TB	2	2	2	1	-1	5	
Destroyer	2	2	2	1	-1	5	Anti-Submarine
Cruiser	4	4	2	2	-1	5	Bombard 4, Transport Inf-Elite
Dreadnought	5	5	2	3	-1	5	First Strike, Bombard 5, Transport Inf-Elite or Inf-Trained
Battleship	6	6	2	3	-1	3	First Strike, Bombard 6, Transport Inf-Elite or Inf-Trained, **2 Hit Points**
Carrier	0	1	2	2		3	Carry 2 of Biplane, Triplane, Monoplane, Bomber-Tac, **2 Hit Points**
Transport-Early	0	0	1			5	Carry **7 TCs** worth (eg. 3 Inf-Elite or 2 Inf-Trained)
Transport	0	0	2	1		5	Carry **14 TCs** worth (eg. 7 Inf-Elite or 4 Inf-Trained or 3 Other) Anti-Submarine as it includes Corvettes & Frigates
Submarine-Early	2	2	1	-	-2	5	Coastal, First Strike, Evade, Anti-Surface
Submarine	3	3	2	-	-2	5	First Strike, Evade, Anti-Surface
Submarine-Adv	4	3	2	-	-2	5	First Strike, Evade, Anti-Surface, Bombard 2, Transport Inf-Elite

UNIT SUPPORTS

Unit Giving support	Receiving ALLIED Unit
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 4 types)	**+1Atk** to **1** Inf-Trained or Inf-Elite or Inf-Biped
Unit Suppressing	**Enemy Unit Suppressed, suffer -1 Def**
Artillery	Trench, Pillbox, Bunker, Fort suffer **-1 Def**
Bomber-Tac	Trench, Pillbox, Bunker, Fort suffer **-1 Def**

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

- Attack with 2 Artillery per Defense to suppress it & the same number of Inf-Trained, Elite, Biped to get +1 Artillery Support
- Attack with 2 Bomber-Tac per Defense (Trench, Pillbox, Bunker, Fort) 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 & Cruisers
- 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.

BEASTS

Randomly dangerous beasts will roam this world, you will have a **one turn** warning;

- In both **Antipodes, Deserts & Dunes** Sandworms will randomly appear and attack your forces.
- Fortunately they have a warning sign that they are tunneling near the surface, craters/sink holes

- In **Open Sea** Kraken will randomly appear and attack your forces.
- Fortunately they have a warning sign that they are rising to the surface, bubbles/swell.

These events can be turned off in the Game Options, see last page.

GAME OPTIONS

In game
- 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)
- For those players that would like mini national flags against units. **View> Flag Display> Small**

After selecting 1888a Steam & Steel, but before pressing the **Play** button, press **Game Options** button
- **Use Events: Kraken+Sandworm** Untick to turn off random Kraken+Sandworm (on bottom right side of the panel)
- **Use Events: Winter Weather"**   Untick to turn off Winter Weather every 4 turns (on bottom right side of the panel)

ENGINE PREFERENCES (or in Game Game> Engine Settings)

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;
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