

1848 User's Manual



Introduction

'1848' is a computer strategy game based on the Hungarian Independence War of 1848-49.

Sytem requirements

Minimum

500 Mhz CPU
256 MB RAM
16MB graphics card
Sound card
Display capable of 1024x768 resolution
Windows 2000/XP

Recommended

1 GHz CPU
512 MB RAM
32MB graphics card
Sound card
Display capable of 1024x768 resolution
Windows 2000/XP

Note: Windows 98 is not supported, though the game will run on it with a few minor graphical problems.

Installation

You can install the game by starting the install file. Please close all applications when installing, some programs are known to cause problems during installation.

Starting the game

Start the game with the game icon on the desktop or in the start menu.

Main menu

Single player

Play a campaign against the computer. You can also play 2 player hot-seat if you set both sides to 'human'.

Multiplayer

You can play by TCP/IP on a local network or on the Internet. You can also use play-by-email.

Options

You can adjust various game settings here.

Exit

Leaves the game.

Campaign screen

After choosing single or multiplayer you get to this screen.

Campaigns

The game contains 7 campaigns. If you are playing for the first time, we suggest to start the Tutorial campaign. When you click the campaigns title (upper left corner) you will get the mission briefing for the campaign and the selected side. All the shorter campaigns can be optionally played until the other side is eliminated. The game will end if one of the sides controls all cities.

Campaign options

At the bottom of the screen you can change the settings for the campaigns. You cannot change these during play.

Austria and Hungary – These are the 2 sides, you can set them to human or computer control. In a network game you should select 'human' for 'yourself' and 'computer' for your opponent.

Difficulty

If you set this to 'soldier', the handling of the game is easier as you do not have to worry about stances. Also the human player gets a slight morale bonus in battles.

'Captain' difficulty is a balanced setting.

In 'General' difficulty settings, the computer gets morale bonus in battles.

The difficulty setting also affects the recruitment times for the Hungarian side.

Russian intervention

Off – Russia will not send troops.

Limited – A few smaller russian armies will aid the Austrians.

Full – The whole Russian Army (more than 200000 men!!!) will aid Austria in the Summer of 1849. This will make the game very challenging for Hungary as they must eliminate Austria before the Summer of 1849. This is the historical setting.

Polish intervention:

Off – Polish units will not help Hungary.

Limited – a small polish army will aid Hungary. This is the historical setting.

Full – A larger polish army will aid Hungary. This is a hypothetical setting.

Fog of War

Off – all enemy units are visible

On – only enemy units in contact are visible.

Multiplayer

For play balance reasons in multiplayer Hungarian recruitment times are 1 week longer and Kossuth will always recruit in the first turn of the Fall and Full campaigns (this means -1 week for recruitment during the first month).

TCP/IP game

Two players can play the game on the Internet or on a local network. In the main menu choose Multiplayer, then pick TCP/IP. If you are behind a proxy, firewall or router, then you must set port forwarding for port 2350 on the host computer (both TCP and UDP protocols). A software firewall will ask you permission, but on a router or proxy you must set this manually. One of the players is the host, the other is the client. Before connecting, both players can change their names.

To start the game, the host player must click on the 'Host' button. The host player is now connected. The program will give your IP addresses, but be aware that if you are behind a proxy or router, then these will be your local addresses only. Check your real IP on the net (plenty of websites for this) or in the Status report of your router/proxy.

Somehow you must communicate your IP address to the client player (internet messenger, chat, email, regular phone, etc.)

Next the client player must click on 'Connect to IP' and then specify the host's IP. When both players are connected you can chat in-game.

Next step is for the server to select Start game and select the settings for the campaign.

Meanwhile the client will see: 'Waiting for host...'. When the host starts the game, the client will also be able to start and must do so. When both computers have loaded the campaign, the game can start.

During the game you can send messages to your opponent by hitting the 'M' key.

Play-by-email game

Hungarian player must start the game. In the main menu choose Multiplayer, then pick PBEM. Set up with medium difficulty level if you want stances. Pick options. Strongly recommended not to include russians if you want a fair game!

When you start you will be asked for a password. Give one and remember it!!! When you end your turn you will be asked for a save name. Specify a name and the program will save it. In the Save folder of the game you will find a file like this: PBEM_save1 (if you gave save1 as the name). Send this to your opponent. When you load an existing PBEM turn, you must use SPACE to play the opponent's moves one by one.

Interface

Mouse left-click – Selects the territory or army under the cursor. Also can be used to select another army in the same hex (if there are more than one).

Right-click – moves the unit, or brings up the context menu. Context menu is only active if there is an army in the hex, or if you can recruit in the selected city.

Hot keys:

- A – turn army left
- S – turn army right
- CTRL+ right click – turn army towards the hex you clicked (if its a neighboring hex).
- M – multiplayer chat in a TCP/IP game

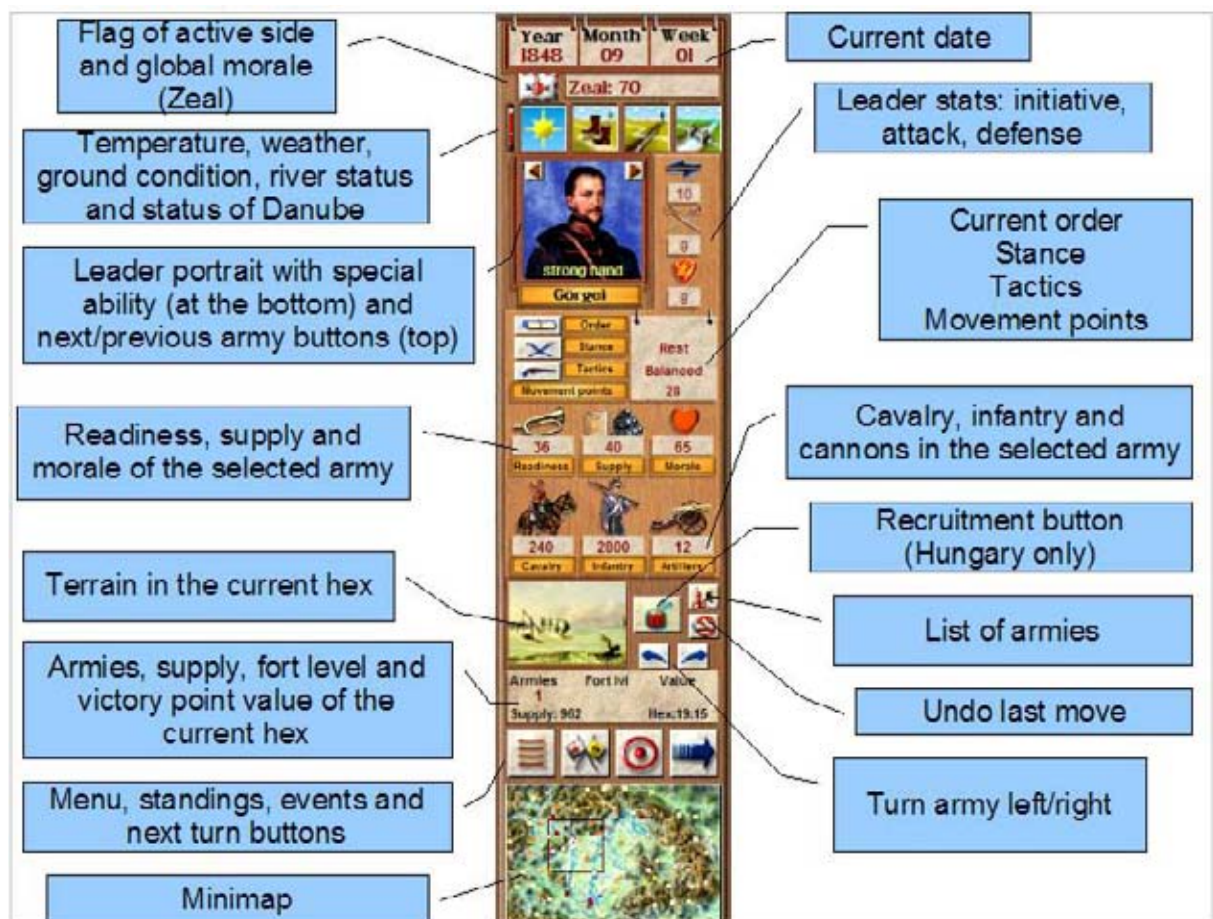
- ESC – close open window

Automatic saves

At the end of each turn, the game saves the game automatically. The name of the file is turnend.sav. There is also a savefile with the current game date, eg: 1848_9_2
In PBEM the game is saved automatically at the end of each turn, other saves are not possible.

Game screen

On the left side the information panel provides data about the selected territory and army. Hold the mouse cursor over any of the screen elements to get a tooltip. On the top of the panel you can see the current date and the weather conditions. Zeal means the national morale for your side. All of your armies' morale will move towards this value.



The Map

The map includes the whole Carpathian Basin, the area of historical Hungary (now Hungary, Slovakia, parts of Rumania, Serbia, and Croatia). Borders of the country are marked with small stones. In the south there is the Ottoman Empire, on the west Austria, on the east Russia.

Territories

The map consists of 63x36 hexes. 1 area is about 25 kms (17 miles) across. All hexes have a territory type. The types are shown as a picture on the left panel.



Open terrain – easy to traverse.



Hilly terrain – moderately easy to traverse, some defense bonus.



Swamp – hard to traverse except when its frozen.



Mountainous terrain – hard to traverse.



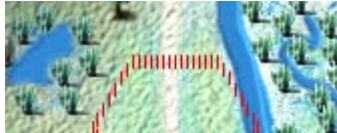
High mountains – unpassable for armies.

Roads and rails



Some territories are connected by rail or road. Moving along roads costs 20% less movement points. Moving along rail costs 40% less movement points.

Rivers and lakes



Rivers are and were obstacles to any army in any era. Crossing a river takes more movement points, especially if there is no bridge marked on the map. The Danube (Duna) is a special river – it is even harder for armies to cross.

The weather also affects the cost of crossing. During heavy rainfall and seasonally when the snow melts in the mountains, the rivers will flood and they will be very costly to cross. In the winter the rivers may freeze and become easy to traverse. Also during the winter the rivers may have ice drift making them very hard to cross. You can follow the status of the Danube (Duna) and the other rivers at the top of the information panel.



Danube low



Duna flooding



Duna ice drift



Duna frozen



Rivers are low



Rivers are flooding



Rivers have ice drift



Rivers are frozen

Lake Balaton – the large lake in the west - cannot be crossed by armies.

Towns and supply

There are more than 70 towns and forts on the map. The towns are important bases of military operations because they provide supply to the armies. Every town generates a set amount of supply each turn. The supply is distributed automatically to nearby armies. Any surplus is lost.



There are 2 types of towns on the map: large towns, like this one:



towns, like this:

. Large towns generate more supply, but the amount can be different for each.

When you click any hex on the map, at the bottom of the information panel you will see the supply rating for it. This is the maximum amount of supply the army can gain from that hex. One full strength unit can take 30 supply per turn.

A full strength unit will consume 10 supply each week. If the unit moves or takes part in battle, then it will consume additional supply.

When an enemy town is captured, at first it will provide supply at a reduced rate. Full supply production will be restored after 3 weeks.

Forts and sieges



While towns are immediately captured if an army moves in, forts will stay in the hands of the enemy. All forts have a current and a maximum fortification level. This is shown in the lower part of the information panel (maximum level is in paranthesis). To take a fort, you must first reduce the walls, then storm it. To do this, you must take infantry and siege batteries to the fort. The number of siege batteries needed for successful bombardment depends on the maximum fort level. For a level 5 fort you need about 20 guns, for a level 3, about 10 and for a level 10 you need about 40 siege guns. (Keep in mind that guns are organized into batteries in the game). By bombarding the fort you can reduce the fortification level. If successful, the bombardment will also reduce enemy supply and morale. If the bombardment fails, your army will lose morale.

When the fort level reaches 1, it means that there is a breach in the wall and the fort can be stormed. There is an exception to this rule. If you have at least 3000 infantry and the enemy has less than 300 troops in the fort, the fort can be stormed without reducing the fortifications (This simulates an attack with ladders).

Just like towns, forts also generate supply but that is not always enough to sustain them for a long time. A siege that is active – even if unsuccessful – may reduce the enemies' morale and supply to the point where they will surrender.

If the fort garrison is stronger than the enemy army in the hex, they may break out and capture guns or even chase off the enemy. This may happen at the start of the turn.

Fortifications



Anywhere on the map (except on fort hexes), troops may build earthen fortifications. The first level of earthworks is a fortified camp (displayed as *Camp*), the 2nd level is earthen fortification (displayed as *Fortified*). First level earth forts take 2 weeks to build and are destroyed when occupied by an enemy. Second level forts take an additional 4 weeks to build and these are permanent.

Weather

In the game weather changes randomly, but always in line with the season. Troop movements are affected by weather conditions: in rain or after the snow melts roads turn into mud and slow the pace of armies. Snow also delays movement. Dry and frozen ground on the other hand is optimal. In bad weather, movement costs more supply and troops tire faster.

Weather and ground conditions

These icons are displayed in the upper part of the information panel.



- Sunny



- Cloudy



- Rain



- Snow



- Dry ground



- Muddy ground



- Snowy ground



- Frozen ground

Zeal

Both sides have a global morale level called zeal. This is displayed at the top of the information panel. Zeal affects the morale of all armies that have 15% higher or lower morale than the current zeal. Army morale will gravitate towards this value.

Winning battles and taking towns will rise zeal, while losing battles or towns will decrease zeal. Reinforcements may also raise the zeal level. Zeal changes are not granted, they are based on die roll.

If your zeal is high, and a negative event happens, the chance that it will lower the zeal is high. If your zeal is high and a positive event happens the chance that it will raise the zeal is low. The opposite applies when zeal is low.

Armies

Info written under armies on the map



The upper text is the surname of the leader. The color of the lower text indicates the state of your army.

Green – all is well

Yellow – supply, morale or readiness has dropped below 50

Red – supply, morale or readiness has dropped below 30

Army orders

The most basic orders are: select, move, attack. These orders can be given with the mouse.

Select

Left click on the area where the army resides. If there are more than one armies in the area



(indicated with 1 or more dots), repeated left-click will cycle through them.

Movement

The selected army can be moved by right-clicking on a valid destination. The destination is valid if the army has enough movement points to reach it – this is indicated by the moving



boots . If the destination is not valid, the boots will be crossed with a red line.

Attack

If there is enemy in one of the 6 neighboring territories, your army can attack it, provided you have enough movement points left. The army also must have a stance that allows attack, these stances are: Attack and March. Attack of course is more efficient. If the difficulty level is 'soldier', then you do not have to worry about the stance, only the movement points.

Army menu

When you right-click on any of your armies, the 'Army menu' will appear. You can also bring up this menu from the information panel (icon with scrolled up paper). In 'soldier' difficulty you cannot change tactics or stance.

New army – Creates a new army from the armies currently in the hex. This is only available if there are at least 2 units (regiments, not armies!) in the territory. Be aware that stance for the new army will be 'Rest'.

Move unit – Use this to move units to the currently selected army from other armies in the hex. If the target army is not in 'Retreat' or 'Rest', moved units will lose 10 readiness.

Change stance – if there are enough movement points, the army can change its stance. The larger the unit, the more points it costs to change stance.

Stances

The 'soldier' difficulty level does not have stances, the below only applies if you play in a higher setting.

Rest – ideal to regain readiness and morale. Very bad for combat.

March – quick movement, also allows attack with reduced efficiency.

Defense – better defense when attacked but reduced movement. Armies defending cannot attack.

Attack – good movement, good attack. Not too bad for defense either (you do not have to change to defense at the end of turn).

Retreat – quick movement, if attacked the army will try to disengage. Ideal for recon detachments or if you try to avoid battle.

Siege – this stance can only be used if there is an enemy fort in the hex. The army also must have at least 1 siege gun. You can only bombard in this formation.

Routed – after a crushing defeat an army will become routed. This stance cannot be ordered by the player.

Change tactics

Tactics will affect how long your army stays in battle.

Cautios – losses are not tolerated if things go bad, the army will try to disengage.

Normal – balanced setting.

Bold – the army will fight, regardless of losses.

Combine stances and tactics to achieve better results. Before an important battle in which you have a good chance to win, it is best to set the army to attack/defense stance and bold tactics. Set recon units and armies that are in trouble to retreat stance and cautious tactics.

General

You can change the current leader of an army to another. The army will lose 5 readiness and morale levels.

Bombard

When the army is in a hex with an enemy fort, you can bombard the fort. All siege batteries will use 10 supply and readiness and 15 movement points.

Repair fort

You can repair your own forts, if fort level is below the maximum.

Entrench

Build trenches. It takes 2 weeks, 1000 soldiers and 300 supply points to build trenches.

Assault

If the enemy fort is reduced to level 1, the army can assault it. You can also storm an enemy fort if it is not garrisoned properly (less than 300 troops), provided you have at least 3000 men.

Army details

You can check the list of units in the army. You can also divide or combine units. Unit fragments will be recombined automatically at the end of each turn. +

Recruit

This will only appear on the menu for the Hungarian side and only on the greater towns inside the Hungarian border. Recruitment only costs time. If you lose the town before recruitment is finished, you will lose the recruited unit. The drum icon on the information panel will also allow you to recruit.

On the screen you can change the current town. If you do not recruit any units, the computer will pick a unit type for you.

Turn activities

At the start of each week a window will pop up informing the player about the weather plus all the random events that have happened.

When you close this window you will gain control of your armies. Your tasks:

- Set stances for the armies (not in 'soldier' difficulty setting)
- Set the tactics for your armies (not in 'soldier' difficulty setting)
- Move armies
- Attack enemy armies
- Reorganize your armies: you can freely combine or split armies
- Change generals
- Siege forts
- Repair forts
- Fortify strategic locations
- Recruit – hungarian side should closely watch recruitment (Austria cannot recruit)
- Reconnaissance – if fog of war is on, create cavalry detachments to recon the enemy armies.

When finished pass control to your opponent by clicking next turn.

Armies

In 1848 players control different sized armies. These can be detachments with a few hundred troops, divisions with a few thousand or armies that have tens of thousands of troops. Every such army consists of regiments and batteries. An infantry regiment can have up to 4000 soldiers, a cavalry regiment can have up to 2000 soldiers and batteries may have up to 8 guns.

Designer note:

In reality all participating armies used battalions tactically and not regiments. The game uses regiments for playability reasons.

Regiments and batteries have many different qualities.

Morale – Troops with high morale fight longer in battles, while troops with low morale have a higher risk of retreating or getting routed. For cavalry regiments high morale gives a better chance for charges, while low morale cavalry units will stay out of the battle.

Experience – Experienced units have higher attack ratings. Units participating in battle may gain experience.










Readiness – Freshness of the troops. It affects movement points and attack rating of the troops. Units with 0 readiness will have their movement rate and attack value halved.

Supply – Every unit needs food, ammunition, clothes and equipment. If these are abundant, then everything is fine. Low supply (below 30) will have a negative effect on morale. Attack value for units below 30 supply points is halved, below 15 supply points is quartered. Every unit consumes 10 supply / week, battles and movement cost additional supply.

Strength – Units with more troops cause higher casualties.

Table for all unit types

These are fixed values for the units.

	Maximum strength	Attack	Defense	Recon	Recon defense	Max. move pts
Cossack						
	2000	50	15	30	5	75
Militia cavalry						
	2000	50	15	30	5	75
Cavalry						
	2000	70	20	20	5	90
Hussar						
	2000	70	20	20	5	90
Cuirassier						
	2000	80	15	34	5	75
Insurgent						
						
	4000	35	10	60	10	50
Militia						
	4000	40	10	60	10	50
Border guard						
	4000	45	12	60	10	50

Infantry



4000	50	15	60	10	50
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Honvéd



4000	50	15	60	10	50
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Battery



8	80	15	100	10	50
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Horse battery



8	80	15	100	10	70
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Siege battery**



8	130	15	100	10	50
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Fort battery



8	80	15	100	10	40
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Light battery



8	50	15	100	10	50
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* lower value is better

** siege batteries can only be used against forts

Generals

All generals have 3 basic attributes.

Initiative – Has a great effect on which army gains the initiative. The army with the initiative acts first in battles.

Attack – Bonus to all units attack value, when the army attacks.

Defense – Bonus to all units attack value, when the army defends.

Some generals also have special abilities.

Manouver: +20% movement points for the units (except when the unit is in “march” stance)

Siege specialist: Doubled defense rating for batteries during siege.

Cavalry officer: +15 morale to all cavalry units during battles.

Strong hand: +10 morale to all units during battles.

Requistioner: Units get +5 supply points each turn, regardless of the territory.

Trainer: All units that have less than 60 experience points gain 1 point each week.

Sapper: Crossing rivers costs 30% less movement points. Halved defense penalty when attacking across rivers.

Scout: 33% bonus to recon and recon defense.

Arty officer: Artillery firepower +30%

Recon

In war it is a great advantage if you know the position and strength of the enemy.

Reconnaissance has a big impact in the game if you play with Fog of War ON .

An army can have 4 recon levels:

Level 1: Not seen – army is not shown on the map.

Level 2: Type and location known – only the location and the most common unit type in the army is visible.

Level 3: Approximate strength known – strength values are shown with a question mark. Values shown may be 50% less or more than actual strength.

Level 4: Exact strength known – exact strength values are known.

The morale, readiness and supply of enemy armies is never shown. Exact composition of the enemy is only shown during battles.

Recon phases

- At the start of every week, all enemy units recon level is reduced by 1.
- Passive recon: leaders often gained information from travellers, merchants and spies. Each enemy army has a chance to increase one recon level. The chance is proportional to the size of the army.
- All armies execute recon to all neighboring hexes. Any enemy army that is next to an allied army will be shown at least on level 1. Then depending on the 2 armies' recon and defense recon values, the recon level may be increased further.

When an army moves it automatically recons all neighboring hexes that it passes.

Battles

In 1848 battles are automatically resolved, but many things have an impact on the outcome.

- the composition and strength of the armies
- who has the higher recon level
- direction of the attack: front or rear
- experience, supply, readiness and morale of the participating units
- stance of the army
- abilities of the 2 generals
- the terrain on the scene of battle (hills, mountains and swamps give defense bonus to the defender)
- river between the 2 armies – armies attacking across rivers will have their defense ratings reduced

At the start of each battle the program first determines the performance of the commanders for the duration of the battle. The performance gives a firepower penalty or bonus to the troops. Then one of the opposing leaders will grab the initiative, his units are first to shoot or charge. If one army has a cavalry superiority (at least twice as much cavalry and at least 500 mounted troops), cavalry in that army will gain a morale bonus of 10. If side A greatly outnumbered side B, then side B will get a morale penalty.

If the defending army's stance is "Retreat", then at the start of the battle the leader will try to retreat without battle. There is a greater chance for retreat if the followed tactic is cautious and if the readiness of the army is high. Cavalry units in "retreat" stance will always retreat successfully from infantry.

A battle can last several hours, in each hour all participating units may perform one action.

This can be firing at an enemy unit or charging an enemy unit.

In the first hour only part of the artillery, all horse batteries and all cavalry does participate. In the 2nd and 3rd hour all 3 unit types participate (cavalry, infantry and artillery), but cavalry will charge only with a reduced chance. In the last (4th) hour of the battle infantry will charge instead of firing and cavalry is participating fully again.

In battles some units may be left out of the action. The larger an army, the lesser the chance for each unit to take part in it. Larger armies however, have the benefit of replacing retreated or routed units with fresh ones.

Choosing a target

Units will try to select a target in battle based on the following rules:

- Defending artillery will primarily fire at enemy infantry to try to break the attack.
- The attackers artillery will fire at defending artillery.
- Infantry will attack infantry most of the time.
- Cavalry primarily attacks enemy cavalry.
- Horse batteries cannot be charged by infantry at all.

Enemy units fighting

When 2 enemy units fight each other it is either fire or melee.

When firing, the attacker fires first. If the enemy unit has not yet fired in the current phase, then it may return fire. Any unit fired on will immediately lose some morale.

Hit chance depends on the firepower of the unit which in turn depends on the unit type, unit readiness and unit experience. Units that have less than 30 supply will have their firepower halved. Units under 15 supply will have their firepower divided by 4.

The defending unit has a chance to reduce casualties. This chance is proportional to the defense of the unit. Unit defense is affected by unit type, unit experience, readiness and the terrain. Armies attacked across rivers get an additional defense bonus.

If the attack causes casualties, then the unit must pass a morale check. The higher the morale and the experience of the unit, the higher the chance that it will pass the check. If the morale check fails the unit either retreats or becomes routed. When a unit is routed, some other units also lose 1 morale point.

If the defending unit fails the morale check, the attacking unit will gain morale.

In the next hours of the battle retreated units have a chance to come back. If they pass another morale check they return to battle, otherwise they stay out. Routed units never return to the battle, but they may be attacked during pursuit.

In a melee fight there are some differences to the above.

- A unit being charged by cavalry will lose 3 morale points.
- Cavalry must pass a morale check to initiate a charge.
- If a unit being charged passes the morale check, it will always fight back.

Result of the battle

The result of the battle does not depend on casualties, rather the winner is who forced a retreat on the enemy. So it is not the casualties but the morale changes of each army that will determine the outcome. If neither side could gain a significant advantage in morale, then the battle is a draw and the attacker must return to the hex where it started.

After the battle

After the battle the winner has a chance to pursue (this depends on the readiness of the troops). In this phase only the winner's units participate actively.

The winner can also gain supply and guns from the enemy.

The winning army (or armies) will gain 3 or 6 morale points – 6 if the result was a major victory.

The loser's units may surrender if their morale, readiness and supply is low (below 20).

All participating units may gain experience after the battle.

Result of the game

Result is decided on the victory points of each side. The actual victory point status can be viewed on the “Results screen”. This can be reached by the button that has 2 flags on the information panel.

There are 2 ways to gain points in the game. Towns and forts each have a point value (this can be viewed at the bottom of the information panel). Battles and engagements won also mean points won.

Depending on the victory point levels, the game will determine who is the winner. The result is a draw if the difference between victory points is less than 20%. Total victory is gained when one side has twice as many points than the enemy.

Special rules

- Serb, Rumanian and Slovak insurgents will lose morale when they lose one of their bases.
- If Wien or Olmütz is occupied by Hungary, all Austrian units will lose morale and supply each turn.
- If Nagyszeben is occupied by Hungary, all Rumanian units will lose morale and supply each turn.
- If Zagreb is occupied by Hungary, all Croatian units will lose morale and supply each turn.

Designer's note: Without the above special rules Austria could ignore the defense of very important areas.

Strategy tips

- It is rarely the best course of action to attack the enemy frontally. Try to manouver your armies to cut of the enemy from supply.
- If the enemy is much stronger, divide your forces and hit him where he is weak.
- Hungary's greatest advantage is the interior lines – concentrate your strength in the areas where you can get superior force (hint: Transylvania).
- In 1848, Austria has a great numerical and qualitative advantage. The hungarian player therefore should concentrate on recruiting units that have a low recruitment time. With high enough experience militia cavalry can upgrade to hussars and militia can upgrade to regular infantry (this is a random upgrade above 50 exp.)
- Sieges are lengthy operations and tie down significant numbers. If possible avoid sieges while the outcome of the campaign is still in doubt.

Troubleshooting

If the following solutions don't work, please send us a description of the problem and the last saved game (usually turnend.sav). It is even better if you send us all saves in case of program error. Our email: info1848@yahoo.com

Also please check the technical support forum for 1848 at www.battlefront.com

Problem: The computer takes forever to make its turn.

Solution: In the Data directory of the game, open "beallitasok.dat" with notepad. Lower the value below "Framerate", try with 15 and lower this even more if needed. It is also possible that you have spyware or virus on your computer and this causes the slowness.

Problem: When clicking on an army it takes several seconds to select it.

Solution: Lower the framerate as described above.

Problem: When clicking on a hex or a button the wrong hex is selected or the button does not react.

Solution: This problem only happens if you have an outdated video driver. Install the newest driver for your graphics card.

Problem: Unable to host an internet game – opponent cannot join.

Solution: On your proxy or router set up port forwarding for TCP and UDP ports 2350. On a firewall allow these ports or the 1848.exe program to communicate on the internet. Also make sure that you know your *true* internet IP address (IPs starting with 100 or 192 are generally local IP addresses.)

Problem: After switching to another application (ALT-TAB, pop-up, screensaver) and returning to the game the screen turns and remains gray.

Solution: If there is any window open in the game (Recruitment, Army details, etc), close the window, switch to another application by using ALT-TAB, then switch back to the game. If this does not help, save the game, exit to the menu then reload.

Problem: The game stops with an error message.

Solution: Exit the game and load the save called "turnend.sav". This may or may not solve the problem, but in any case please send us the save to this email address:

info1848@yahoo.com

Hussar Games

Hussar Games website: www.hussargames.com

Battlefront website: www.battlefront.com

Hussar Games members

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Mario Morela
Grahaeme Ross
Mario Morela
Craig "Harv" Harvey
John "Elvis" Costello
Tim "Rune" Orosz
Martin van Balkom

Free programs and code used

Open Office
(un)Delphix
Spark Sound System

We would like to thank to all people who participated in the creation of the above programs.

Fonts used

Dustismo Roman with the permission of the author