

## Chapter 3: Military Strategy

(aligning *ends*, *ways* and *means*)



*'If I always appear prepared, it is because before entering an undertaking, I have meditated long and have foreseen what might occur. It is not genius where reveals to me suddenly and secretly what I should do in circumstances unexpected by others; it is thought and preparation.'*

(Napoleon Bonaparte)

*'Thus it is that in war the victorious strategist only seeks battle after the victory is won, whereas he who is destined to defeat first fights and afterwards looks for victory.'*

(Sun Tzu)

### Summary

- Decide upon your strategy and *then* build your forces, not the other way round.
- Centre of Gravity (CoG) analysis is a useful tool to develop your strategy.
- Build as many grenadiers as possible on the first turn.
- Ensure you have sufficient artillery/pioneers to assault a large fort in May 1808.
- Develop your defences with artillery and pioneers; it is your insurance policy.
- Slowly broaden your 'all arms' capabilities – especially cavalry – as needed.
- Try to resist elite troops until later in the game.
- Try to develop a colonial position, if practicable – but do it on the cheap.
- Build five battalion brigades and then reinforce. Include 'defensive' battalions in each.

## Definition (what is it?)

34. 'Military strategy comprises the high-level direction and employment of...Armed Forces in campaigns...Military strategy is fundamentally **about choices and priorities**.'<sup>4</sup>

35. Military Strategy aims to align what you need to achieve (the **ends**), how you will do this (the **ways**) and the resources you need (the **means**).

## Why is it important?

36. It is a fortunate general indeed who gets to fight with the army he wants at a time and place of his choosing. Most have to fight with what they have. Armies evolve over time according to economic and military realities; but they can only evolve so much. Brigades, once raised, cannot be easily adapted, and you will find yourself building hundreds over the course of years. The trick is therefore to plan your force development from the very start of the game. Get it wrong, and you are dooming yourself to failure.

## What do I need to do?

37. So, you've taken over France and see yourself as an aspiring Napoleon. You've studied the Army tables and plan to relive the glories of the Empire, trampling your enemies with a vast Imperial Guard. You see yourself at the head of the Immortals; you may even have done the sums and worked out how efficient the Guard du Corps, those ridiculous breast-plated lancers, are at killing and plan to build them from the start. STOP. You're doing it wrong.

38. Before you launch into the Army tables to see what you can afford, pause, and *think*. By now you should have a reasonable feel for the strategic situation: who is likely to fight whom, how soon, and in what direction your ambitions are likely to take you. Do you have time to develop the army of your choosing? Or must you be prepared to fight early? Who would you like to fight? Who might you need to fight? And, all-importantly, *when*? Only once you know the *who* and the *when* should you decide upon the *where* and the *how*.

39. This chapter is by far the hardest to provide advice for, because the answer is invariably '*it depends*'. The military strategy that the Confederation of the Rhine might adopt in 1808 will be fundamentally different to that of, say, the Ottoman Empire; it will equally be very different to its own strategy later in the game.

40. One of the key challenges for military strategy is the issue of *time lag*. At the start of the game for most nations it is very simple: build the brigades you can afford as quickly as possible, train them as best you can in the time available, and be prepared to send them into battle on your immediate borders. However, remember that if you build grenadiers in January 1808, then they will take a *further* five months to train up to EF8, so won't be fully trained until July 1808. This becomes increasingly problematic over time. A modest second army/reinforcements of 300 battalions will take at least six months to build, and those last builds will take a further five months to train – and this is before you have marched them anywhere. Your military strategy must therefore aim off for a campaign that

---

<sup>4</sup> [Joint Doctrine Publication 0-01, UK Defence Doctrine, Sixth Edition, dated Nov 2022.](#)

will take place *at least a year in the future*. In which time the world might look very different.

41. For other nations with easy access to the sea lanes there is a further dilemma: how much of their precious national resources should be invested in a naval and/or colonial strategy? The time lag challenge still remains: it will take you at least five months to build and deploy a brigade of colonial troops before it can take any territory. Meanwhile it is very difficult to know what your rivals are doing: whilst you may have a free hand, alternatively you could easily be rapidly outnumbered. Be aware, as well, that embarking on colonial campaigns brings you into contact with new nations; this will bring both opportunities, and new threats.

42. Not only is military strategy hugely situational, it is also very personal: different players will take very different views based upon their own play styles and experience. However, the following sections attempt to provide new players with a handrail which will – hopefully - guide them through the various stages of the game.

## January 1808

43. **Central European nations (ABDEFHIKNPSW).** The bulk of any nation's builds on the first turn will be infantry; if in doubt, these should be grenadiers. Grenadiers form the backbone of every army; in Jan 1808 you have the money and the ecpts to build them, and (probably) the time to train them ready for an early war. Countries with small populations also need to focus on quality to offset their lack of quantity, so grenadiers are perfect.

44. **Peripheral nations (MRT).** Russia, alone, might look to an early war of aggression, perhaps against Warsaw. All three, however, have huge hinterlands of neutral co-ordinates, and borders to establish with neighbours. Military strategy should be focussed on mass: creating as many brigades as possible in order to generate all ten commanders as quickly as possible. Quantity is better than quality. Your main aim is to capture neutral mine locations as fast as you can in order to build your economies quickly. Be aggressive: push your borders as far as you can and close off coastlines soonest.

45. **Great Britain.** Britain, alone, has the luxury of adopting a 'Blue Water' policy and focussing on the colonies in the early game. Scattered naval squadrons should be brought together, with a view to dominating the colonies.

46. **Other colonial powers (BDEFHIKNS).** I would not advocate any other 'colonial' nation launching straight into a colonial strategy. However, all start with some initial brigades, naval squadrons and, perhaps, commanders in the colonies; a huge amount can be achieved with these for no additional investment. Understanding fleet loading capacity and planning troop embarkations will be time well spent.

### AU409H. January 1808

No surprises here: eight brigades, each of six battalions of grenadiers. 48 in total. This would set me up well for whatever the early game would throw at me.

## The Early Game

47. **Central European nations.** Ecpts and - particularly - *money*, will very quickly run out. You must continue to concentrate on developing your economy, and build what brigades you can afford. If you sense you have a bit of time, perhaps focus on building quality. If you are on the defensive and under pressure, or sense an opportunity, perhaps build militia. Militia (or the equivalent) are great for padding out armies (thereby giving you better odds in a simulated battle), fight well in mathematical battles, and give you more options for grabbing land. What you must be trying to do, however, is build a *defensive* army. The key figure is 280 battalions (bns), which equates to 70 federations (feds) in a large simulated battle. Even if the enemy outnumbers you ten to one, he will still only be able to deploy 110 feds to your 70; given a soundly built army and a sensible deployment, you should be able to defend almost indefinitely, as you will see later. I suggest you build the following:

a. **Infantry.** Ideally grenadiers, these troops will hold your front lines, protected by villages and trenches, their morale bolstered by your commander. Early in the game they will form the bulk of your combat power; later they will form less as more artillery and cavalry are added to your order of battle. Consider building some skirmishers. Many players advocate line infantry.

b. **Artillery.**

1) **By May 1808,** You **MUST** have sufficient artillery/pioneers to assault a large fortress. Most powers start with sufficient; some do not. Those on the peripheries such as Russia, Morocco and the Ottoman Empire can afford to wait a few turns; those in central Europe cannot. Countries such as Holland need to have the equivalent of 8 x Ha at EF5 in time for war in May 1808.

2) **Beyond May 1808.** Artillery cannot hold the line – that is the job of infantry. But it can help to break up an attack and, if your line holds, then it will invariably be your artillery that does the damage. Most armies should build light artillery at this stage; these don't require horses (and hence horse farms), are not ruinously expensive, and won't slow your army down. As a rule of thumb, you perhaps want 10-15 federations' worth.

c. **Pioneers.** Most players will disagree with this; however, I believe that pioneers are the most underrated troop type in the game. Even 5 feds of pioneers is the equivalent of an army manoeuvring with a fortress' worth of trenches at its disposal.

48. **Peripheral nations.** As above. With your hinterland now firmly in the process of being captured, you too must build a defensive army.

49. **Great Britain.** As above. Whether to defend the British Isles or to establish a vulnerable beachhead, it is equally important for the British Army to be able to defend itself. A tax rate of 8 and a privileged position away from the initial action means that Britain might wish to buy mounted artillery for the additional firepower and EF.

50. **Other colonial powers.** This is incredibly situational. It may be that you wish to contest Britain's stranglehold in the colonies, say, and therefore choose to reinforce your colonial troops. Equally, you may have achieved all your colonial objectives.

### AU409H. 1808 and the campaign in France.

A further 51 battalions of grenadiers were built in February. 7 light artillery, 9 pioneers and 4 musketeers (militia) in March. Diplomacy in January had told me that I was fairly safe – for now – and could afford an extra turn or two to train quality troops. I was also aware that my next step was probably fighting the French army in Paris; this would not be easy, even early in the game.

Given that there was no chance to train any more quality troops and with my money now running out anyway, my next few turns would see me focus exclusively on militia. Invading France in June 1808 I hit Paris with a single column of 225 battalions. Fortunately, France had split his forces, and it was a mathematical rather than simulated battle. Still, this French force did include most of his pre-war professionals – including the Imperial Guard – and were sitting in a medium fort. However, my grenadiers were now at EF7/8, I had sufficient artillery, and the militia bulked out my army for the battle. I would not build anything but militia until the end of the year.

## The Mid Game

51. **All nations.** If you survive the early game, then your army should now expand its 'all-arms' capabilities. As already mentioned, this will be extremely situational, and shaped by a player's play style and temperament. Here are some considerations:

- a. **Every troop type is valid.** There is a place on the battlefield for almost every troop type in the Army Tables, and the more varied your army the greater the options you have. However, there is always the odd exception. I don't care if you have a forefather who served in the King's German Legion: they cost the same money and ecpts as Highlanders, but are worse at both hand-to-hand and long-range combat, and are slower. Don't do it.
- b. **Quality v quantity.** The perennial question, to which there is no real answer. In an ideal world we would have both a quantitative *and* qualitative advantage – unfortunately life isn't like that. Quality troops are more expensive *ergo* you can have fewer of them. In very broad terms, in the early game quantity usually trumps quality, whereas later quality tends to come into its own. Even then there are subtleties: you may wish to have fewer grenadiers and pack your army out with militia, rather than to compromise by building line infantry. However, bear in mind that when armies get big it takes several sims to destroy them, and an army needs to have sufficient fighting troops to 'echelon' through in order to sustain an offensive.
- c. **Artillery.** Artillery is vital for defence, and can play a significant – sometimes key – role when attacking. However, it is hugely expensive to build and sustain; as a result, too much artillery will probably cost you the quantitative edge you need and condemn you to fighting defensively. Remember, every good general needs to be competent in defence: however, campaigns require an army to take the fight to the enemy. When expanding your artillery arm, consider adding mounted artillery to the mix, especially if you have lots of cavalry. Or, if you have concentrated on heavy artillery for defence, consider adding a few light artillery to support an infantry assault. The timely arrival of a few guns at a critical location may make all the difference.

d. **Cavalry.** As your army expands you should increasingly seek to incorporate more cavalry. Cavalry requires horse farms, and these in turn can take a considerable amount of time and money to build. Cavalry is also relatively expensive as a rule and performs poorly in mathematical battles. However, on a simulated battlefield it gives a commander many more tactical options, and it can have a devastating effect on an enemy.

1) **Heavy cavalry.** Every army should seek to have some heavy cavalry in their order of battle. Built in large numbers they would be ruinously expensive, and ensure that the enemy has the numerical advantage. However, even a dozen federations can have a disproportionate effect in shattering a key part of the enemy's line.

2) **Light cavalry.** Light cavalry can be amazingly effective, with speed to charge under an enemy's guns, or round any flank to cut off retreat. They offer an incredible number of options to a commander, and can easily turn a defeat into a bloody rout. Unfortunately, they also tend to have lower HC (hand-to-hand) and EF values, and can be unreliable in the extreme when it comes to charging home. However, if your light cavalry is sufficiently robust, and you are willing and able to build a lot of them – an awful lot of them – then they can produce victories like no other troop type.

e. **Elite troops.** Try to avoid building elite troops at this stage if you can. A few may make sense; for instance, two or three feds of guard infantry to defend strategic points in a sim. However, as a general rule it is more effective to build regular troops and thereby seek to achieve a numerical edge. If you do build elite troops, be very careful how they join your main army if the latter is fighting at the front. If caught in a mathematical battle your precious investment will be destroyed for nought.

52. **Great Britain.** It is in the mid-game that Britain must do some hard thinking. To ensure ultimate victory it must get involved on the continent. But where? And with whom? Landing unopposed in an ally's depot is infinitely preferable to an opposed amphibious invasion.

53. **All colonial powers.** This may well be the time for powers with colonial aspirations to build more Colonial Troops. Whilst in the early game colonial gains for most nations are best achieved through commanders, later those commanders will be needed back in Europe, and it is a valid decision to then build Kt brigades to continue the fight in the colonies. Also remember to send some artillery out from Europe: it would be very embarrassing to find yourself undone by a wooden stockade. You may even find that troop levels in the colonies are such that you are now also fighting simulated battles out there; this brings a whole new dimension to the game!

#### **AU409H. Preparing for the Prusso-Polish campaign.**

Going into 1809, money was tight. Yes, I had conquered half of France; however, I still had to fully develop my economy, and whilst the new tax income was very welcome, it would take some months to kick in. I built what I could, but it wasn't much: mostly militia. However, this was also exactly what I needed, given that my military strategy against Prussia would be to defeat him *economically*. However, I knew that I also had to be able to fight a defensive battle – especially if Warsaw also turned to face me –

and so in May 1809 I invested in more quality. When I invaded Prussia in February 1810, I was able to launch one fighting army and another four columns of landgrabbers.

It is worth noting that throughout this early game I had been hampered by a really low trade rate in my trade cities; also, that someone – I'm guessing Warsaw – had dumped a load of ecpts in them. Don't forget the power of economic strategy...

## The End Game

54. **All nations.** By the end game, you will know not only know who your enemies are but have a pretty good understanding of their order of battle. Try to target their weaknesses and guard your own. If you can, now is the time to invest in elite troops, where that qualitative edge may just prove crucial to victory.

### AU409H. The End Game.

I knew that as Holland I had the best army tables within our alliance; also that I could focus on Europe, undistracted by the colonies. The Dutch army would do the 'heavy lifting' in our European campaigns and so, above all, it had to be an offensive army. I therefore sought to build as much heavy cavalry as I could; by the end game this was 56 bns a turn. However, I knew that by then my economy was strong enough that I could ensure both a qualitative and quantitative advantage in the battles to come.

## Other Thoughts

55. **The colonial dilemma.** For most players – especially those in the East – the strategic choices are relatively straightforward. So long as they build a sound European army, they have the flexibility to deal with most contingencies. Conversely, those powers with easy access to the colonies have a much more formidable challenge when deciding where to invest their precious resources. Britain alone has the option (at least in the early game) of a 'Blue Water' policy; all other 'colonial' powers – especially those like Spain that start with overseas possessions - have very difficult decisions to make. The colonies are a valuable source of raw materials and additional tax and trade revenue; they add resilience to a nation's economy; and, best of all, territory is relatively cheap and easy to conquer. However, Colonial Troops (Kt) are the most expensive troops in the game, and represent a massive investment, especially in the early game. Moreover, brigades destined for the colonies require shipping to move them – an additional expense to build and/or maintain. And, lastly, there is the time factor: building brigades, embarking them, sailing them and finally marching them across foreign continents takes time – time you may not have back in Europe. There is *always* an opportunity cost to colonial adventures. As a general rule I would always encourage colonial ambitions; however, players should seek to achieve them as cheaply and efficiently as possible. In the early game, for instance, you will have more commanders than you can use in Europe; if sent to the colonies with a brigade of militia they will be just as effective and much, much cheaper than Kt. Similarly, do not worry about escorts for merchantmen: other players always have higher priorities than patrolling sea lanes, and a single merchantman will (almost) always get through. And remember, bluffing goes a long way.

56. **Selection and Maintenance of the Aim (the Master Principle of War).**

- a. **Selection...** Deciding *where* and *how* to fight a campaign are two of the key decisions in the game. [Annex A](#) covers Centre of Gravity analysis, which players may find a useful tool.
- b. **...and Maintenance.** *Sustaining* a campaign to its culmination is just as important. Annex B is a vignette from AU409 where our alliance's military strategy diverged.

57. **Administration.**

- a. **Section 1: transferring goods.** Don't forget that if you are fighting a sim in a trade city or depot that you know the depot number of, then you can attempt to transfer in goods *in the turn you fight your sim*. If you lose or draw the sim then the goods won't transfer and you will have lost nothing; however, if you win then you will have gained a critical advantage by being able to repair your army for a second sim. The depot will need to be trade city or have a large fortress for this to work.
- b. **Section 2: demolish items.** Do not be afraid to demolish the odd battalion if it helps improve movement or solves loading capacity issues, especially in the colonies. For instance, the Duchy of Warsaw starts the game with two heavy artillery battalions: I suggest that the Polish player needs to think hard about keeping them when they will slow his army down from 32 to 24 MPs.
- c. **Section 3: setting up brigades.**
  - 1) **Brigades v battalions.** A nation will rarely be able to build 56 bns each turn. If in doubt, it is better to build more brigades (of 5 battalions each). The slots for battalions 6 and 7 can be filled later, by transferring in other battalions or by building elite troops. Not only will this generate your ten commanders more quickly in the early game, but later, when the brigade limit has been reached, it will give you an advantage against your enemies.
  - 2) **Fighting brigades v garrisons.** Try to plan your builds so that you generate garrison brigades of two militia battalions, transferring fighting battalions from slots 3, 4 and 5 to slots 6 and 7 in fighting brigades.
  - 3) **Brigade structures.** How you build your brigades is entirely up to you. However, I would strongly recommend that every brigade contains two 'defensive' battalions (artillery, pioneers or militia) as well as 'offensive' battalions (grenadiers, cavalry etc). That way you are unlikely to lose an entire brigade. This will be particularly important by the end game.
- d. **Section 4: building additional battalions.** Remember, if you build additional battalions – ie elite battalions – then you can also train them in the same turn. Ensure that you have transferred sufficient resources in Section 1 to do so, and remember that they cost *double* the amount of money in the army tables to build (although you can build them anywhere in Europe at that cost).
- e. **Section 5: increasing headcount.** Always try and keep your army as fully manned as practicable. If in doubt, I would generally recommend refitting your army before building new brigades.




f. **Section 6: increasing brigade experience level.** Personally, I always train my militia. Most players will probably disagree with this. However, training militia to EF5 costs almost nothing, and every now and then it will be the difference between winning a math battle with another landgrabbing column or not.

g. **Section 7: exchanging battalions.** Always, *always*, use Section 7 every turn. If not generating militia brigades as above, then there is always ‘housekeeping’ that you can do to make your army more efficient, and to protect brigades.

h. **Section 8: merge battalions.** The only time to consider this, in my opinion, is at the start of the game for colonial empires who need to optimise their fleet loading capacities, but who have run out of ‘demolish item’ or ‘exchange battalion’ orders.

## Military Strategy Checklist: The Principles of War

58. The Principles of War are a useful checklist to review your military strategy. Each country has their own, and there have been many over the years, but all share common themes. The ones below are recent British ones<sup>5</sup>.

	Principle	Definition	Austerlitz Checklist
	<b>Selection and maintenance of the aim</b> <i>(the master principle)</i>	A single, unambiguous aim is <b>key to successful military operations</b>	<ul style="list-style-type: none"> <li>Decide which campaign is critical to achieving your aims.</li> <li>This is your <b>Main Effort</b>: <b>resource it appropriately.</b></li> </ul>
	Maintenance of morale	Enables a positive state of mind derived from political and military leadership	<ul style="list-style-type: none"> <li>Demonstrating competence in your builds and campaigns will help maintain your allies' morale.</li> </ul>
	Offensive action	The way in which a commander seeks to gain advantage, sustain momentum and seize the initiative	<ul style="list-style-type: none"> <li>There will be times when you are forced onto the strategic defensive; however, <b>only by going over to the offensive can you win.</b></li> </ul>
	Security	Providing and maintaining freedom of action	<ul style="list-style-type: none"> <li><b>Protect your Critical Vulnerabilities</b> in the same way that you target your enemies (see Annex A).</li> </ul>
	Surprise	The consequence of confusion induced by <b>introducing the unexpected</b>	<ul style="list-style-type: none"> <li>Delivering combat power in a strength and/or time and place that is unexpected will catch the enemy off-guard.</li> </ul>
	<b>Concentration of force</b>	Involves decisively <b>synchronising fighting power</b> to realise effects, when and where required	<ul style="list-style-type: none"> <li>Bring your full combat power to bear against the enemy in order to gain a numerical advantage.</li> </ul>
	<b>Economy of effort</b>	Judiciously exploiting manpower, materiel and time	<ul style="list-style-type: none"> <li>Be <i>efficient</i>.</li> </ul>

<sup>5</sup> Joint Doctrine Publication 0-01, [UK Defence Doctrine](#), 5<sup>th</sup> Edition, page 50, dated Nov 2014. Superseded by [6<sup>th</sup> Edition](#) in 2022.

			<ul style="list-style-type: none"> <li>Do not use a sledgehammer to crack a nut, especially in the colonies.</li> </ul>
	Flexibility	The ability to change readily to meet new circumstances – it comprises agility, responsiveness, resilience and adaptability	<ul style="list-style-type: none"> <li>Unforeseen opportunities and threats will arise: be prepared to meet them.</li> </ul>
★	<b>Cooperation</b>	Incorporates <b>teamwork</b> and a sharing of dangers, burdens, risks and opportunities	<ul style="list-style-type: none"> <li>A coordinated coalition is much greater than the sum of its parts.</li> </ul>
	Sustainability	The means by which fighting power and freedom of action are maintained.	<ul style="list-style-type: none"> <li>Ensure your armies will not starve or desert for lack of food or money.</li> </ul>

## What next?

59. Having identified your Grand Strategy (Chapter 2) you now understand what you need to achieve (your **ends**). However, these ends must be *achievable* given your **ways** and **means**. Credible strategy relies on an honest appraisal of your current and future capabilities.

60. In deciding upon your chosen Military Strategy you may have identified enemy vulnerabilities that you wish to target. You will have built armies (and, possibly, fleets), trained them, and moved them – by land and/or sea – to your chosen theatre. How they fight when they get there is the subject of the next chapter: Operational Art.

## Annexes

- A. [Centre of Gravity \(CoG\) Analysis.](#)
- B. [AU409H. A Tale of Two Strategies.](#)

## Centre of Gravity (CoG) Analysis<sup>6</sup>

61. **What is it?** CoG Analysis is a useful means of getting to the heart of an enemy's strength and, most importantly, working out how best to *target it*. Its sub-components are Critical Capabilities, Critical Requirements and Critical Vulnerabilities.

a. **Centre of Gravity/Critical Capabilities.** I would argue that in Austerlitz, the strategic CoG for any player is his main *fighting army in continental Europe*. In terms of Critical Capabilities (CC) it is the one force that has the combat power to defeat an enemy's main army. Conversely such an army is, in most cases, impossible to replace in a sufficiently timely fashion; as such its destruction is a major blow to the morale of the player in question. However bad the strategic situation, most players will fight on whilst there is a chance – however slim - of victory in the field; when their main army is destroyed or severely damaged, whether through enemy action, starvation or desertion, then their will to continue often crumbles.

*'Loss of hope rather than loss of life is the factor that really **decides wars**...The all time experience of warfare shows that when men reach the point where they see, or feel, that **further effort and sacrifice can do no more than delay the end**, they commonly lose the will to spin it out, and **bow to the inevitable**'*  
(B.H. Liddell Hart<sup>7</sup>)

It is for this reason that easily-replaced landgrabber columns cannot be considered the CoG. Similarly I would argue that a fleet cannot be considered a CoG: wars are not won at sea. The Battle of Trafalgar may well have prevented Britain *losing* the Napoleonic wars; but the Royal Navy had no means of targeting Napoleon's CoG, which remained his Grande Armee. It is for this reason as well that I stress the *continental* army: wars are won on mainland Europe. An army in the colonies – whilst perhaps defending key economic interests – cannot directly affect the outcome of the war and is not, therefore, the CoG.

b. **Critical Requirements (CR).** A CoG has a number of Critical Requirements in order to function. First and foremost every army requires a functioning economy with which to support it. There needs to be sufficient money to recruit and pay the men; sufficient men and horses for the replacements and remounts; and, of course, sufficient ecpts to underpin it all. The latter, in turn, requires factories, mills, sheep farms and lumber camps. Some countries – notably the 'colonial' powers but especially Britain – also require a fleet to move armies and materiel across the seas.

c. **Critical Vulnerabilities (CV).** CoG Analysis really boils down to this: identifying Critical Vulnerabilities *which can be targeted*. For example, let us say that you wanted to target the enemy economy. It is highly likely that the CV, especially in the early game, could be the single enemy ore mine; you would therefore wish to ensure that you captured it as soon as possible in a campaign. However, it might be that later in the game an enemy is managing to fight on with few – if any – ore mines; chances are that he is being supplied with ecpts by an ally or third party. In this case

---

<sup>6</sup> As taught on the [Joint Operational Planning Course](#) (JOPC).

<sup>7</sup> *Defence of the West*, (London: Casell and Co, 1950)

you might want to examine how those ecpts are getting to his warehouse; this in turn might lead you to seek to capture his last port, or perhaps to blockade it. Alternatively, perhaps you are facing a small, densely-populated country like the Confederation, or Holland: you might, in this situation, view its population (and therefore the tax income) as a CV, and determine to target it through a number of landgrabbing columns. So, whilst the generic CR remain broadly the same, the CV – and the means of targeting them – will change.

#### **AU332. A failure to identify the British Critical Vulnerabilities.**

As Britain I decided to take a novel approach and focus my energies on generating an expeditionary force largely based upon *Chasseur Britannique*. Now, we can argue the sense in that – but that is not the point. The key thing is that such a policy required me to devote as many co-ordinates as possible to horse farms in order to generate the mounts for such an army. In turn, this required that my colonies not only produced ore, gold and zinc: they were now critical to providing the wool, textiles and food that my economy needed. All these goods had to be transported via the vulnerable trade routes. Moreover, all of this could be deduced from examining my economic builds, since all were visible on the maps.

My enemies were Spain, Portugal and Morocco. All three had the ways and means to target my CV, yet none did. My merchantmen constantly slipped through the trade routes and my economy never suffered. Only very late in the game did Morocco start trying to intercept my merchantmen; however, by then the game had moved on and my possessions in Europe had removed that vulnerability. He had, to be fair, been extremely active in land campaigns in the East Indies; however, these failed to target the co-ordinates that mattered, and no blockade – if instigated – was ever effective.

My other CV was my ability to land an expeditionary force on the Continent: without allies at the time I was hugely vulnerable and needed to establish a strong beachhead as quickly as possible. I was most vulnerable immediately after my landing in Jutland, when a Spanish or Portuguese force could easily have wiped me out; fortunately they chose not to. Instead, they chose to build up a massive fleet to challenge the Royal Navy at sea. My spies failed to spot this development, and when their fleet finally struck in the North Sea they destroyed the Royal Navy in a huge battle. However, the irony is that by then they were doing me a massive favour: my expeditionary force was safely ashore and pushing into Europe in force, whilst the game had reached the maximum number of brigades so there were no more reinforcements to transport even if I wanted to! So, whilst my operating costs had been slashed, they had invested vast sums in a fleet that was now costing them a fortune every month for no discernible benefit. The opportunity cost of this strategy is clear.

So, CoG Analysis is a useful tool for examining an enemy's vulnerabilities; however, don't forget that you have your own vulnerabilities that need to be protected or mitigated in some way. Remember – the other players get a vote in who wins as well.

### AU409H. A Tale of Two Strategies (1 of 6)

Game 409 provides an interesting example of two different approaches to military strategy within the western alliance. As stated before, there is never a single way to be successful in Austerlitz. Hopefully this vignette provides a useful insight into some of the challenges faced by nations at the strategic level.

**1812: the enemy high-water mark.** Much has happened in two years. Russia was on the back foot against Denmark and about to drop; I marched the Dutch army deep into Russia to assist. Meanwhile Morocco formed a new coalition of BDMTW...and R. I had to conduct a fighting withdrawal back from the Urals, then force march home to deal with the Poles. The Polish army, in a brilliant campaign, had evaded my Portuguese and British allies, overrun Holland and destroyed 300 bns of my reinforcements.

However, the Poles had been let down badly by their coalition's lack of coordination. The Bavarian army finally sallied forth from Munich only to be destroyed by the Portuguese. The Ottoman army, within a turn's march of the battlefield, sat and watched. The Danish army remained somewhere to the east. Alone, the Polish army was finally caught by the Portuguese, then the Dutch, and destroyed; the enemy had lost its best army and ablest field commander.

Meanwhile the Royal Navy had caught and destroyed the Moroccan fleet in a massive battle near Tunis.

With our enemies in disarray, the Dutch, Portuguese and British armies surged east...

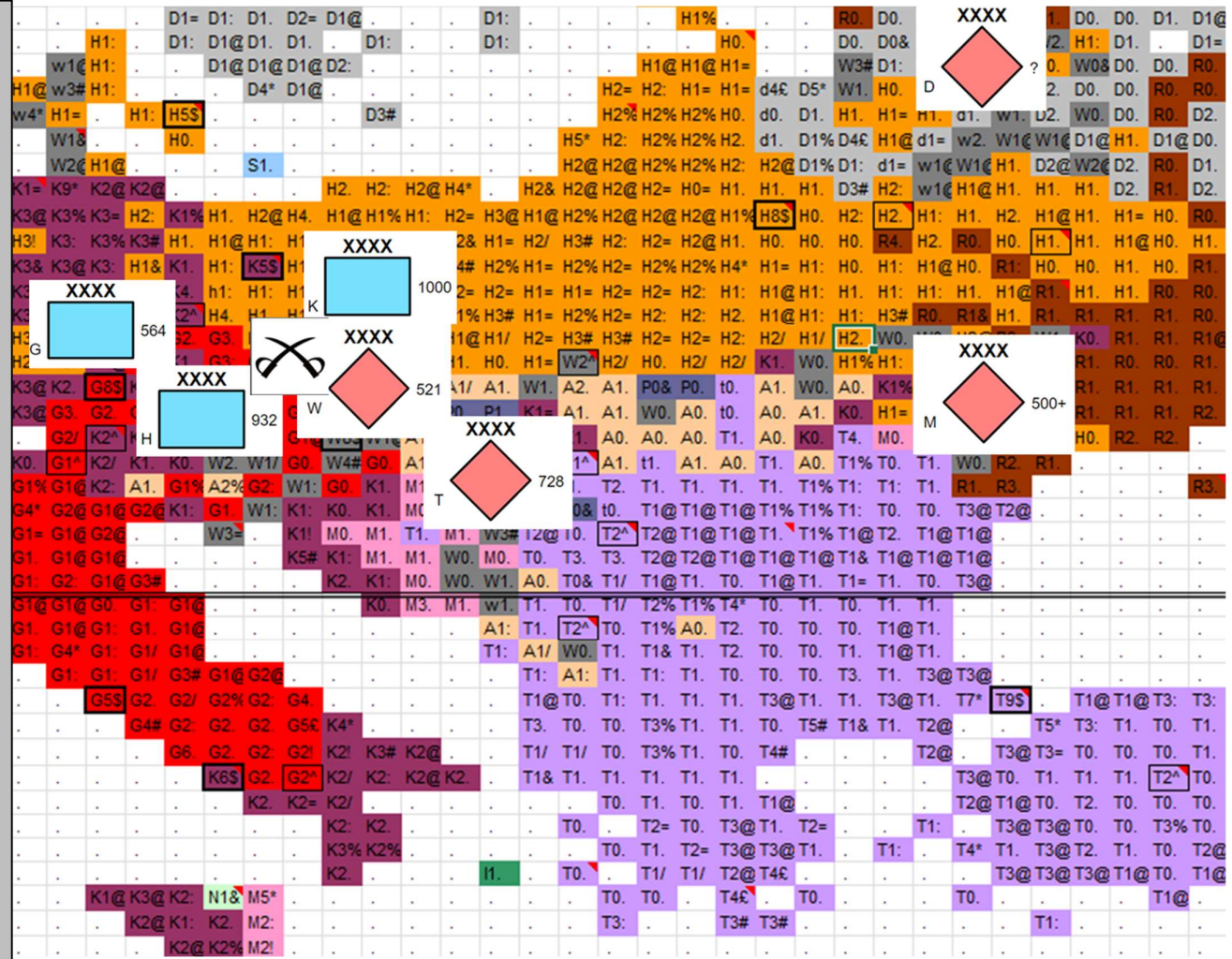
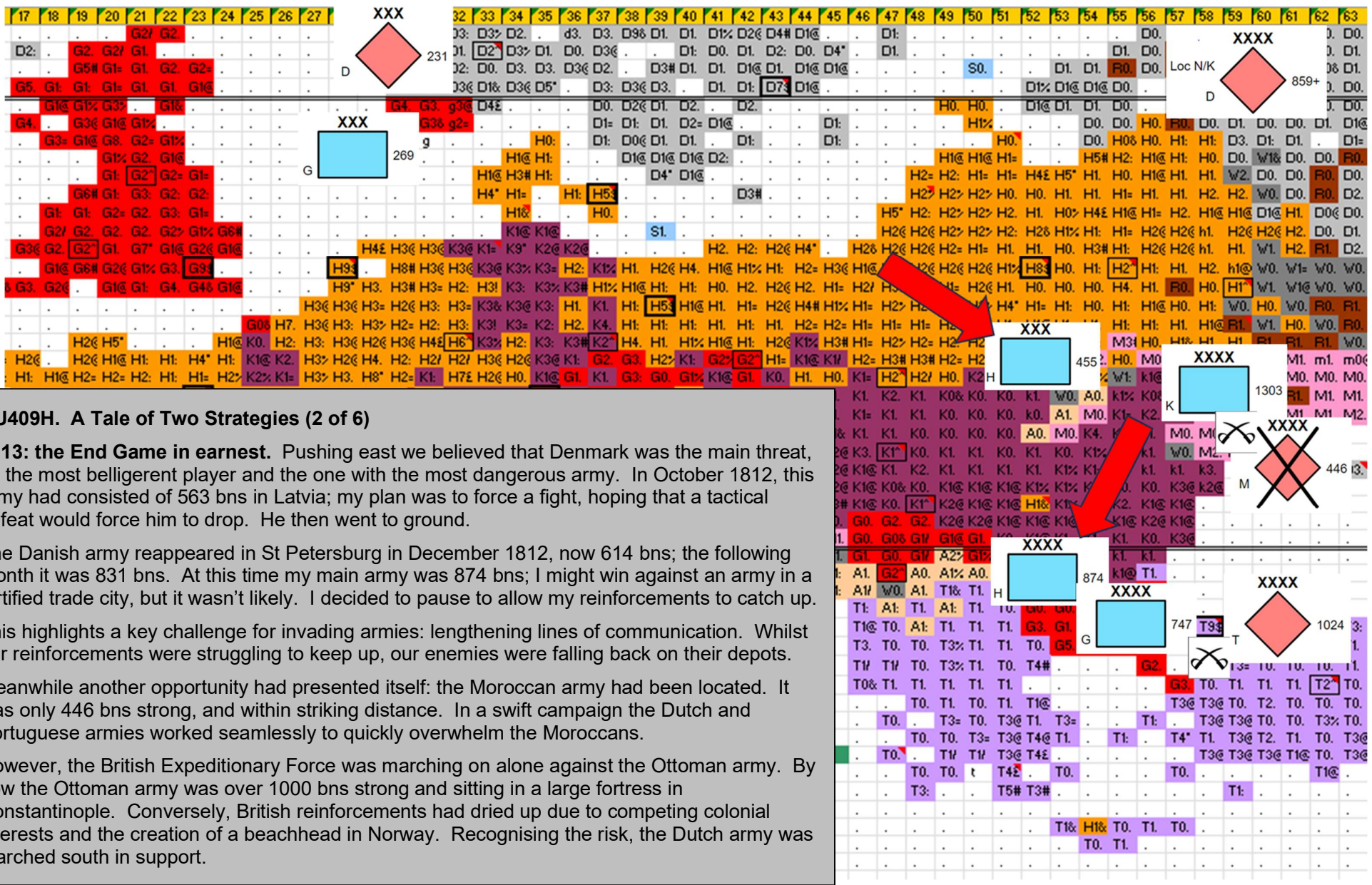


Figure 9. AU409H, June 1812



**AU409H. A Tale of Two Strategies (2 of 6)**

**1813: the End Game in earnest.** Pushing east we believed that Denmark was the main threat, as the most belligerent player and the one with the most dangerous army. In October 1812, this army had consisted of 563 bns in Latvia; my plan was to force a fight, hoping that a tactical defeat would force him to drop. He then went to ground.

The Danish army reappeared in St Petersburg in December 1812, now 614 bns; the following month it was 831 bns. At this time my main army was 874 bns; I might win against an army in a fortified trade city, but it wasn't likely. I decided to pause to allow my reinforcements to catch up.

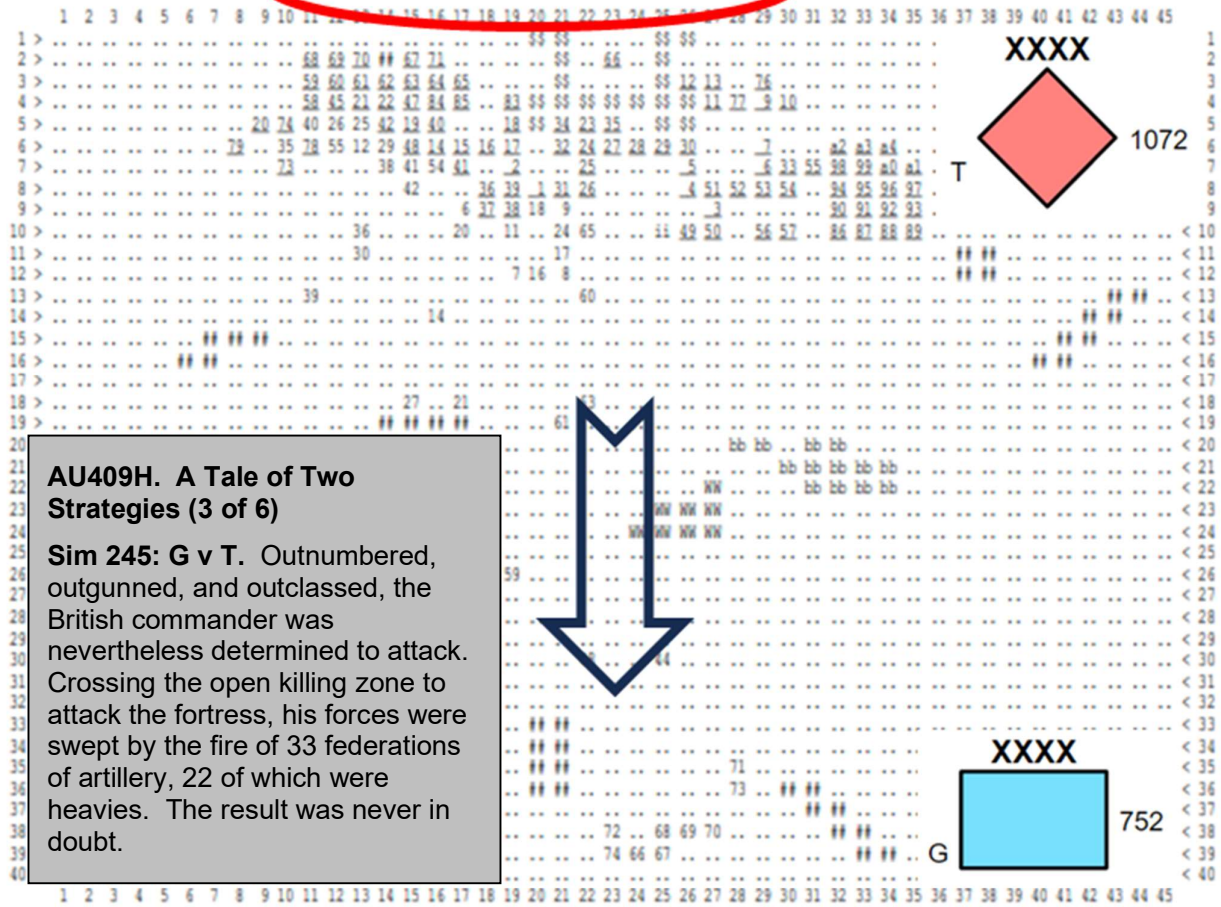
This highlights a key challenge for invading armies: lengthening lines of communication. Whilst our reinforcements were struggling to keep up, our enemies were falling back on their depots.

Meanwhile another opportunity had presented itself: the Moroccan army had been located. It was only 446 bns strong, and within striking distance. In a swift campaign the Dutch and Portuguese armies worked seamlessly to quickly overwhelm the Moroccans.

However, the British Expeditionary Force was marching on alone against the Ottoman army. By now the Ottoman army was over 1000 bns strong and sitting in a large fortress in Constantinople. Conversely, British reinforcements had dried up due to competing colonial interests and the creation of a beachhead in Norway. Recognising the risk, the Dutch army was marched south in support.

Figure 10. 1813: the eastern campaign

Simulated battle No. 245 Round: 19 Morale level: T: 18% G: 62%



Federations of Ottoman Empire											
1 20/ 8 Ha 33	2535 18 18	2 19/ 7 Ha 33	2864-39-42	3 27/ 9 Ha 33	F 2508 . .	4 26/ 8 Ha 33	2830-60-63	5 26/ 7 Ha 33	2986-10-24		
6 29/ 7 Ha 33	3200-10-63	7 29/ 6 Ha 33	3200-53-63	9 29/ 4 Ha 33	3200-8-63	10 30/ 4 Ha 33	3200-53 .	11 27/ 4 Ha 33	3200 . .		
12 26/ 3 Ha 33	3200 . .	13 27/ 3 Ha 33	3200 . .	14 16/ 6 Ha 33	2728 54 54	15 17/ 6 Ha 33	3152-16- 7	16 18/ 6 Ha 33	3134-21-21		
17 19/ 6 Ha 33	3168-14-20	18 19/ 5 Ha 33	3200 .-30	19 15/ 5 Ha 33	3074 .-41	20 9/ 5 Ha 33	2301-27-39	21 13/ 4 Ha 33	F 2003 25 25		
22 14/ 4 Ha 33	2848-30-12	23 22/ 5 La 33	3125-14-20	24 22/ 6 La 33	3146-14-20	25 22/ 7 La 33	3200 . .	26 22/ 8 La 33	2990-60-65		
27 23/ 6 La 33	3141 . .	28 24/ 6 La 33	3200-53-45	29 25/ 6 La 33	2987-60-24	30 26/ 6 La 33	3165-10-24	31 21/ 8 La 33	2805 9 9		
32 21/ 6 La 33	F 101 . .	33 30/ 7 La 33	3200 . .	34 21/ 5 PG 33	k 2293 . .	35 23/ 5 PG 33	k 1419 . .	36 18/ 8 PG 33	k 2176 .-42		
37 18/ 9 PG 33	k 2474 6 6	38 19/ 9 PG 33	k 1222 18 11	39 19/ 8 PG 33	k 2564-14-20	40 16/ 5 PG 33	k 803 . .	41 17/ 7 PG 33	k 1693 54 54		
42 14/ 5 PG 33	f 705 38 29	45 12/ 4 PG 33	f 0 26 26	47 15/ 4 PG 33	k 2795-30 .	48 15/ 6 PG 33	f 202 29 41	49 26/10 PG 33	k 2985-53-65		
50 27/10 PG 33	k 3115-53-60	51 27/ 8 PG 33	k 3121-10- 8	52 28/ 8 PG 33	k 3200 . .	53 29/ 8 PG 33	k 3200 . .	54 30/ 8 PG 33	k 3200 . .		
55 31/ 7 PG 33	k 3200 . .	56 29/10 PG 33	k 3074-53 .	57 30/10 PG 33	k 3200 . .	58 11/ 4 PG 33	k 2757 40 40	59 11/ 3 PG 33	k 32987 . .		
60 12/ 3 PG 33	k 3200 . .	61 13/ 3 PG 33	k 3200 . .	62 14/ 3 PG 33	k 3200 . .	63 15/ 3 PG 33	k 3200 . .	64 16/ 3 PG 33	k 3200 . .		
65 17/ 3 PG 33	k 3200 . .	66 23/ 2 PG 33	k 3200 . .	67 15/ 2 PG 33	k 3200 . .	68 11/ 2 PG 33	k 3183 . .	69 12/ 2 PG 33	k 3200 . .		
70 13/ 2 PG 33	k 3200 . .	71 16/ 2 PG 33	k 3200 . .	73 10/ 7 PG 33	f 428 12 35	74 10/ 5 PG 33	f 326 40 40	76 29/ 3 Li 33	k 3200-60-65		
77 28/ 4 Li 33	k 3200 . .	78 11/ 6 PG 33	f 1219 . 35	79 8/ 6 PG 33	k 1988-39-36	83 19/ 4 Li 33	k 3200 . .	84 16/ 4 Li 33	k 3200 .-41		
85 17/ 4 Li 33	k 3200 .- 7	86 32/10 Sp 33	K 3200 . .	87 33/10 Sp 33	K 3200 . .	88 34/10 Dr 33	K 3200 . .	89 35/10 Dr 33	K 3200 . .		
90 32/ 9 Dr 33	K 3165 . .	91 33/ 9 Dr 33	K 3076 . .	92 34/ 9 Dr 33	K 3044 . .	93 35/ 9 Dr 33	K 3153 . .	94 32/ 8 Wn 33	K 3200 . .		
95 33/ 8 Wn 33	K 3200 . .	96 34/ 8 Wn 33	K 3200 . .	97 35/ 8 Wn 33	K 3200 . .	98 32/ 7 Wn 33	K 3200 . .	99 33/ 7 Wn 33	K 3200 . .		
a0 34/ 7 Wn 33	K 3200 . .	a1 35/ 7 Wn 33	K 3200 . .	a2 32/ 6 Wn 33	K 3200 . .	a3 33/ 6 Wn 33	K 3200 . .	a4 34/ 6 Wn 33	K 3200 . .		
Federations of Great Britain											
6 17/ 9 Pg 32	f 2129 37 37	7 19/12 Pg 32	f 1002 . .	8 21/12 Pg 32	f 2213-39 . .	9 21/ 9 Pg 32	f 845 31 31	11 19/10 Pg 32	f 2568 38 38		
12 13/ 6 Be 32	f 1677 73 .	13 12/27 Be 32	f 1448 . .	14 16/14 Be 32	f 2121 . .	16 20/12 Be 32	f 1334 . .	17 21/11 Be 32	f 3103-39-49		
18 20/ 9 Be 32	f 2147 38 38	20 17/10 Be 32	f 0 . .	21 17/18 Be 32	f 237 . .	22 17/21 Be 32	f 2176 . .	23 16/28 Be 32	f 2271 . .		
24 21/10 Be 32	f 2949 .-26	25 13/ 5 Hh 32	F 2633 21 42	26 12/ 5 Hh 32	F 2115 45 45	27 15/18 Hh 32	F 1640 . .	29 14/ 6 Dr 32	F 1991 48 48		
30 13/11 Dr 32	F 2585-47 .	35 10/ 6 Hi 32	f 2127 74 74	36 13/10 Hi 32	f 1321 . .	37 10/23 Hi 32	f 2121 . .	38 14/ 7 Hi 32	f 2929 42 .		
39 11/13 Hi 32	f 2470-20 .	40 11/ 5 Hi 32	f 2477 74 58	41 15/ 7 Hi 32	f 2444-22 48	42 15/ 8 Hi 32	f 2933 42- 2	44 25/30 CB 12	F 670 . .		
48 22/30 CB 12	F 1694 . .	52 13/26 Hi 12	f 2182 . .	54 16/ 7 Hi 12	f 2047 41 14	55 12/ 6 Hi 32	f 2555-22 78	56 9/24 Hi 12	f 2583 . .		
57 10/34 Hi 12	f 2415 . .	59 19/26 Hi 12	f 643 . .	60 22/13 Hi 12	f 1972-26 .	61 21/19 Hi 32	f 2708 . .	62 16/21 Hi 12	f 2183 . .		
63 22/18 Hi 12	f 1595 .-49	65 22/10 Hi 32	f 1716-56-26	66 24/39 Hi 33	f 3184 . .	67 25/39 Hi 33	f 3184 . .	68 25/38 Hi 33	f 3184 . .		
69 26/38 Hi 33	f 3180 . .	70 27/38 Hi 33	f 3132 . .	71 28/35 Pi 36	f 3192 . .	72 23/38 Pi 36	f 3192 . .	73 28/36 Ha 32	F 3192 . .		
74 23/39 Ha 32	F 3192 . .										

Figure 11. AU409 Sim 245 G v T, Constantinople

**Battalion Federations of Ottoman Empire (Losses: 56085)**

Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF	Type	Men	EF	Men	EF	Men	EF	Men	EF									
217	Mn	800	8	800	8	800	8	800	8	218	Mn	800	8	800	8	800	8	800	8	219	Mn	800	8	800	8	800	8	800	8
220	Mn	800	8	800	8	800	8	800	8	221	Mn	800	8	800	8	800	8	800	8	222	Mn	800	8	800	8	800	8	800	8
223	Mn	800	8	800	8	800	8	800	8	224	Mn	800	8	800	8	800	8	800	8	225	Mn	800	8	800	8	800	8	800	8
226	Mn	800	8	800	8	800	8	800	8	227	Mn	800	8	800	8	800	8	800	8	228	Mn	800	8	800	8	800	8	800	8
229	Mn	800	8	800	8	800	8	800	8	230	Mn	800	8	800	8	800	8	800	8	231	Uh	800	6	800	6	800	6	800	6
232	Uh	800	6	800	6	800	6	800	6	233	Uh	800	6	800	6	800	6	800	6	234	La	800	7	800	7	800	7	800	7
235	La	781	7	781	7	781	7	781	7	236	La	786	7	786	7	786	7	786	7	237	La	800	7	800	7	800	7	800	7
238	La	747	7	747	7	747	7	747	7	239	La	785	7	785	7	785	7	785	7	240	La	800	7	800	7	800	7	800	7
241	La	747	7	747	7	747	7	747	7	242	La	791	7	791	7	791	7	791	7	243	La	701	7	701	7	701	7	701	7
244	La	25	7	25	7	25	7	25	7	245	La	800	7	800	7	800	7	800	7	246	La	800	7	800	7	800	3	800	3
247	Ha	634	8	634	8	634	8	634	7	248	Ha	716	8	716	8	716	8	716	7	249	Ha	627	7	627	7	627	7	627	8
250	Ha	707	7	707	7	707	7	707	7	251	Ha	747	7	747	7	747	7	747	7	252	Ha	800	7	800	7	800	7	800	8
253	Ha	800	7	800	7	800	7	800	7	254	Ha	800	7	800	7	800	7	800	7	255	Ha	800	7	800	7	800	7	800	7
256	Ha	800	8	800	7	800	7	800	7	257	Ha	800	7	800	7	800	7	800	7	258	Ha	800	7	800	7	800	8	800	7
259	Ha	800	8	800	7	800	7	800	7	260	Ha	682	7	682	7	682	7	681	7	261	Ha	788	7	788	8	788	7	788	7
262	Ha	784	7	784	7	784	7	784	7	263	Ha	792	4	792	4	792	4	792	4	264	Ha	800	5	800	5	800	4	800	5
265	Ha	768	4	768	4	768	4	768	4	266	Ha	575	4	575	4	575	4	575	4	267	Ha	501	4	501	4	501	4	501	4
268	Ha	712	4	712	3	712	3	712	3																				

**Battalion Federations of Great Britain (Losses: 124721)**

Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF	Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF	
1	--	---	---	---	---	---	---	---	---	3	---	---	---	---	---	---	---	---	---	---	
4	--	---	---	---	---	---	---	---	---	6	Fg	207	10	207	10	207	10	207	10	207	10
7	Fg	250	10	250	10	250	10	250	10	8	Fg	549	10	549	10	549	10	549	10	549	10
10	--	---	---	---	---	---	---	---	---	11	Fg	425	10	425	10	425	10	425	10	425	10
13	Hh	462	10	462	10	462	10	462	10	14	--	---	---	---	---	---	---	---	---	---	---
16	Be	326	8	326	8	326	8	326	8	17	Be	530	8	530	8	530	8	530	8	530	8
19	Be	297	8	297	8	297	8	297	8	20	Be	729	8	729	8	729	8	729	8	729	8
22	--	---	---	---	---	---	---	---	---	23	--	---	---	---	---	---	---	---	---	---	---
25	Be	489	8	489	8	489	8	489	8	26	Be	511	8	511	8	511	8	511	8	511	8
28	Be	796	8	796	6	796	6	796	4	29	Hi	510	8	510	8	510	8	510	8	510	8
31	Hi	477	8	477	8	477	8	477	8	32	Hi	497	8	497	8	497	8	497	8	497	8
34	Hi	481	8	481	8	481	8	481	8	35	Hi	230	8	230	8	230	8	230	8	230	8
37	Hi	475	8	475	8	507	7	507	7	38	Hi	356	7	356	7	356	7	356	7	356	7
40	Hi	408	7	408	7	408	7	408	7	39	Hi	798	7	798	7	798	7	798	7	798	7
43	Hi	543	7	543	7	543	7	543	7	42	Hi	370	7	370	7	370	7	370	7	370	7
46	Hi	609	7	609	7	609	7	609	7	45	Hi	293	7	293	7	293	7	293	7	293	7
49	Hi	605	7	605	7	605	7	605	7	48	Hi	798	7	798	7	798	7	798	7	798	7
52	Hi	798	7	798	7	798	7	798	7	51	Hi	798	7	798	7	798	7	798	7	798	7
55	Hi	798	7	798	7	798	7	798	7	54	Hi	798	7	798	7	798	7	798	7	798	7
58	Hi	798	7	798	7	798	7	798	7	57	Hi	798	7	798	7	798	7	798	7	798	7
61	Hi	798	7	798	7	798	7	798	7	60	Hi	798	7	798	7	798	7	798	7	798	7
64	Hi	798	7	798	7	798	7	798	7	63	Hi	798	7	798	7	798	7	798	7	798	7
67	Hi	798	7	798	7	798	7	798	7	66	Hi	798	7	798	7	798	7	798	7	798	7
70	Hi	798	7	798	7	798	7	798	7	69	Hi	798	7	798	7	798	7	798	7	798	7
73	Hi	798	7	798	7	798	7	798	7	72	Hi	798	7	798	7	798	7	798	7	798	7
76	Hi	798	7	798	7	798	7	798	7	75	Hi	798	7	798	7	798	7	798	7	798	7
79	Hi	798	7	798	7	798	7	798	7	78	Hi	798	7	798	7	798	7	798	7	798	7
82	Hi	798	7	798	7	798	7	798	7	81	Hi	798	7	798	7	798	7	798	7	798	7
85	Hi	798	7	798	7	798	7	798	7	84	Hi	798	7	798	7	798	7	798	7	798	7
88	Hi	798	7	798	7	798	7	798	7	87	Hi	798	7	798	7	798	7	798	7	798	7
91	Hi	798	7	798	7	798	7	798	7	90	Hi	798	7	798	7	798	7	798	7	798	7
94	Hi	796	7	796	7	796	7	796	7	93	Hi	796	7	796	7	796	7	796	7	796	7
97	Hi	716	7	716	7	716	7	716	7	96	Hi	716	7	716	7	716	7	716	7	716	7
100	Hi	715	7	715	7	715	7	715	7	99	Hi	747	7	747	7	747	7	747	7	747	7
103	Hi	747	7	747	7	747	7	747	7	102	Hi	747	7	747	7	747	7	747	7	747	7
106	Hi	747	7	747	7	747	7	747	7	105	Hi	747	7	747	7	747	7	747	7	747	7
109	Hi	747	7	747	7	747	7	747	7	108	Hi	747	7	747	7	747	7	747	7	747	7
112	Hi	747	7	747	7	747	7	747	7	111	Hi	747	7	747	7	747	7	747	7	747	7
115	Hi	798	6	798	6	798	6	798	6	114	Hi	747	7	747	7	747	7	747	7	747	7
118	Pi	718	8	718	8	718	8	718	8	117	Pi	718	9	718	9	718	9	718	9	718	8
121	Pi	798	8	798	8	798	8	798	8	120	Pi	798	8	798	8	798	8	798	8	798	8
124	Pi	798	8	798	8	798	8	798	8	123	Pi	798	8	798	8	798	8	798	8	798	8
127	Ln	798	8	798	8	798	8	798	8	126	Pi	798	8	798	8	798	8	798	8	798	6
130	Dr	583	8	581	8	581	8	581	8	129	Dr	447	8	447	8	447	8	447	8	447	8
133	Dr	536	8	536	8	536	8	536	8	132	Dr	379	8	379	8	379	8	379	8	379	8
136	ld	798	7	798	7	798	7	798	7	135	ld	798	7	798	7	798	7	798	7	798	7
139	CB	151	8	151	8	151	8	151	8	138	CB	374	8	374	8	374	8	374	8	374	8
142	--	---	---	---	---	---	---	---	---	141	--	---	---	---	---	---	---	---	---	---	---
145	CB	411	7	411	7	411	7	411	7	144	--	---	---	---	---	---	---	---	---	---	---
148	CB	798	7	798	7	798	7	798	7	147	CB	798	7	798	7	798	7	798	7	798	7
151	CB	798	7	798	7	798	7	798	7	150	CB	798	7	798	7	798	7	798	7	798	7
154	CB	798	7	798	7	798	7	798	7	153	CB										



Simulated battle No. 257

Winner of the battle: Holland

Ottoman Empire Major-General SEGBANE (Command Capability of 9)  
Holland Field Marshal VAN OPSTAL (Command Capability of 19)

**Battalion Federations of Ottoman Empire (Losses: 171901)**

Fd Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF	Fd Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF
1	PG	293	8	293	8	293	8	293	8	293	8	2	PG	100	8	100	8	100	8	100	8
4	PG	681	8	681	8	681	8	681	8	681	8	5	PG	503	8	489	8	489	8	524	7
7	PG	647	7	647	7	647	7	647	7	647	7	8	PG	658	7	658	7	658	7	658	7
10	---	---	---	---	---	---	---	---	---	---	---	11	---	---	---	---	---	---	---	---	---
13	PG	516	7	516	7	516	7	516	7	516	7	14	---	---	---	---	---	---	---	---	---
16	---	---	---	---	---	---	---	---	---	---	---	17	---	---	---	---	---	---	---	---	---
19	PG	685	7	685	7	685	7	685	7	685	7	20	PG	580	7	580	7	580	7	580	7
22	PG	349	7	349	7	349	7	349	7	349	7	23	---	---	---	---	---	---	---	---	---
25	---	---	---	---	---	---	---	---	---	---	---	26	---	---	---	---	---	---	---	---	---
28	---	---	---	---	---	---	---	---	---	---	---	29	---	---	---	---	---	---	---	---	---
31	---	---	---	---	---	---	---	---	---	---	---	32	PG	569	7	569	7	569	7	569	7
34	PG	477	7	477	7	477	7	415	8	415	8	35	PG	457	7	399	8	399	8	452	7
37	---	---	---	---	---	---	---	---	---	---	---	38	---	---	---	---	---	---	---	---	---
40	PG	359	8	396	7	388	7	387	7	387	7	41	PG	620	7	614	7	614	7	614	7
43	PG	556	7	556	7	556	7	490	7	490	7	44	PG	544	7	544	7	544	7	436	8
46	PG	423	8	397	8	397	8	397	8	397	8	47	PG	436	7	436	7	436	7	423	7
49	PG	376	7	376	7	376	7	800	3	800	3	50	PG	800	3	800	3	800	3	800	3
52	PG	800	3	800	3	800	3	800	3	800	3	53	PG	800	3	800	3	800	3	800	3
55	Wa	800	5	800	5	800	5	800	5	800	5	56	Li	712	7	712	7	712	7	712	6
58	---	---	---	---	---	---	---	---	---	---	---	59	---	---	---	---	---	---	---	---	---
61	Li	631	6	631	6	631	6	631	6	631	6	62	---	---	---	---	---	---	---	---	---
												63	Li	720	6	720	6	720	6	720	6

**Battalion Federations of Ottoman Empire (Losses: 171901)**

Fd Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF	Fd Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF
217	Hm	800	8	800	8	800	8	800	8	800	8	218	Hm	800	8	800	8	800	8	800	8
220	Uh	800	6	800	6	800	6	800	6	800	6	221	Uh	800	6	800	6	800	6	800	6
223	La	473	8	473	8	468	8	464	8	464	8	224	La	291	8	312	7	312	7	312	7
226	La	800	7	800	7	800	7	800	7	800	7	227	La	800	7	800	7	800	7	800	7
229	La	800	7	800	7	800	7	791	7	791	7	230	La	791	7	791	7	786	7	786	7
232	La	747	7	747	7	747	7	747	7	747	7	233	La	747	7	747	7	747	7	701	7
235	---	---	---	---	---	---	---	---	---	---	---	236	---	---	---	---	---	---	---	---	---
238	---	---	---	---	---	---	---	---	---	---	---	239	Ha	720	7	720	7	720	7	720	7
241	Ha	112	7	112	7	112	7	112	7	112	7	242	Ha	697	7	697	7	697	7	697	7
244	---	---	---	---	---	---	---	---	---	---	---	245	---	---	---	---	---	---	---	---	---
247	---	---	---	---	---	---	---	---	---	---	---	248	---	---	---	---	---	---	---	---	---
250	---	---	---	---	---	---	---	---	---	---	---	251	---	---	---	---	---	---	---	---	---
253	---	---	---	---	---	---	---	---	---	---	---	254	---	---	---	---	---	---	---	---	---
256	---	---	---	---	---	---	---	---	---	---	---	255	---	---	---	---	---	---	---	---	---

**Battalion Federations of Holland (Losses: 40474)**

Fd Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF	Fd Type	Men	EF	Men	EF	Men	EF	Men	EF	Men	EF		
1	Fu	787	8	787	7	787	7	787	7	787	7	2	Fu	787	7	787	7	787	7	787	7		
												3	Fu	787	7	787	7	787	7	787	6	787	6

**AU409H. A Tale of Two Strategies (6 of 6)**

**Sim 257: The Butcher's Bill.** The Turk took 172K casualties to the Dutch 40K. 44 of the 72 feds fielded by the Ottoman Empire were destroyed, including 19 feds of artillery. Having captured Constantinople, all Dutch losses were replaced the same turn. With nowhere to run, the Ottoman Empire bowed to the inevitable and dropped. On hearing this Morocco, too, dropped. Denmark is alone.

**Military Strategy lesson.** You may argue that, of course, a larger Dutch army will defeat a smaller Ottoman one. It's the Ottoman Army, right?! Wrong, as I shall show in the next chapter.

But this is missing the point. The point is that the Dutch army fielded was the tip of a very large spear, a tip honed over the course of many campaigns. The whole might of the Dutch Empire (the **means**) was bent to producing the best, largest army possible; every brigade built since the very early game was marched east (the **ways**) to destroy the field armies of our enemies (the **ends**). This strategy was completely aligned with that of my Portuguese ally, and together we have worked seamlessly to destroy one army after another.