Patch 1.06a   November 12, 2012
The patch is a comprehensive patch, includes all changes since original release.
It can be applied directly over your initial game installation setup version.

- **Python script checks run [thank you *LaFrite!*]**
  - Duplicate Aliases resolved in *Colors, Fonts, Move Types, Terrains, Sounds*
  - Aliases corrected in:
    - Settings file *AI.opt*
    - Scenario setups
      - Ice March
      - Grand Campaign
      - 1918 November
      - 1919 May
    - Events
      - GRN AI
      - Drang Nach Osten [several events and options files]
      - Poland Scenario
      - Get New Leader Options for Grand Campaign, 1918 November, 1919 May
      - White Diplomatic Options
    - Southern White *Faction* file [GBR Army Name Region reference]
- **Graphics**
  - Leader graphics updates for 19 leaders [thank you *jack54*]
    - Included are those posted on or before November 10, 2012
  - New leader graphics for RED E. Haapalainen and WH5 G.E. Shaplin [thank you *jack54*]
- **Text**
  - Updates to Spanish translations [thank you *picaron*]
  - Leader biographies translated to English [work in progress, thank you *El Nino*]
  - Latest *LocalStrings_AGE* included

[Change log for previous patches starts next page]

- **Game Engine [updated to version 121011]**
  - **Modification to rules for blocking crossing of a River region between two land region [via a crossing link]**
    - To block movement of enemy land forces across a River:
      - The River region must be Shallow water
      - Ships must be in Offensive [Orange] posture
      - 4 combat type ships will block movement of enemy land forces
    - Land unit bombardment of non-moving ships
      - Land artillery must meet the bombardment requirements
        - Entrenchment must be 3 or higher, range must be 6 or higher
        - Elements must be capable of selecting a Naval target
          - Armored Trains may not fire upon Naval Units
      - The leader [if any] of the land group must be active
      - The land force must activate the Special Order to bombard ships.
      - Once per turn, the qualifying land groups will then fire upon adjacent non-moving ships that are blocking crossings
  - Added parameters to *GameLogic.opt* for Experience Points and Home Area Penalty/Bonus
  - Consolidated all Game Rules parameters [start with rulxxx] into *GameRules.opt*
  - You can now disembark troops from a fleet trapped in ice.
  - Siege improvements
    - Besieged forces will now take attrition hits every turn, in proportion of their number and how the siege roll went (anti over-crowding rule).
    - In siege, the besieger will spend a quarter of his battle usage of ammos per turn of siege (plan to have supply trains on the long run), and will suffer -50% to his siege value if he can't afford that. For the besieged, the spending will be 15% per turn, with a -35% siege value if there is a lack of ammos.
    - Each breach will make the besieged consume an extra 5% of his normal supply usage. The purpose of this rule is that by upping the supply usage, you'll have more chances to have your supply depleted enough so that the depot (or supply wagon) can't provide its 'surrender protection' to the besieged force. For the rationale, just consider that the breaches are also making depots and stocks explode or be wasted, as you get shelled pretty heavily, etc...
    - Fixed a bug where a lone sneaky leader could prevent a siege to happen, even if siege indicator was correctly shown
  - Fixed a display issue with the animated battle gauge where a leader portrait could appear erroneously.
  - Leaders killed in battles while embedded in an unit (corps commander e.g) won't cause recombination problems anymore.
  - Exported and modified 6 variables for 'Maritime Trade Box' warfare (a bit more damage against merchant ships)
  - If an attack is called off without routing (aka AutoRetreat), the attacking forces will revert to defensive posture but won't retreat in another region.
  - A too low cohesion can make a stack call off an assault, aggressive leaders will have a tendency to force the troops though.
  - Fixed bug of a leader removed from his parent unit, corrupting the unit he is in.
  - Regional decisions can't be played anymore in region that are yet to be unlocked by the scenario
  - A retreating army can now split static units (abandon them) to escape better
  - Corrected display of Costs to Construct in the Element Detail window *[thank you AJE team!]*
  - Added Overcrowding rule:
    - The overcrowding rule exists to penalize (rather substantially) forces that are too numerous to defend adequately in-cityscape structures (mostly cities and forts). As with other rules, the engine is not prohibiting in 'a hard way' troops to be stationed en masse in a given structure, as it would pose very large problems to handle for the interface, then the AI. Instead, it follows the philosophy of 'you can do it, but that's not optimal'...
    - *See Wiki article at:* http://www.ageod.net/agewiki/Overcrowding_Rule
  - Loyalty changes adjusted:
    - When you add some loyalty, there will be (almost always) another faction picked to lose the same amount. If you remove some loyalty, then another faction will be automatically picked that will gain this same amount.
    - The other faction that is changing its loyalty is never picked, as you may guess.
    - The faction chosen will be picked randomly from the list of factions having already some loyalty in the region, the chance being weighted by their current loyalty (i.e if another faction has 20 points and a third one 10 points, then the second one have 2/3 chance to be the one picked, the third one 1/3 chance.)
    - If no other faction exists, then the game will change toward NON = "non-Committed", representing dissatisfied and uncommitted population.
    - This change applies to everything, including scripting commands, decisions, abilities, etc.
  - If you have suffered from the loyalty bug [inexplicable Loyalty for "obscure factions"], you can bring the console and type 'CleanupLoyalty'. On next turn processing, odd loyalties will start to be removed. This will use the same logic as in the line before, only 100 times faster.
  - Fixed the exploit where a newly built unit could be incorporated into a Division, whereby the cost to build was immediately refunded
  - Fixed a bug whereby a unit under siege could always escape from the region using a specific sequence of Movement orders, Passive posture, and Evasive Move Special Order settings
  - Enable Option to switch to 120DPI text for higher resolution displays See *Main Menu – System*
  - Reduced the "Away from Home" movement malus for Militia and Irregulars
- **Setups [changes effective only in new games]**
  - Poland 1920
    - corrected Polish 1st Tank Battalion to be faction POL, not WH3
  - Grand Campaign, November 1919 and May 1919
    - Advanced AutoGarrisons implemented for Forts, Redoubts, Depots and Naval Bases
    - Large cities in Russia and Ukraine will have loyalty change toward ANA rather than GRN
  - All setups recompiled with 121011 version of game engine
    [Continued on next page]

- **Database**
  - Corrected duplicate Model Aliases for ldr_RED_Slaven1, ldr_RED_Dybenko1
  - Corrected duplicate Unit Aliases for uni_BAL_Div1, uni_TUR_Hq1, uni_RED_Slaven1, uni_RED_Ivanov1, uni_RED_Dybenko1
  - Fixed "Seaman" ability to actually give the move bonus as stated!
  - Added Map Aleas, which cause random Storms at Sea, Storms, Sandstorms, and disease to strike forces at random.
    - *Many thanks to the AJE team for developing and debugging the new Map Alea system!*
    - Frequencies reduced to lessen the disruption to game
    - Values are adjusted to cause mostlly cohesion and supply losses
    - Only Severe Disease [Influenza] can now actually "kill" an element
  - All "Emplaced Guns" now have weight 999 [to prevent rail moves] and Capture Probability = 100
  - Tachanka build time is now 30 days for all factions
  - Adjusted Regions assignments in Weather Areas
  - Partisans fully enabled via Advanced Revolts logic *[to be clear for modders: this is NOT the "old" AutoRaise system]*
    - Partisan activity can begin when the SR uprising occurs
    - See Wiki: http://www.ageod.net/agewiki/Revolts_-_Advanced_Mode
    - Siberian Whites Partisan Cavalry changed to use WH3 Raider [Partisan] cavalry model
  - Fixed Regional Decisions *Requistions* and *Conscriptions* to pay the Loyalty costs stated in tooltips
- **Events**
  - Ice March
    - Fixed event where Kuban Army rises and takes control of Ekaterinodar [RED forces were not removed]
  - Finnish Civil War
    - Corrected syntax error in AI event
    - Added logic to German Intervention so that Finnish player is only penalized (-30 VP per turn) if German Land-based Combat elements are in the Finnish Theater. Leaders, Service, Supply, Naval units do not cause penalty.
  - Grand Campaign, November 1918, May 1919: *Shared Events*
    - Fixed event where Wrangel replaces Denikin
    - Fixed French&Greek retirement events to remove *all* French and Greek forces
    - Corrected all options for proper regeneration syntax
    - Corrected tooltip hint for WHI recognition of independence
    - Removed redundant events for death of Trotsky or Kolchak
    - Comprehensive overhaul of events where British and Americans depart [fixes bogus Supply units, lingering Airfields]
    - Improved logic for choosing arrival region of a purchased New Officer
    - Corretced syntax of Desertion events [was using deprecated parameters]
    - Anarchists Alliance with Reds corrected to have ANA faction be "neutral" until Alliance broken [to avoid "friends" burning RED depots, etc]
    - Revised conditions for the "Whites Recognize Independance" options
      - Corrected costs, conditional filters and tooltips to be consistent [using new PayOption and CanPayOption script]
      - Recognition event only after completion of German withdrawal
      - Costs of all "Join" options generally increase [more VP, more EP]
      - For Finland option to appear for Southern Whites choice:
        - Start date June 1, 1919
        - End Date December 16, 1919
        - Southern Whites must have already taken the "Recognize Independance" option
        - Southern Whites must have taken the Balts Join option
        - The Yudenich Army option must have already been taken by Southern Whites
        - REDs must not have already declared war on Finland
        - White AI will use a probability roll of 5% to choose the option
      - Generally, the AI will only choose the options if losing the war [NM low, NM lower than RED] and with low probability
      - The AI has a 1% chance to choose the initial recognition event even if winning [NM>125 AND NM>RED]
    - Fixed message for "Remaining German Units go home" that occurs randomly on or after March 1920
    - "Close to city...." triggering events [for "Verdun" and "Move Capital"] now require:
      - A garrison unit with 'Power' >=1 must exist in the 'target city'
      - Enemy "Force Ratio" of at least 2:1 in the nearby regions [as defined in Areas.ini]
      - Events are reset each turn to properly enable "Move Capital City" Options
      - Player will receive notification each turn the threat is triggered
    - Removed duplicated officers from "Purchase Leader" Options
      - Southern Whites: P.E. Tillo
    - "Verdun" options modified for RED, Southern Whies and Siberian Whites
      - Starting Turn 2, player may 'purchase' the Verdun Option. This cost allows ***future*** construction of the 'Verdun' forces in the first [***only the first***] critical region that is threatened.
      - As soon as an enemy force fulfils the "Close to city..." test, the 'Verdun' force will appear there, and further such appearances will be disabled for that Faction.
      - If any Fort or Fortification [Redoubt, Fortified Position, etc] has already been built in the target region, the 'Verdun' result will not occur.
      - Forces appear entrenched inside the Fortified Line. They are 'permanently' locked, but may be unlocked by the presence of a Friendly Force of equal or greater "power", or by combat.
      - RED "Verdun" Cities are: Moscow, Petrograd, Tzaritsyn
      - Southern White "Verdun"Cities are: Dzhankoi, Ekaterinodar, Tzaritsyn
      - Siberian White "Verdun" Cities are: Omsk, Irkutsk
    - Kiel and Kiel Bay are Unblocked at the signing of the Treaty of Versailles on June 28, 1919, and is then controlled by Southern Whites . This allows White and Allied fleets to enter the Baltic Sea, and represents the Royal Navy preventing RED Baltic Fleet from passing the Kiel Canal or Skagerrak.
    - Added RED Propaganda Campaign option [as seen in Drang Nach Osten]. Effective when Tcheka are activated.
    - Desetion events now also occur for Southern Whites and Komuch
      [continued on next page]

- November 1918 only
  - Fixed Anarchists Depots and Garrisons at Huliapole and Nova Odessa
- Grand Campaign *only*
  - Fixed unblock of *Psel Confluent* during German Retreat event
  - Corrected duplicated leaders
    - WHI: K. Udovenko, A.V. Korvin-Krukovski, Slushov [duplicate of Slashev]
    - DON: A.P. Fitskhelaurov, I.A. Poliakov, P.N. Kudinov
    - WH3: Bakich, F.E. Makhin
    - RED: F. Makhin no longer recruitable by Option, and is removed when KOMUCH uprising occurs
  - Fixed Anarchists Depots and Garrisons at Huliapole and Nova Odessa
  - Corrected Czech Demobilization to allow proper arrival of Gaida's Independent Regiments and Artillery
- Drang Nach Osten
  - RED Verdun option will also be activated if GER approach Moscow, Petrograd or Tsaritsyn in force.
  - Removed Engineers requirement from "Purchase Balt Division" option
  - Fixed RED break Alliance with Anarchists messages [ANA are not eliminated]
  - Fixed messages when RED does not DOW on minor countries [was sending DOW messages in error]
  - Fixed German Arms Sales to Whites option [was testing wrong faction for option chosen]
  - Corrected all options for proper regeneration syntax
  - Corrected 3rd Panzer Div option to only appear *after* 2nd Panzer Div is built.
  - Corrected 'flavor names' of 2nd and 3rd Panzer Divisions
  - Corretced syntax of Desertion events [was using deprecated parameters]
  - "Close to city…." triggering events [for "Verdun" and "Move Capital"] now require:
    - A Friendly unit with 'Power' >=1 must exist near the 'target city' [as defined in Areas.ini]
    - Enemy "Force Ratio" of at least 2:1 in the nearby regions [as defined in Areas.ini]
    - Events are reset each turn to properly enable "Move Capital City" Options
  - "Verdun" options modified for RED
    - Starting Turn 2, player may 'purchase' the Verdun Option. This cost allows *future* construction of the 'Verdun' forces in the first [*only the first*] critical region that is threatened.
    - As soon as an enemy force fulfils the "Close to city…" test, the 'Verdun' force will appear there, and further such appearances will be disabled for that Faction.
    - If any Fort or Fortification [Redoubt, Fortified Position, etc] has already been built in the target region, the 'Verdun' result will not occur.
    - Forces appear entrenched inside the Fortified Line. They are 'permanently' locked.
  - RED "Verdun" Cities are: Moscow, Petrograd, Tzaritsyn
- **Text**
  - Corrected missing text localizations as reported by Python script checking software.
  - Latest LocalStrings__AGE.csv included.
  - Added missing text for several Unit Recruiting Areas [*State of Origin* in tooltips]
  - General cleanup of event tooltips [removed all undefined *DescEvent* instances]
  - "Pestilence" description in Map Aleas changed to "Influenza"
  - Merchandise names now are Localized
  - End-of-game Victory/Defeat messages now refer players to the Ledger F9 for final scores.
- **Graphics & Map**
  - Corrected location of Destroyed RailRoad icon for region 672 Ilovlya
  - Changed MiniMap background *[thank you Nikel]*
  - Changed Unit color on MiniMap for Southern Whites and Siberian Whites [to improve visibility]
  - Fixed missing graphic for Move Capital options
  - Corrected terrain of regions [to match map graphic]:
    - 1142Bavly is now Forest
    - 495Balaklia is now Clear
  - Corrected links between Kiel, Kiel Bay, Dogger Bank and North Sea to allow fleets to enter the Baltic after German Retreats
  - Enable Dynamic Borders to view the boundary between controlled areas. [may affect map scrolling speed] See *Main Menu – System*
  - Area Borders now shown on map [brown dashed lines]
  - Changed Ukrainian Anarchists Ability icon to the Black/Green *Ya* icon [prepared by **ERISS**]
  - New leader graphic for Grigoriev [thank you **jack54**]
  - Corrected name of riiver Sesupe in region 92Kaupsukas [thank you **ERISS**]
- **AI**
  - Added AI Force Pool purchase adjustments [Details can be seen in event file RGDAI.sct], lowering "interest" in Ships and other less 'powerful' units.
  - Free factories for RED AI non-Drang scenatios [in Moscow, Petrograd]
  - Corrected and simplified AI logic for "More Money" and "More Railroads"
  - Corrected error in "free" Siberian White Regiments for AI
  - Added AI Logic to regulate Aggression conditionally and seasonally for Reds and Whites AI
  - Added random element upgrades [Militia, Infantry, Cavalry] for Reds and Whites AI
- **Documentation**
  - Strategic Map v1.02 for reference added to \Docs folder [thank you to **Emx77**]

Notes:
- Destruction of RailRoads is no longer automatic **[was implemented November 2011]**:
  - A check is made of D100 <{less than} Stack Strength. +25 to stack strength if attribute "*pillage*" is applied to model
  - Day of destruction is random. Not always day 1, so if you give a move command, the unit may move away before destruction occurs.
- Units attempting to load land units onto ships and sail away [either in port or loading onto adjacent ships at sea] must have **'evasive move'** set on if enemy troops are present in any form. Failure to set 'evasive' in presence of the enemy will abort the loading process, and ships will sail away without the units.
- **Modders note:** Filenames of Models are changed to facilitate corrections to Localized Text. [aliases are not affected]

- **AI:** *Grand Campaign, November 1918, May 1919, Ice March, Poland 1920*
  - Reinstated AI scripts for Regional Decisions and 'automatic' unit purchases
  - Reinstated AI scripts for ANA, GRN, UKR 'non-player' Factions
  - Reinstated AI Garrisons for many cities as they become 'owned'
- **Drang Nach Osten:**
  - Fixed many text and event references
  - Fixed RED 1st Armored Div event
  - Added some AI regulating events and Regional Decisions AI
  - Corrected RED Cossacks Option tooltips
- **Short Campaign [May 1919]:**
  - Corrected unit creation errors [Foreign armies Supply units]
  - Grigoriev Assasination event now requires both Grigoriev and Makhno to both still be alive!
  - Corrected CityScapes for many locations
- **Grand Campaign:**
  - Corrected Czech Legion demobilization events [creating Gaida Corps and several Garrisons]
  - Grigoriev Assasination event now requires both Grigoriev and Makhno to both still be alive!
  - Corrected Southern White Naval Force Pool change events [was allowing WHI to build RED ships]
- **November 1918 Scenario:**
  - Grigoriev Assasination event now requires both Grigoriev and Makhno to both still be alive!
- **All Scenarios:**
  - Corrected warnings and events for French and Greek withdrawal
  - Corrected incorrect Faction calls in events [Minor Allies **FIN, CAU** called, not defined in scenarios]
  - Removed events that could cause duplicated Polish Army (and reinforcements) in all scenarios
  - Corrected Minors reinforcements events for Caucasus, Finland, Romania
  - Corrected erroneous syntax for Trotsky Captured and Kolchak Executed events
- **Options:**
  - Separated RED and POL Factory, Money and Rail options from F6 Various Options and referenced them separately into F6 Various and Poland Scenario [common, identical scripts]
  - F3 Leader Recruiting Options [Red, White, Don, Northern White, Siberian White, Komuch]
    - Now only spend the cost when you actually receive a leader [vs. every time you tried]
    - You receive a message when "You were unable to recruit a xxxx Leader"
    - All leaders in the "pool" are now available until end of December 1921
    - Available Leaders reduced for *Ice March, November 1918 and Short Campaign [May 1919]* to avoid creating duplicates
    - Corrected Alias error for the RED_Snesarev result
    - Removed White leader S.G. Ulagai from Grand Campaign option to prevent duplication.
  - Corrected RED Alliance/Break with Anarchists options to allow break only after WHI or her Allies attack critical regions
  - Tooltips corrected to match the actual values
    - Partial Mobilizations [RED, WHI, WH3, POL]
    - Raise More Money [RED, WHI, WH3, POL]
    - Party Members Join the Army [RED]
- **DB: Models/Units/Abilities/Factions:**
  - added German-Bavarian, Austrian-Hungarian, Austrian-Czech as Multicommand abilities & added ability to leaders in Models
  - Localized Model and Unit names, shortnames, text [now the translations in LocalStrings are used properly]
  - WH4 Militia corrected to allow proper upgrade and integration into Divisions [created WH4 Militia model, changed components of the WH4 Militia Units]
  - Heavy Tank movement ratio reduced
  - Corrected missing parameters for leader WHI_Abramov
  - Leader WHI_Shkuro given Cossack_Commander3 ability [Whites Cossack Commander]
  - Restored Russo-German Commander Ability [omitted from RC3]
  - Tachankas now move at same speed as Horse Artillery
  - Fixed bug where a Polish Army could not be created by Polish 3* Leaders after joining Siberian Whites in Grand Campaign
- **Text:**
  - added more Spanish lanuage corrections to LocalStrings_RUS *and* LocalStrings__AGE *[thank you picaron]*
  - Fixed incorrect text Localization references
- **Graphics/Interface:**
  - New graphics for WHI_Kanin, WH3_Sirdar, GER_Bischoff, BAL_Zemitans, BAL_Zukauskas, FRA_Anselme, GBR_Poole, GER_Rommel, WH3_Kalmykov, WHI_Pokrovsky *[thank you Nikel and Jack54]*
  - Corrected graphics for POL_SHaller and POL_JHaller [removed imbedded period in filenames and Models]
  - Removed extraneous text from game-end Victory Screen window
  - Minor text improvements in Element Detail window
  - Corrected graphics for POL_SHaller, POL_JHaller, and WH5_Elvergren
  - Corrected portrait for 75mm Mountain Artillery
- **Game Settings:**
  - Added parameters to *GameLogic.opt* to increase cohesion losses during combat, thus reducing the 'bloodiness' of combat

The patch is a comprehensive patch, meaning it can be applied directly over your initial game installation setup version.

Due to the significant number of Game-Engine related bugs fixed in this patch, AGE has decided to post an official version as-is now.
The RUS beta team will continue to post patches that fix numerous Database bugs and improve setups and events. Please be patient.

Having found an enormous number of Alias, syntax and Event-reference errors, all AI-scripting events [except those for Finland Scenario] have been removed, pending rework. The errors are so wide reaching, that it is questionable what the effects are on the AI. With the events gone, we can start to see what the AI really does, and build new, well-documented, scripts from that.

Latest game engine [120422] fixed numerous bugs
- Spanish Language installation enabled

Bugs corrected
- Most officers should be promotable (except special historical cases)
- Some mistakes on DON portraits corrected.
- Bug corrected on red 75 and 105mm howitzers.
- Bug of Siberian Whites NM and EP losses during the Polish Intervention is corrected.
- Some in game texts mistakes corrected
- "Twin polish fights" bug is corrected
- Illegal characters removed from LocalStrings (; $ ")
- International Unicode text substituted for special charaters in Aliases and Unit/Group names
- Python script checks run: multiple Unit and Region Aliases corrected [thank you LaFrite!!!]

Scenarios affected/updated
Drang nach Osten, Grand Campaign, November 1918, May 1919, Poland 1920

Balance
- Reds now start the Grand Campaign with 120 NM (110 NM on Kolchak coup campaign), Southern and Siberian Whites with 90 NM.
- More Red Guards in minor communist cities.
- Red have more recruits available at the start of the Grand Campaign and Kolchak Coup campaign.
- Mobilization option is now much more efficient for the Reds, less efficient for the Southern and Siberian Whites.
- Raise money option is now less efficient for the Southern and Siberian Whites.
- Mobilization and raise money option now only cost 1 NM (instead of 2 NM) for all factions.
- Moscow and Petrograd produce more money and conscripts
- Tachankas now have the same speed as armored cars
- All factories now take 3 months (6 turns) to be built
- Red battleships in Kronstadt can now be repaired properly
- Northern Whites can now recruit militia (instead of peasants)
- All other Whites faction can recruit less militia
- Southern Whites independences recognition is now cheaper, but foreign alliances are most expensive (10 NM for Baltic states, 20 NM for Finland, 10 for Caucasus League).
- More supply is produced in Moscow, Rostov, Ekaterinburg, Omsk, Tzaritsyn, Petrograd and Kiev.
- Sidorin is no longer a Training Officer
- Depots will ease the Polish Intervention in the Grand Campaign
-The Polish Intervention will not occur if the Siberian Whites are below 120 NM (Southern Whites morale conditions unchanged)

[October 24, 2011 = Patch 1.04]
Gameplay :
-Siberian and Southern Whites now can directly build brigade size formations (4 or 5 regiments each)
- Siberian whites can now build field hospitals, signal units and tachankas.
- Reds will now evacuate Minsk region before the Polish attack.
- Can now upgrade depots
- AI improved (more offensive if affordable)
- Ammo bug cleared
-Change Prisonner bug fixed
- You can now create divisions only if the division commander is of the same nationality or have a correct double nationality ability, compared to his troops.

Bugs :
- The Brusilov Event text is now working in the Poland campaign
-Depot and forts construction bugs is now corrected
-Lenin, Anarchists and French-Greek abilities are now working

Game Balance :
-Trotsky should die less often

Manual :
- French manual is now available here : http://www.ageod.net/agewiki/Manuel_RUS

Graphics :

Jack and One Armed Mexican new portraits are in - Many thanks to them!

August 11th, 2011 – Patch 1.03a

Bugs :

- Bonch-Bruevich does not appear twice in the Grand Campaign anymore.
- French-Greek landings in Ukraine corrected.
- The Czech will not desert anymore.
- Supply map bug corrected.
- Railroad destruction bug corrected.
- "Red Verdun" and fortification events should now work properly.
- Prisoners recruitment option should work properly
- Anarchists, Caucasians, Finnish and Baltic interventions should now work properly.
- The Czech will not desert anymore.
- Supply map bug corrected.
- Railroad destruction bug corrected.
- "Red Verdun" and fortification events should now work properly.
- Fix for the weather problem in 1.03
- Fix for the 'can always build fort and depot' glitch
- Removed warning 'too much iters etc.'

Game Balance :

- More mutinies amongst British and French expeditionary forces.
- Railroad pool reinforcement options will be available more often and cost 25 money and 50 WSU
- White International Volunteers now cost 2 EP instead of 4.
- More pro-Red loyalty in Central Russia
- Reds begin with 110 NM in the Grand Campaign.

Economy :

- Requisition Special Op now brings 100 money instead of 120 and 8 WSU instead of 10.
- Recruitment Special Op now brings 120 conscripts instead of 150.
- Red mobilization option produces more conscripts.
- Mobilization and Money options costs 10 EP instead of 15 and are more frequent.

Graphics :

Jack and One Armed Mexican new portraits are in - Many thanks to them !

January 19th, 2011 – Patch 1.02a

Code improvements and fixes
*The bug giving too much XP to troops has been fixed. (Thanks Baris)

Map and data changes or fixes
*Updated Decisions descriptions.
*When the Baltic Countries side (attacked by the RED or joining the Whites), then the Baltic sea becomes open to Allied war fleets.

Events Fixes
*Czech Legion Events changed: Svec officer is now removed. Player now get a one turn warning before the Legion leaves. The Czech garrisons that remain in place now really stay (event working fully). An independent Czech corps appears around Gaida now (Czech staying in Russia)
*A systematic typo while designing the Vitebsk region has been 'worked around' in several AIs events.

Designers' Notes
*It must be noted that only the decisions giving back loyalty (Techka or Reforms) cost 1 NM. So you can use more intensively the decisions that before, even if you risk some Green revolts (that happened historically).
*If your NM is under 100, you have some chance to get back 1 point per turn for free.

January 15th, 2011 – Patch 1.02

Code improvements and fixes
*Fixed a bug in the air battle code.
*Fixed an interface bug preventing sometime the last 2 replacements tags to be shown in the construction window.
*Units experience bonus reworked with exported variables, more consistent.
*Modding support: Abilities can now be restricted per family.
*Modding support: Registries script commands added.

Map and data Fixes
*Denikin has more seniority than Krasnov, to ease the command structure.
*The area decisions like conscriptions, etc. Now take 4 turns, but the positive effect of restoring loyalty is much bigger now.
*Several databases fixes on unit names and TO&E.

Events Fixes
*Desertion system now in place. It happens mostly for the Bolshevik, but can be reduced by political commissar. Siberian Whites have also some desertions.
*South White can now buy at a hefty cost the Transcaucasus League option.
*Makhno anarchists appear correctly after German withdrawal.
*Krasnoufimsk White militia (Ural) and Bachkir National Army events added for June 1918.
*Berzin 3rdArmy added in June 1918.
*Siberian Whites now receive tanks by events (US stockpiles).

December 14th, 2010 – Patch 1.01

Code improvements and fixes
*You can now abort the construction of a unit, if you select his stack and hit 'delete' (suppr key for the French). This can work for all stacks containing just ordered units (and only them). You get full refund.
*Units' abilities now display their 'appliance' (range of effect) by code.
* Entrench indicator now give more details (nearby the envelope icon, selected stack)
*No Winter map option in Options|System Tab, to reduce memory load on smaller config .
*Damages from lack of supply reworked (more logical) and reduced in impact.
*Air bombardment bug fixed
*More adequate sounds when using armored trains.
* Special operations now take only 2 turns and the end result can be seen in a tooltip.
* More precise 'in construction' indicator on unit (the red/white progress strip)
* Stacks remember their original setup name much better.
* Replacements pools get more feedback
* You can no longer build depots with units in construction.
* Replacement interface get a slight overhaul for clarity of use.

AI Fix
* Major AI war plans improvements for all scenarios.
* AI now uses Regional Decisions better
* Better leader use
* Better build priorities
* Bug fixes in AI war plans in Polish War and Ice March scenarios
* AI doesn't destroy anymore the railways of his allies.

New rules
* Revolts - The Green (peasants) faction can now trigger revolt dynamically in any region that has at least 51% loyalty to her.
* Ships replacements – Ships now use spare parts to be repaired. This prevents the code to use up money and war supply automatically for that. This was one of the reasons why your stockpile was always lower than expected on new turn.

Map and DB Fix

* Fixed missing rail link between Pskov and Porkhov
* Renamed "Moors" terrain to "Deep forest"
* Removed Blizzard weather in Deserts in summer months (defective sandstorm treatment)
* Fixed (moved) the rail destroy symbol in 15 different regions where it was not properly displayed
* Fixed an adjacency issue between Reka Volga and White-Volga canal preventing to use the canal for ships (4 files in GameData/Region)
* Fixed wrong assignment of some regions for weather
* Fixed missing railroad in region #246 Novorzhev (south of Pskov)
* Some generals could not lead troops even if they were leaders.

* Fixed some abilities values and symbols
* Fixed Rank values for CinC leaders and 4**** leaders
* Changed NATO symbols of conscripts infantry and cavalry to bear a C

* Added new graphics for some Southern Whites, Ukrainian, Partisan, Greens and Anarchists units

* Fixed some missing leaders images (as per OneArmedmexican remarks on the forum)
* Changed most models costs ($, conscripts and war supplies) to better balance the game's economy
* Adjusted some money income missing in key regional capitals and ports, also improved income to whites from British foreign aid.
* Doubled the VP cost of Western Allies troops to prevent/penalize suicidal behavior with them
* Fix assignment and colors of Siberian artillery (and a few other support units) and of DON replacements/minimap

* Renamed the Army CMN 77bto 75 mm gun (otherwise not showing in army mode)
* Added some of the new portraits made by OneArmedMexican on the forum
* Removed the Siberian restriction ability on most Siberian units except the truly locals (Cossacks, Asians)
* Fixed supply issue with Partisan cavalry (don't need supply anymore)
* Fixed wrong name for Corrupted_Administration ability in the Alias files
* Fixed artillery and supply need to build redoubts and fortified lines (2 of each in the first case, and 4 in the second). In the Gamedata/Structures

Events Fix
 * Several typos in event scripting fixed
* Added missing image for event Yudenich army
* Added missing image for event Prince Lieven and Krasnov (Drang scenario)
* Fixed EvalWSU error in event Irkutstk Factory
* Added events to influx Western financial aid to the whites
* Added missing texts for Yudenich Army event
* Added unblocking of Upper Donets in GC
* Added a British depot in Persia (with GC Event and at start of Kolchak campaign)