

**THIS PATCH DOES NOT WORK FOR THE 1.00 VERSION, if you have not installed the Foundation Patch before.**

## **NCP Patch 1.10a**

**November 15, 2012**

**This patch is comprehensive, containing all changes since the original release of NCP**

**This patch is not compatible with saved games from versions earlier than 1.09 RC1.**

**In all cases, the Saved Game Folder will be deleted.**

- 
- **Python script checks run [thank you LaFrite!]**
    - Duplicate Aliases resolved in *Colors, Fonts, Move Types, Terrains, Sounds, Models, Units*
    - Aliases corrected in:
      - *Factions*
      - Settings file *AI.opt*
      - Events
        - *1806 Campaign*
        - *1808 Campaign*
        - *1812 Campaign*
        - *1813 Campaign*
        - *1814 Campaign*
        - *1815 Campaign*
        - *Prussian Campaign*
  - **Text**
    - Latest *LocalStrings\_AGE* included

---

Note:

**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.**

---

---

---

## NCP Patch 1.10

October 28, 2012

---

- **Game Engine [updated to version 121011]**
  - You can now disembark troops from a fleet trapped in ice.
  - Siege improvements [supplementing rules added in version 1.07]
    - Besieged forces will now take attrition hits every turn, in proportion of their number and how the siege roll went (anti over-crowding rule).
    - If too many breaches accumulated, then a surrender roll is always possible (whatever the presence of a depot, super elite troops, etc.)
    - 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
  - A retreating army can now split static units (abandon them) to escape better
  - 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 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
  - Enabled Dynamic Borders to view the boundary between controlled areas. [may affect map scrolling speed] See *Main Menu – System*
  - Enabled Main Menu option to switch to 120DPI fonts [for higher resolution displays]
  - 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](http://www.ageod.net/agewiki/Overcrowding_Rule)
- **Database changes** [thank you *Bohemond and Franciscus*]
  - Several changes made to clean up duplicate Model and Unit Aliases
  - Minor corrections to events in 1806 and 1808 Campaigns
  - Minor changes to 1804 Setup
  - All Setups recompiled for new DB
  - Text strings cleaned and updated.
- **Graphics**
  - Siege icons repositioned for 442Koln, 470Hannover, 529Wittenburg, 572Kustrin, 563Glogau, 548Torgau, 551Leipzig, 555Dresden, 455Frankfurt, 457Dortmund, 485Wesel, 484Aschaffenburg, 498Wurtzburg

---

Note:

**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.**

---

---

---

---

## NCP Patch 1.09a

---

---

April 30, 2012

---

---

**This patch is not compatible with saved games from versions earlier than 1.09 RC1.  
In all cases, the Saved Game Folder will be deleted.**

### Setups

\* 1813 Campaign

== corrected region ownership and starting location of units inside/outside of fortresses for Stettin, Kustrin, Modlin and Thorn

\* 1808 Spanish Ulcer

== fixed CTD when first turn executed [erroneous Faction called in Options event]

== corrected region ownership and starting locations of units inside/outside of several fortresses

### Units and Models

== corrected parameters for BAV general C. A. von Beckers

== set Ocean-going Transports to 0 supply consumption to avoid starvation when locked in Shipping lanes

---

---

---

---

## NCP Patch 1.09

---

---

April 25 , 2012

---

---

**This patch is not compatible with saved games from versions earlier than 1.09 RC1.  
In all cases, the Saved Game Folder will be deleted.**

- Newest Game Engine [**120413**]
  - Fixed: Ledger no longer closes with <right-click>
  - Fixed: Transports carrying large troop formations were pillaging ocean regions
  - Fixed: "Looping" patrol orders that plot the starting region as the ending region now properly move
  - Fixed: A 'stealthy unit' [undetected] cannot totally block gains in MC. A ratio of Patrol factors is used, with some MC gained by a large force on the last day of a turn.
  - Fixed: Erroneous logic for Militia movement outside home area
- Models, Units and text
  - Edited all LocalStrings to remove illegal characters (; and & and \$ and ")
  - Added Localized text for model and leader element detail display
  - Reconciled all leader ranks and NATO symbols
  - Added "Guns per hit" to all ships [flavor only]
  - Improved LocalStrings for some Options
- 1808 Spanish Campaign:
  - Added Service annual replacements
- 1808 Finland Scenario
  - Unblocked pertinent Ocean areas, allowing full participation of Navies
- Graphics
  - Fixed SPA Abadia Army Portrait  
(Unit\_SPA\_Abadia.png removed from \Armies&Fleets folder [erroneous graphic and location])
  - Added Swedish signature for Options
- Major revisions to all options for all scenarios [**Thank you Franciscus and Bohemond!!!**]
  - Replacement options created for the 1804 (Flotille de Boulogne) scenario
  - Replacement options created for the Finland (Russo-Swedish war) scenario
  - Replacement options created for England in the August 1805 (Thames or Danube) scenario
  - Replacements quantities and types adjusted for all land scenarios, with the corresponding event messages and text updated
  - Concept:
    - Establish coherence among all the scenarios, using Bohémond's options for the Prussian Campaign as a "template" (main exception being the 1815 scenario)

- Avoid useless replacements (vd militia, light artillery for FRA or RUS), which was for the major part achieved (there are now only some heavy cavalry that will be useless to Austria in 1814 and Prussia in 1815, but that's mainly all)
- Create options for the Finland and the fictional 1804 (Boulogne) scenarios that had none
- Give England forces replacement options in the 1805 August (Thames or Danube) scenario, they had none.
- Give Austria cavalry and artillery replacement options in the 1813 and 1814 scenarios
- Give Prussia cavalry and artillery replacement options in the 1813, 1814 and 1815 scenarios

#### [RC4a]

- Models
  - FRA- Honoré Reille now has French-Italian ability (FRA, KOI)
  - Conde de Resende Rank corrected for 1 Star model [was set as 2]
- **1808 Spanish Campaign: [Major review and revisions]**
  - Further updates to *HistOptions08.sct*
  - Replacements quantities and types adjusted
  - Event messages and text updated, and missing notifications fixed
- Latest Game Engine (120315)
  - Added '*Distant Unload*' to command buttons
  - Fixed Depot build notices and duration
  - Fixed bug where a lone Leader could contest a region's ownership, thus preventing depot build
- Modified "StaleMate" end-of-game messages to be "Victory (or Loss) by Points"

#### [RC3]

- Fixed 'flickering ledger' bug.
- Thank you **Bohemond** for the comprehensive Database review and revision!!
- Thank you **Lafrite** for the Python© script checking tools Sounds are now called by Alias
- Consolidated Settings options files into single **GameLogic.opt**
  - Added parameters for Advanced Attrition and Movement Attrition
- Corrected *HistOptions08.sct*
- Updated **1815 Campaign** setup
- Corrected display names of two regions in Portugal: Lagos → Faro, Beira → Beja
- Added NED to French-German multiple command ability
- Command Abilities added to leaders to allow multi-national Division formation [Thank you **Franciscus** for detailed information]
  - FRA:
    - Emmanuel de Grouchy now has French-German ability (FRA, NED)
    - Andre de Lacoste now has French-German ability (FRA, NED)
    - Antoine de Lasalle now has French-German ability (FRA, BAV)
    - Charles Morand now has French-German ability (BAD, FRA)
    - Joseph Morand now has French-German ability (FRA, RHC, HES, WES)
    - Louis Chastel now has French-German ability (SAX, BAV, FRA)
    - Louis de Beaumont de Carriere now has French-German ability (BAV, HES, WES)
    - Philippe Ornano now has French-German ability (FRA, HES, BER)
    - Jean-Gabriel Marchand now has French-German ability (HES, BAD)
    - Etienne Bordesouille now has French-German ability (FRA, SAX)
    - Alexandre Digeon now has French-Neapolitan ability (NAP)
    - Jean-Baptiste Girard now has French-Polish ability (POL)
    - Michel Claparède now has French-Polish ability (POL)
    - Claude Pajol now has French-Polish ability (FRA, POL)
    - Balthazar Grandjean now has multi-national ability (SAX, BAV, WUR, WES, POL)
    - Gaspard Gardanne now has Multinational ability (FRA-KOI, SAX)
    - Hermann Daendels now has multi-national ability (HES, BAD, BER, FRA, POL)
    - Horace Sebastiani now has multi-national ability (POL, WUR, PRU, FRA)
    - Pierre Bruyères now has multi-national ability (PRU, POL, FRA)
    - François Ledru des Essarts now has multi-national ability (FRA, NAP, WES)
    - Jean-Thomas Lorge now has multi-national ability (POL, WES, SAX)
    - Julien Mermet now has French-Italian ability (FRA, KOI)
    - Louis Friant now has French-Italian ability (FRA, KOI)
    - François-Joseph Gérard now has French-Italian ability (FRA, KOI)
    - Jean-Pierre Doumerc now has French-Italian ability (FRA, KOI)
    - Claude Michel now has French-Italian ability (FRA, KOI)
  - ENG
    - Sir Charles Colville now has multi-national ability (ENG, POR, HAN)
    - Sir Thomas Picton now has multi-national ability (ENG, POR, HAN)
    - Sir Henry Clinton now has multi-national ability (ENG, POR, HAN)

- Sir Galbraith Lowry Cole now has British-Portuguese ability (ENG, POR)
  - Carl von Allen now has British-Portuguese ability instead of Anglo-German one (ENG, POR)
  - Sir William Stewart now has British-Portuguese ability (ENG, POR)
  - George Townshend Walker now has British-Portuguese ability (ENG, POR)
  - John Lambert now has British-Hanoverian ability (ENG, HAN)
- KOI:
  - Giuseppe Lecchi now has multi-national ability (commands KOI and POL units)
  - Domenico Pino now has French-Italian ability (KOI, FRA)
- SWI:
  - Jean-Louis Reynier now has multi-national ability (being SWI, he commands FRA and KOI units)
- PRU:
  - Renbow now has multinational ability (PRU, RUS)
  - Louis Ferdinand von Preussen, now has Prussian-German ability (PRU, SAX)
  - Bogislav von Tauentzien, now has Prussian-German ability (PRU, SAX)
  - Siegmund von Prittwitz now has Prussian-German ability (PRU, SAX)
  - Tippelskirch now has Prussian-German ability (PRU, WES)
  - Schutter now has Prussian-German ability (PRU, WES)
  - Jagow now has Prussian-German ability (PRU, WES, BER)
  - Steinmetz now has Prussian-German ability (PRU, WES)
  - Pirch II now has Prussian-German ability (PRU, WES, BER)
- BAD
  - Royal Prince Karl-Friedrich von Baden now has French-German ability (BAD, FRA)
- SAX
  - Polentz now has Multinational ability (SAX, FRA, POL)
  - Zezschwitz I now has Prussian-German ability (PRU, SAX)
- WUR
  - Woelwrath now has French-German ability (FRA, WUR)
- RUS
  - Nickolay Ivanovich Dpreradovich now has multi-national ability (RUS, PRU)
  - Ivan Fedorovich Udom I now has multi-national ability (RUS, PRU)
- WES
  - Lefebvre-Desnouettes now has French-German ability (WES)
  - Dominique Vandamme now has French-German ability

#### [RC1]

- Numerous Setup, Models, Units, Alias, Text Localizations, Event-reference and Image-Reference corrections
  - Details may be found at <http://www.ageod-forum.com/showthread.php?t=23188>
  - Thank you **Bohemond** for the comprehensive Database review and revision!!
  - Thank you **Lafrite** for the **Python**® script checking tools
- Added Army Outliner:
  - This is a shortcut that will take you directly to your armies (star symbol) present on the map.
  - You see the portrait of the Army, nationality (background color and shield), army leader name and attached corps (diamonds on the side, they give indications in tooltips).
  - The displayed images can be "collapsed" or "expanded" by clicking on the small star to the left of the leader's name.

---

---

NCP Patch 1.08  
November 4, 2011

---

- = New AI parameter: **aiCTM\_ThreatValInFow** in *AI.opt* to help regulate AI aggressiveness
- = Depot build bug fixed. Depots can be built with Supply or Transport Ships/Bateaux to the level defined in *2Depot.str* (where MaxLevel = 1)
- = Siege, Pillage etc. icons will appear as the 2D version.
- = "Unit Detail" CTD bug fixed
- = New parameters in settings to regulate Automatic Experience gain. Bug fixed.
- = Ammo non-consumption bug fixed.
- = "Scrambled" Battle Reports bug fixed.
- = There is now a stack (group) name memory. Basically when the scenario setup is created the current name is also stored. This has been done (and is very often useful) so that the name of a stack doesn't change as soon as you move a unit out of it, or the reverse. A stack will assume a new name by merging the stack into another unit or stack.
- = An insidious bug with the "NotEnemy" script parameter is fixed. (This was part of the issue with the "Hortelez Supply" arriving in Enemy Ports in WIA.)
- = Cavalry won't switch posture when crossing a river, even if 100% hostile MC on other side
- = Bug fixed where sometimes a replacement was used from a wrong faction tag to replace an element in an unit

**Updates and fixes by Bohemond are included: (Thank you!!!)**

#### **NCP Database REv1C**

In HistoryOption07

In Evt\_nam\_MilitaryOption2Check Modification

From

Replacement = FRA;\$famLightArty;2  
Replacement = FRA;\$famMedArty;2

To

Replacement = RUS;\$famLightArty;2  
Replacement = RUS;\$famMedArty;2

#### **NCP Database Rev1B (24/01/2011)**

mdl file ; Several models (ships) have wrong family parameter ( lightwarship instead of Hvywarship). ID 841, 842, 886, 887,1044,1045,1111,1151,1194,1195,1294,1295,1425,1426°

766, 767 ; Mismatch

#### **NCP Database RevE (24/01/2011)**

DB Modifications ;

See forums for details

Added Template UID, TargetType, CombatDeathChance, DeathChance, DeathChanceInc, AIAffinity Parameters in model DB.

Arty Differentiation in 3 classes ;

Light Arty for 3 and 4 lbs Arty (almost regimental and horse Arty)

Medium Arty for 6,8 and 12 (almost divisional and corps Arty)

Heavy Arty for Siege, Coastal and Fort Arty.

Ships ;

Brig models now have famlightWarship as family parameter.

Brig and TransportShip models have a MoveTypeParameter = \$AllWater changed to \$OceanMv to avoid rivers transit.

Support ;

Added a New Nato Symbol for Pontooners (Image ID Parameter). (See Below)

Cavalry Differentiation in 3 classes ;

LightCavalry ; Chasseurs, ChevauxLégers, LightDragoons and Hussards

Cavalry ; Dragoons, Lancers, Uhlans

HeavyCavalry ; Heavy Dragoons, Cuirassiers, Carabiniers

Template UID models added ;

mdl\_CMN\_Sie for Siege Arty

mdl\_CMN\_Bty for Fort Arty

mdl\_CMN\_Coa for Coastal Arty

mdl\_CMN\_HLightArt0 for Horse Light Arty (Not used)

mdl\_CMN\_LightArt0 for Foot Light Arty (Not used)

mdl\_CMN\_HArt0 for Horse Med Arty (Not used)

mdl\_CMN\_Art0 for Foot Med Arty (6-8 lbs) (Not used)

mdl\_CMN\_Art1 for Foot Med Arty (12 lbs) (Not used)

mdl\_CMN\_Hq2 for Army HQ

mdl\_CMN\_Sig for Signal

mdl\_CMN\_Sup for Supply

Revised Issues

.Graphic files

Added Units and Army pictures for FRA\_Thiebault, FRA\_Michel, FRA\_Desolle, unit\_FRA\_Fessinet, POL\_Rozniecki.  
Portrait parameter revised for .mdl files.

-Added NATOSymbol for pontooners.

.uni files

-Several units (ID 1222, 1223, 1224, 1225, 1226, 1227, 1257, 1258, 1259, 1260, 1288, 1289, 1290, 1291, 1321, 1322, 1399, 1400, 1477, 1478, 1479, 1480, 1481, 1482, 1483, 1484, 1485, 2545, 2546, 2796, 3232, 3233) have wrong Color Parameter. Fixed

-Several Russian Units 5 (ID 388 to 408) ( Cossacks and Greek Militia/Legion) have wrong RaiseRule Parameter ( i.e \$Ukraine or \$Balkans) and wrong CustomNames Parameter (i.e Militia). Revised to Null.

-Several units (ID 27,82, 90, 101,235,236,238,239,240,241,242,243, 244, 245, 246,269,270,271,276,296, 301, 302,303,304,305,306,307,308,309,310,311,312, 358, 371, 386,398, 399, 400, 401, 402, 403, 404, 405, 406, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 828, 844, 845, 846, 847,867, 868, 869,870, 872, 873, 878, 879, 880,881,882,883,884, 896,909,936, 937, 991,992,993,994,995,999, 1000, 1001, 1005, 1008, 1011, 1012, 1013, 1014, 1015, 1016, 1025, 1027, 1028,1029,1030,1031,1032,1033,1034,1035, 1061,1065, 1109, 1113, 1124, 1125, 1126, 1127, 1128, 1129, 1130,1133,1134, 1145, 1146, 1147, 1148, 1149, 1150, 1151, 1168,1198, 1199, 1222, 1226, 1238, 1241, 1242, 1257, 1258,1259,1260,1288, 1289,1290,1291,1299, 1316, 1317,1318,1319,1320,1321,1322,1324, 1325, 1326, 1327,1357, 1358, 1359, 1373, 1374,1387, 1391, 1392,1394,1395,1396,1397,1398,1400,1406, 1407, 1409,1417, 1418, 1419,1423, 1430, 1436, 1437,1457,1460, 1461,1462, 1476,1477, 1478,1479,1480,1481, 1482,1483,1484,1485,1499,1516,1517,1526,228, 392, 857, 968, 1078, 1313,1366,1450) have wrong FamilyType Parameter. Fixed

.mdl files ;

-Several models (ID 759, 2579, 2520, 2770, 3206, 3207, 3437, 3438, 3439) have wrong Color Parameter.Fixed

-Model FriedrichWilhelm4 (ID 2963) has wrong imageID parameter (i.e. symbol\_general\_1). This has been corrected to symbol\_general\_3.

-Some models (ID 1250, 1252) have wrong Image ID Parameter.Fixed

-Several models (ID 284, 285, 286, 287, 288, 289, 1057, 1058) have wrong Family Parameter.Fixed

-Model Skjoldebrand (ID 3359 ) has wrong portrait parameter (i.e. Unit\_CMN\_Skjoldebrand.png) should be Unit\_SWE\_Skjoldebrand.png. Fixed

-Several Swedish models ( Infantry, Cavalry and Arty) (ID 1388 to 1415) have Ability Parameter = \$Skirmisher. Revised to null except for LightInf ones.

## NCP Database RevC

.uni files ;

-Units Siege Arty, Fort Arty and Coastal Arty have now FamilyType0 parameter = \$FamHvyArty

.mdl files ;

-Model Hugel1 (ID 3395) haswrong LeaderRank parameter (i.e. 2). This has been corrected to 1.

-Models Alava1 (ID 2542 and ID 2751) have the same name as Units Alava1 (ID 2658 and ID 2777). Fist of them changed to Malava1. Note ;Regenerated scn files are needed to fix Alava/Malava issue, the will be included in next release;



-Model Gustav4 (ID 3350) has wrong imageID parameter (i.e. symbol\_general\_1). This has been corrected to symbol\_general\_3.

-Models NED\_80SOL (ID 1193), NED\_74SOL (ID 1194), NED\_64SOL (ID 1195), NED\_44Frg (ID 1196) and NED\_Frg (ID 1197) have ;

wrong Text Parameter (\$mdl\_txt\_DEN\_XXXX) should be \$mdl\_txt\_NED\_XXXX ,

wrong Color Parameter (\$colDENNavy) should be \$colNEDNavy.

-Models Siege, Coastal and Fort Arty have now Family parameter = \$famHvyArty

-New Template model for Siege Arty ( ID 3340), Fort Bty (ID 3441) and Coastal Arty (ID 3342)

-Models now get new parameters ; TemplateUID, TargetType, CombatDeathChance, DeathChance and DeathChanceInc.

.png files;

-Picture FleetBullet\_NED.png is missing 5 required for 1805 Trafalgar, 1804 Boulogne and 1805 August Campaign)

-evt\_nam\_FRA\_NapoleonSwiss1805 has Event-img\_FRA\_NapoleonSwiss1805 Eventpic parameter for display ( full event). The file in NCP\Graphics\Events is "misnamed" (Event-img\_FRA\_Swiss1805) so there no picture displayed. Corrected to Event-img\_FRA\_NapoleonSwiss1805.

LocalStrings\_NCP

Updated according to previous modifications

## **NCP Database Issues RevA**

.rgn files ;

-Kharamanmahras Region (ID 1150) has a wrong TerrainType (1 i.e. Ocean). It have been modified , according to .bmp, in 9 i.e. Mountain.

-St Abb's Head Region (ID 2298) has a wrong Bitmap and Winter Bitmap Entries (2298St Abbs Head.bmp and Winter\_St Abbs Head.bmp). It been have modified as 2298St Abbs's Head.bmp and Winter\_St Abb's Head.bmp according to names of files included in Graphics folder. Now looks correct in map.

.mdl files ;

-Model Uxbridge2 (ID 2272) and Nostitz1 (ID 2886) have wrong TechUpg entries (redundant ones). This has been corrected.

-Model Winter3 (ID 3222) has non existing portrait parameter (Unit\_NED\_Winter.png). It have been replaced by generic portrait Unit\_CMN\_Admiral2.png

.uni files ;

-Unit SPA\_Zerain\_1 (ID 2776) has wrong ModelType 0 (\$ldr\_SPA\_Zayas1|1). It have been modified as \$ldr\_SPA\_Zerain1|1.

.ini file

Aree.ini

-Regions Munster,Wesel, Stuttgart,Nordlingen,Ansbach,Rothenburg,Wurzburg,Bad Kissingen belongs to Berg Area (ID 86). Only Munster and Wessel should belong to Berg Area. Stuttgart,Nordlingen,Ansbach,Rothenburg,Wurzburg,Bad Kissingen should belong to Wurtemberg Area as per Cities.xls file.

New Area Wurtemberg (ID 328) has been created accordind to previous sentence. This area have been added to Theater\_Germany. Also created in ArreaExtInfos.ini, Area\_name\_Wurtemberg in LocalStrings\_NCP and added to Area\_Aliases.ini

---

---

## **Napoleon's Campaigns Code Patch Update 1.07**

**March, 13<sup>th</sup>, 2011**

---

---

This code patch only contains the latest additions in the code.

**SAVE ARE NOT COMPATIBLE – YOU NEED TO RESTART A GAME**

**This patch is comprehensive and can patch any version since v 1.01.**

### **Interface**

Battle report now display the actual generals stats, not the ones from the database

### **Game logic**

- \* Hits recovery procedure improved.
- \* Fixed: a bug in determining victory level (major vs minor victory)
- \* ZOC don't prevent retreat anymore
- \* Retreat damages algorithm improved with variables exported for modding (see AGE Wiki)
- \* It is no longer possible to make a breach with any unit (like cavalry). You now need at least one artillery or engineer element or a unit with a siege ability or a unit/leader with a special trait ('Breacher').
- \* If you are in supply when besieged with at least one supply wagon or a depot, you can only surrender if you fail your discipline test AND you fail a 5% chance to a percentage roll.
- \* If you are besieged, weaker than the besieger, with a breach in the structure and only in partial supply, then your troop discipline will get a -3 modifier (more chance to surrender).
- \* Entrenchments are back

### **AI**

AI will be less aggressive (parameters exported for modding)

AI will regroup better corps with army HQ ('flocking behavior')

New AI algorithm: concentrate, can apply to all threatened stacks.

Leaders now redeploy slightly better toward candidate stacks

It is now possible to define an affinity for each leader toward certain stacks (modding)

Fixed: Theaters ratio miscalculated sometime, leading to too aggressive behaviors in some cases.

### **Events, Modding & Scripting**

Show the Eagle command revised

Commander in chief class ability added

Winter quarters / Recon & Raid can be disabled by flag

Prisoners scripts commands added

Region dynamic graphics commands added

EvalRgnWeather command added

---

---

**Napoleon's Campaigns Code Patch 1.06 / October 19, 2009**

---

---

-----

This patch includes more than two hundreds code improvements, in both game logic and AI code.  
Historical Data have not been improved since the previous patch.

-----

## Napoleon's Campaigns Patch 1.05a / November 10, 2008

### Bugs

- fixed: A bug when a leader was promoted, then removed from his stack.
- fixed: Leaders above 3 in rating would get a far too big bonus for the Army Rout check at the end of combat, resulting in fanatical armies.
- fixed: A (rare) crash could occurs when you detached a corps from an army.
- fixed a loophole about generals & charges. If a general is removed from command and is named to another army, he will only protest if the new army is weaker and if the other general (in charge of his previous army) has less seniority. Before, the power of the 2 armies where not checked.
- fixed an issue in the Swap general order.
- A rare bug when adding back to a fleet some troops has been fixed.
- Fixed an old interface bug when a unit was removed from a stack.

### Database

- Some leaders' values tweaked. New consistency pass done on the database.

### Graphics

- 120 new leader portraits by **Nikel**. Much thanks to him!

### Scenarios

1813:

- Sudden Death Rule enabled.
- Added a numerical index for units sharing a common name: 1/Brigade von Stockmayer, 2/Brigade von Stockmayer.
- Some typos fixed.
- Duplicate units removed.
- Saxon Betrayal event fixed.
- 2 historical options fixed.

1812:

- Sudden Death Rule enabled.
- 1 historical option fixed.

Thanks to **JastaV** for his help!

### Modding

- CmdAdjust Abilities can be limited to Army Commander (Param4) or Corps Commander (Param5)
- New command ChgStrucLevel, see modding forum.

### Interface

- You can alt-click on a force tab to rename it. Armies can't be renamed though.

- Fixed an issue with the Resume game button (shortcut: R).
- New sentry orders:  
 <SPACE>: In sentry for one turn.  
 <CTRL><SPACE>: In sentry until 90% healed.  
 Reminder:>  
 <S>: Permanent Sentry (until moving or attacked) (hit again <S> or <SPACE> to remove the sentry state)  
 <CTRL><S>: Remove all Sentries on map.

Sentry order is useful when you browse your units with the keys E,R,T,Y (with shift as an option)

- <SHIFT><C>: Center on the destination of the unit.  
 Reminder: <C>: Center on the current region of the unit.

- CTRL-F allows you to search for a specific region.
- Options are not limited to 6 per category now, arrows will appears.

## =====

### Napoleon's Campaigns Patch 1.04c / August, 2008

## =====

## =====

### Gameplay

## =====

- Because of a large variety in size (from 500 to 4000 men!), some elements can assault with undue penalties in NCP (for example Prussian Batallion, being small, are very penalized in close combat). A normalization factor has been applied, for better historical results. Note that elements weakened always get a penalty.

## =====

### Scenarios & events

## =====

- Improved Gibraltar defense: fortress is now level 4, with strong depot, reinforced garrison and a commander very able in fort defense...
- Cadiz improved to level 3 fortress
- Newly added Allied merchant shipping in some scenarios to provide sea supply capacity (very useful for the Brits in 1804, Anglo-Spanish in 1808-1814, but also the Russians or Swedes in respective 1812 and 1808 scenarios)
- Last but not least, included the complete leadership revision by Arnaud Bouis of all leaders abilities and values (pro-allies balancing fix)

## =====

### Database

## =====

- Some leaders values adjusted further.

## =====

### AI

## =====

- AI improved on several aspects (seeking the enemy, defending valuable position, resting troops).

-----

=====

## Napoleon's Campaigns Patch 1.04 / May, 2008

=====

=====

### Bugs

=====

- fixed: Naval Combat had a bug on cohesion.
- fixed: lone artillery could be redeployed.
- fixed: a rare bug where a ZIP gamefile would not be recognized correctly.
- fixed: Partisans units were not shown in the Unit List (Ledger page F1)
- fixed: a bug of password querying.

=====

### Gameplay

=====

- When a depot or village is burned, supply is reduced to the stock needed for one turn of supply (of the units present in the region).
- changed: Generals being discharged from army command, or bypassed by another general when an army is formed will now lose 1 to 4 seniority ranks.
- added: Divisions can now replace whole lost elements.
- Fatigue and losses of men both from movements and standing attrition revised. Historical Attrition should be less harsh. Attrition from movements is higher in bad weather, but is less important from enemy territory. All parameters have been exported into a new option file for modders. See the modding forum for further instructions.
- Various adjustments in the database.
- March to the Sound of Guns improvements: a corps can intervene once per day maximum, and 1 cohesion point / day of 'virtual' march is lost doing so.
- changed: movement speed now takes the slowed element within an unit.
- changed: Seniority changes are now 50% faster (in good ... or bad)
- Units in a structure are always considered as being passive for Cohesion recovery (netting a +2 per day overall, +1 from Passive, +1 from Structure). Reminder, if besieged, you lose -1.5 though.

=====

### Scenarios & events

=====

- Many typos fixed in events.
- Some events were not translated in their game text.
- PW scenario:
  - NM required to win has been lowered
  - British reinforcements will always appear, even if Portugal has fallen (they shall show up in Mallorca in such a case)
  - Gibraltar defenses have been boosted...
  - Cintra event fixed.
  - Tweak on Joseph arrival and Murat departure.
  - Napoleon now arrives in October, when the Erfurt treaty was signed.
  - GuardRemove1809 event was broken.
  - str1808CampaignBackground1 shortened for the French version only.
  - Spanish Insurrection options replacements changed to: 3 lines, 6 militia, 4 raiders (was 2-8-8)
  - New Spanish Option: The spanish player can now enlist 3 new brigades at the cost of 6 replacements.

- 1809 scenario
  - Fixed a bug with the Kroat uprising.

#### Database

- Guards Lancers are no more heavy cavalry
- French Carabiniers are now heavy cavalry.
- Combat signature variable added. Cavalry should be less targeted before closing for the charge.
- HorsePerHit and GunsPerHit added, for a better battle report.

#### AI

- AI: Better decision making for standing outside or inside structures.
- AI: AI can now burn depots in very hostile areas.
- AI: improvement: AI is more clever in the use of Army HQ.
- AI: Improved 'ForceInBeing' algorithm.

#### Interface

- The keys 'Q' and 'W' can now be used to cycle through fixed units

#### Napoleon's Campaigns Patch 1.03b / March 8th, 2008

##### \* Docs

- English extended manual added to the doc folder, by Laurence Russell

##### \* Scenarios

- 1815 scenario: French Guards replacements were not added correctly.
- Peninsula War Scénario: 5 events fixed, miscellaneous corrections on texts.
- 1809 Campaign: Kroat uprising fixed.

##### \* Database

- Some data fixed.
- Added data to display number of men and guns in battle.

##### \* Gameplay

- cavalry should take less losses during the fire phases of a battle.

#### Napoleon's Campaigns Patch 1.03a / February 2nd, 2008

##### \* Scenarios

- Murat was not removed properly in the Peninsula War Campaign.
- Kutusov was not replacing Barclay in the 1812 Campaign.
- Saxon switch of allegiance did not work in the Prussian Campaign.

=====

Napoleon's Campaigns Patch 1.03 / January 23rd, 2008

=====

\* Data

- Modification of Models (new models, some values adapted)
- Modification of Units (idem, plus NDS and Greek-Albanese troops for Russia 1805)
- Modification of Weather patterns (too much snow in the Spring, now fixed)
- Modification of factions (new software cursor)

\* Scenarios

- major change in Objectives (number and values), by Laurence & Henry, on each scenario
- New scenarios:

#The Prussian Campaign: Sept. 1806 to Aug. 1807., 41 turns

As the French player, you have two objectives. First, defeat the main Prussian army in Saxony. Second you must capture all Prussian cities, and reach as far east as you can, including Warsaw, before the Russian army shows up in strength. If you hold and achieve these objectives by the summer 1807, victory is yours. §As the Coalition player, you must first preserve as much as you can of the Prussian army, and save as many cities as possible, especially those in the East. Doing so should give you victory.

#Extended 1805 Campaign (two large theaters of operations), 24 turns  
Thames or Danube - Europe: Aug. 1805 to Feb. 1806

As the French player, you have two ways to reach your objectives. Either you successfully invade England while protecting France and Italy from invasion. Or you defeat the Russian and Austrian army in Germany and advance on Wien (once you have conquered the Habsburg capital, fight and beat the remaining Russian and Austrian armies if any). If you hold and achieve these objectives by end of 1805, victory is yours. §As the Coalition player, you must first preserve England from invasion, or save the Austrians and Russians from Napoleon's wrath. If in addition you manage to Milano, Zürich or Strasburg, you will gain victory. Knowing that Prussia may join the war on your side!

- A few corrections to Otions and events (NB remain to correct not-working removal of units)
- You can now see how much exp points an element (or leader) has, by passing the mouse over his stars, in the Element Detail Panel.
- You can now launch a mod with a command line: AACW.exe modpath /mymod
- You can now tweak the brightness of the map only (shift-ctrl-page down/up) or the whole screen (shift-page down/up)

=====

Napoleon's Campaigns Patch 1.02d / January 2nd, 2008

=====

- Naval battles were not occuring since the previous patch.
- Weather was not fonctionning correctly for region 915.
- An event was not properly triggered in the Boulogne scenario.

=====

Napoleon's Campaigns Patch 1.02b & c / December 19, 2007

=====

This patch contains all changes since version 1.01 included.  
You can continue a saved game created before the patch. Most entry will apply, but not all.



=====

## Bugs

=====

Problem with the ZIP mode in PBEM fixed (in 1.02b)  
Units changing side was not working as expected (Bavarian in 1813)  
Music bug fixed (a given music would not be replayed during the course of a game)

=====

## Scenario Updates & Bugs fixes

=====

1805, 1806, 1807 scenarios updated.  
1809 Finland War scenario updated (loyalty and regions names adjusted)  
Peninsular War updated (some problems with guerillas units, causing a crash)

=====

## Modding support

=====

EvalLoyalty command added  
EvalControl command added  
SelUnqSubUnit command improved  
See the modding forum for full explanations.

=====

## Napoleon's Campaigns Patch 1.02a / December 11, 2007

=====

This patch contains all changes since version 1.01 included.  
You can continue a saved game created before the patch. Most entry will apply, but not all.

=====

## Bugs

=====

The % of troops in city was not displayed in the battle report.

=====

## Interface

=====

The force list now always show the leaders ratings if filtered by leaders.

=====

## Scenario Updates & Bugs fixes

=====

A Portuguese guerilla caused a crash in the Peninsula War Campaign.  
Kellerman corps was duplicated in the Danube Campaign.

-----

=====

## Napoleon's Campaigns Patch 1.02 / December 6, 2007

=====

Because of database changes, this patch is not compatible with previous saved games.

=====

### Bugs

=====

Redeployment usage was not saved when you reloaded a game under planification.

Fixed the 'dancing forces' effect (display glitch) at the start of AI thinking.

Rare bug fixed where some elements could be integrated to another, unrelated, unit after hosting.

=====

### Gameplay changes or additions

=====

Automatic garrisons conditions have been eased: A new garrison can appears in a region having a depot, fortress of city of level 7+ if you have enough replacements in your pool and have at least one line infantry regiment in the region, with 51% military control (supply needed abandoned, reduction in the control required).

=====

### Scenario Updates & Bugs fixes

=====

Automatic garrisons settings have been updated.

In the 1812 scenario, each side get two new options (F4) to recruit new units.

In the 1812 scenario, the Russian start with a large VP amount. The French player will have to conquer to win.

The Polish and Dalmatian theater have been added in the 1809 scenario.

Campaign scenario (77 turns): Swedish-Russian war added.

=====

### Data tweaks

=====

All weather patterns reviewed.

Database issues and additions on units & elements done.

=====

### Interface

=====

Save Game can be done with the ctrl-shift S shortcut (reminder: Ctrl-F9 Ends the turn)

Support for the German language added. (still experimental)

You can press [control] while you drop a stack in an adjacent region, to disable pathfinding.

Accents removed from filenames for a better support of Asian Windows.

-----

=====

## Napoleon's Campaigns Patch 1.01d / November 23

=====

=====

### Bugs

=====

Capturing naval units will maintain the correct (capturing) army name.

=====

### Gameplay changes or additions

=====

Routed elements in a routed stack can now surrender if fired upon (eg Mack in Ulm)  
Captured units now create a separate stacks (eg fortress artillery won't slow down the capturing stack)

=====

### Scenario Updates & Bugs fixes

=====

1808 Spanish Replacements were British (fixed).

=====

### Data tweaks

=====

Hills terrains will get a more accurate weather  
Aurillac region had no weather (Unknown Weather)

=====

### Interface

=====

Light cavalry move type was improperly displayed.  
Guard Commit ability was improperly displayed.

-----  
1.0c - no readme.

=====

## Napoleon's Campaigns Patch 1.01b / November 18

=====

=====

### Bugs

=====

Some abilities snow-balled in an unexpected manner, leading to too biased results, especially when Napoleon was around.

=====

### Scenario Updates & Bugs fixes

=====

1806 scenario had sometime a crash when Buxhowden appeared.  
1808 (Peninsula War) scenario had several problems with events and levies (fixed).

=====

#### Data tweaks

=====

Combats (Combats.opt) made bloodier in assault.

=====

#### Interface

=====

Historical Attrition setting was not saved between 2 games.

Music immediatly stop or restart when the option is checked.