

# AJE Official Patch 1.02

January 19, 2013

## WARNINGS:

**1 - due to DB improvements, this version is NOT SAVE COMPATIBLE**

**2 - The 1.02 version will be necessary to play all further expansions and DLC's**

## Scripts

- Increased depot level of Trapezus and Eupatoria (MS87)
- reduced level of auto experience gain of units
- corrections in some flavour events (MS87 and GMW75 scenarios)
- trade events regeneration for PON faction corrected (GMW75 and MS87 scenarios)
- several textstrings corrections
- New POP leaders for Marian side in MS87 setup
- Fixed a issue with IA Choice in Severus Multi Choice Event.
- Storms: reduced the likeliness and added some better protection to ships (reduced losses)
- Pirates now at war with Sertorians in Great Mithridatic War

## Code

- engine update (fixes the issues of ranged combat in cities assaults (terrain will be the structure, not the outlying terrain) and the immortal legatus.

## Database

- Out of home penalties removed for units (kept for some leaders) - still under evaluation
- Fixed Leaders Casualties issue ( Less 3 stars leader kill during battles).
- New DB with lots of new leaders added (with extra space reserve for future Mods and usage)

## Graphics

- New pictures for leaders and units added (modding)
- Added new cityscape sprites with fortification level indicated (for easier spotting of level value)

## 1.01 November 16, 2012

### Code:

- Corrected bug on RGD constraint MustNoBeOwnedRegion
- Correction bug on entering enemy territory
- New generic weather resistance attributes

### DB:

- changed the terrains, models and units to improve a bit the 'chances' of non-Romans vs Romans.
- Movement will be overall slower, and deployment of light/irregular units more favored in difficult terrains.
- Fixed DB Issues with Python Scripts (Thank you Lafrite) and Berto's report (on Matrix Forum)

### UI :

- Fixed a display issue in Social Mode for 1024 screen resolution
- New localized buttons in MainMenu/Options

### Events/Setups :

- Fixed wrong CP penalty applied to absorbed factions and to recruited generic generals (Year of Four Emperors and Severus scenarios)
- Corrected some mismatches between tooltip and map regarding Roman Roads (Year of Four Emperors and Severus scenarios)
- Legions not recruitable in small islands
- Fixed some MTB allocation issues in Severus and Marius vs Sulla Scenarios
- Fixed End of Faction Chain of Events in Year of 4 Emperors and Severus scenarios
- Fixed regeneration of Iberian Archers recruitment option
- Rome not controlled event now will give -20 VP malus
- Merchant sunk events corrected and now will give a -10 money malus

### Marius vs Sulla scenario

- Lusitanians made a bit weaker
- Fixed blocked naval leaders in Lucullus odyssey
- Fixed some loyalty issues
- Fixed some stack fixing issues
- Fixed High Priest suicide event
- Fixed Peace of Dardanos issues.

### Great Mithridatic War scenario

- Sertorius experience reduced a bit, as well as the Iberian power, should balance the Hispanian situation
- Added Pontic Catapultae to the force pool

### Caesar vs Pompeius scenario

- Tweak to Hispania Surrender event
- Caesar and Pompeius are more on par as overall commanders now

### Spartacus scenario

- Fixed double message Varinius arrival event

### Year of Four Emperors scenario

- Fixed Otho death and Hispania governor rally events

### Severus scenario

- Fixed the DID no FOW issue
- Fixed some stack fixing issues
- Fixed erroneous "new political options" messages
- Full message broadcasted when Albinus is proclaimed public enemy