

REMINDERS (patch note below)

See Online WIA Manual at: http://www.ageod.net/agewiki/WIA_Manual

Note: Key commands and features added at patch 1.04

- *Sentry orders:*

[on a selected group]

<SPACE>: In sentry for one turn.

<CTRL><SPACE>: In sentry until 90% healed.

<S>: Permanent Sentry (until moving or attacked) (hit again <S> or <SPACE> to remove the sentry state)

[when no group is selected]

<CTRL><S>: Remove all Sentry status on map.

Reminder of existing Key commands:

<C>: Center on the selected unit

<SHIFT><C>: Center on the destination of the unit.

<H>: Put directly the selected force in structure, if some available in the region.

- You can <ALT>-left-click on a force tab to rename it. Some Armies with Leaders can't be renamed though.

- New Region finder. Works with <CTRL><F>

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Note: Under some conditions, Depot Build may consume partial strength supply units.

To be safe, separate the two supply units [must have 4 elements each and be >50% strength] for depot build command

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Note: 'Supply Filter' colors are now:

Green = Net Supply supply above demand

Orange = Net supply available = 0

Red = Net Supply in deficit to demand

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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.

Notes on Foreign Entry [1775/76 Campaigns only]

Foreign Intervention [FI] is the parameter displayed on main map that measures progress of negotiations with France et.al

Foreign Entry [FE] is the actual arrival of significant French forces [and later Spanish]

Foreign Intervention [FI]:

- will generally “drift” upwards due to many small events. The first event of this type is “Lee and Beaumarchais” in September 1775
- When Franklin safely arrives in Europe, FI will increase every turn, and new Political Options are available to both sides
- Starting June 1776, “Hortelez” Supplies will periodically arrive for the Rebels from Europe
- Starting in 1778, the FI value is compared to the Intervention value [100 at “normal”, lower or higher if set in Main Menu]
- If the FI is equal or greater than the trigger point, and a 99% probability dice roll is passed, the FE sequence begins
- If FE has not occurred by 1782, it will automatically occur if the Rebel National Moral is greater than British National Morale

Foreign Entry [FE]:

- All the diplomatic options are disabled
- The French Alliance events begin
- Every turn, there is a probability roll made to begin active French involvement. The probabilities increase as time passes, and each probability is reduced by 15% for each of the 4 “Colonial” Theaters fully controlled by the British. Full British control is achieved by controlling all Objectives and all Strategic towns in a Theater.
- Once the French are at war, French and Spanish Land and Naval forces appear at various times thereafter
- Spain will enter in July 1779 [or later if the French have not yet declared war]

This patch is comprehensive, containing all changes since the original release of WIA [version 1.00b]

- **Python script checks run [thank you LaFrite!]**
 - Duplicate Aliases resolved in *Move Types, Terrains, Sounds, Colors, Ability Kinds, Models and Units*
 - Aliases corrected:
 - Settings file *AI.opt*
 - added \$SPA in *Various.ini*
- **Setups**
 - Removed the setups for the "original" *1755 Campaign, 1756 Montcalm scenario, and 1759 Annus Mirabilis scenario*, leaving the "COL" faction variants intact.
 - The improvements made in the "Colonial Faction" variants are numerous, and were not consistently included in the originals, resulting in some aberrant situations. Currently, resources are not available to reconcile the differences and correct the original setups.
 - The Database will still include these older variants for modding purposes, and the game will still include the Events files for these scenarios to allow ongoing games to be completed.
- **Events**
 - 1812 Campaign: corrected the timing of British reinforcements in 1814 after Napoleon's Exile.
- **Text**
 - Latest version of *LocalStrings__AGE* included

[Change logs for previous patches continue on next page]

Wars in America Update 1.10d

November 7, 2012

- **Game Engine [updated to version 121011]**
 - You can now disembark troops from a fleet trapped in ice.
 - Cavalry will no longer assault Forts, even if breached
 - Siege improvements [supplementing rules added in version 1.08]
 - 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.
 - 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
 - Exported several additional Game parameters [see \Settings .opt files]
 - Enabled new Main Menu Options:
 - 120 DPI fonts
 - Dynamic Borders [caution: may cause slow map scrolling]
 - Reduced "away from home" move penalty [affects Militia and Irregular Units that have a defined "home area"]
 - 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
- **Setups**
 - All setups recompiled.
 - 1813 Great Lakes
 - Isle Orleans ocean region unblocked to allow bateaux access to port
- **Events**
 - 1755 Campaign [original and COL variant]
 - The Spanish transport at Penacola now unlocks when Spain enters the war
 - 1689 King William's War
 - Added check for absence of an existing fort to the French Option to build a fort at Quebec
 - 1812 Campaign *and* 1813 Great Lakes
 - Changed Tecumseh and his Indian units to Winter at Shawnee Village
- **Graphics, Text, Models and Units:**
 - Includes all Models, Units and Graphics for King Philip's War mod
 - Changed all Leaders with "Entrencher" ability to have "Defensive Engineer"
 - Spanish Naval units now all have 0 Command Cost
 - Latest version of *LocalStrings__AGE.csv* included
 - Corrected several text references for Units and Models
 - Unit UID 700 *\$Unit_ShortName_GBR_ArtPW*
 - Model UID 711 *\$Model_ShortName_ING_UncasKW*
 - Unit Home Area changes
 - Rangers, Mountain Boys and Coureurs now "at home" anywhere in North America
 - American Riflemen and Morgan's Light Infantry are "at home" anywhere in North America
 - Completed a review and update of AutoRaise rule assignments to Units.
- **Documentation**
 - The Strategic Maps v2.0 created by *Emx77* are included. Thank you!!!

Wars in America Update 1.10a

April 24, 2012

This patch is comprehensive, containing all changes since the original release of WIA [version 1.00b]

- **Latest Game Engine (120413)**
 - Fixed: crash when starting Tutorial
 - Fixed: Ledger no longer closes with <right-click>
 - Fixed: Transports carrying large troop formations were pillaging ocean regions
 - Fixed: "Looping" patrol orders now actually move
 - Fixed: AutoGarrisons no longer respawn continuously
 - 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: Coastal Waters weather. An intermittent bug caused Fair weather when chances for that were defined = 0
- **1775/76 Campaigns:** Corrected arrival locations and messages for Tarleton/Watson arrival event
- **1755 Campaign, COL variant:**
 - Lowered probabilities of free Light Infantry replacements for both sides
 - CAN Light Infantry will now disband similar to Militia and Provincials
 - **Effective only in new games and saved games loaded prior to arrival of MontCalm**
- **Text, Models and Units:**
 - Changed all instances of *Courriers des Bois* to *Coueurs de Bois* [full effect only in new games]
 - Removed all illegal characters (& ; ") from *LocalStrings_WIA.csv*
 - CAN Light Infantry now have the "Canadian" ability, reducing their quality when outside Canada

Wars in America Update 1.10

March 20, 2012

- Newest Game Engine (120315)
- **1778 Full Campaign:** Corrected Military Control in Cuba at start to avoid starvation.
 - **This change is only effective in new games.**
- 1755 Campaign [and COL Variant] and 1812 Campaign: Reconciled tooltips and EP costs for options.
- **1755 Campaign COL Variant:**
 - AutoGarrisons are turned off for Human players after turn 1 [or after the next turn is executed in a saved game]
 - Auto-garrison now only for Cities and Depots [no longer at Settlements and Stockades]
 - **This change is only effective in new games.**
- Fixed option where GBR Merchants arrive in FRA owned Halifax
- Fixed event where GBR bateaux arrive in FRA controlled Frontenac
- Fixed Fort Stanwix event to prevent build if Fort Bull still exists

[1.10 RC 4a]

- **1779 Galvez Scenario:** Corrected Military Control in Cuba at start to avoid starvation.
 - **This change is only effective in new games.**
- Fixed bug where Pillagers were ravaging friendly regions
- Fixed bug that prevented AutoRaise of units in scenarios with Loyalty Rule off [FIW, 1812, Native Wars]
- Modified Leader Affinities to help AI assign Army leaders
- 1689 King Williams War: Corrected Military Option
- Engine updated to newest standard

[1.10 RC3]

- Engine updated to latest standard
- Sounds are now Aliased [see *Sounds.ini* in *WIA\Aliases*]
- Corrected more reference errors in text, events, models and units (thank you **Lafrite** for the Python® script checking tools)
- 1755 Campaign, 1755 COL Variant:
 - Added option for GBR to purchase 1 Regular Infantry for Colonial Troops [Provos in COL variant]
 - Corrected purchase cost of Regular Infantry Replacement option

[1.10 RC2]

- 1689 KWW: Corrected several event reference errors (thank you **Lafrite** for the Python® script checking tools)
- 1755 Campaign, 1755 COL Variant:
 - Fixed French notification of Spanish declaration of war.

[1.10 RC1]

- Latest Game Engine update
- Added **Army Outliner**, as seen in RoP.
 - This is a shortcut that will take you directly to your armies (3 Star Generals commanding a Stack) present on the map.
 - You see the portrait of the Army commander (face), nationality (background color and shield) and name.
 - The displayed images can be "collapsed" or "expanded" by clicking on the small star to the left of the leader's name.
- Added parameters to **GameLogic.opt** to allow modification of Cohesion losses during battles (to help regulate multi-day battles)
 - Values set at defaults, so no behavior changes expected in this patch.
- Added parameter to prevent "premature massive retirement" of leaders
- **1755 Campaign, 1755 COL Variant**: Changed name of the British Fleet arriving in response to Spanish declaration of War.
- Corrected several Localized text reference omissions (thank you **Lafrite** for the Python® script checking tools)

[1.09b RC2]

- Latest Game Engine update
- Corrected Text and message errors in **1763 Pontiac's War**
- **1755 Campaign, 1755 COL Campaign**: Corrected Military Control in Cuba at start to avoid starvation.
 - **This change is only effective in new games.**
- Fixed the "Close Window" button on the Element Detail
- Corrected region alias error in **SubFactionsGreene.inc**

[1.09b RC1]

- Fixed Major Road definition in region **366Rappahannock** – all Scenarios updated
 - **This region adjustment will only take effect in new games**
- Game Engine update fixes the function of Major Roads
- New parameters in **GameLogic.opt** to control effect of Major Roads

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BOA2 : War in America patch 1.09a

November 8, 2011

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- Adds the GameRules.opt that was omitted from 1.09

[1.09]

- Fixed rare CTD seen with structures being captured
- Canadian Militia (in French and Indian Wars) now upgrade to Light Infantry (used to upgrade to Troupes de Marine)
- Corrected terrain at Dorchester Heights and Worcester (thank you simovich)
- Introduced "Turn 0" options to 1775 and 1776 Campaign.
- Added Models and Units and Graphics for future King Phillip's War Scenario
- All Dragoons, Rangers, Partisans, Mountaineers, Backwoods Riflemen, Couriers and Indians now have the ***NoCapture*** Attribute, and thus can *only* capture **Ports, Depots and Native Villages** by themselves.
- Depot build bug fixed. Depots can be "built up" with Supply or Transport Ships/Bateaux to the level defined in *2Depot.str* (where MaxLevel = 3)
- Pillagers (*Model Attribute = *Pillage**) now properly raze Settlements and Stockades. These units will now display the **Pillager** Ability icon.
- Ships not getting replacements: bug fixed.
- "Tidied up" the Element Detail window
- Weather "Coastal" bug fixed {Thank you, berto}
- Weather adjustments made in some areas. Generally reduced severe weather in Southern Areas.
- Weather in Regions now described as either Clear, Rain, Cold, Frozen or Very Cold (old descriptions carried connotations that it was a 30 day Blizzard!)
- Game Engine updated to latest AGE
- New AI parameter: **aiCTM_ThreatValInFow** in *AI.opt* to help regulate AI aggressiveness
- New parameters in settings to regulate Automatic Experience gain: "Excessive Experience 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.)
- 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

Script (event, scenario start) changes

- *75/76 Campaigns*: Revised logic for various unit and group arrivals to prevent arrival in an enemy-occupied region (Continental Marines, Hortelez, etc etc)
- *75 Campaign*: Continental Marines arrive unfixed now
- *59 Annus Mirabilis COL variant*: minor adjustment to event dates for Canada Reinforcements so they appear in the short scenario as they do in Campaign.
- Added **1689 King William's War Scenario** (Thank you Hobbes) {Text is in English only - translations needed}
- Added **1763 Pontiac's War Scenario** (Thank you Hobbes) {Text is in English only - translations needed}
- Added more *Leader Biographies*, which can be viewed by hovering the mouse pointer over the large portrait in the Element popup display window (thank you Stephane Parrin, Stewart King, Paul Roberts) {More translations needed}

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BOA2 : War in America patch 1.08

November 6, 2010

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Major Changes:

- * You no longer assault structures if you are still moving, you only assault them if you have stopped moving (the region of the structure is your destination or you don't move at all) UNLESS your ROE is also 'all out attack'. Both the assault posture and ROE tooltips have been updated to explain that to the player.
- This is to prevent serious problems for the AI... This has been observed in several of the AGE games with unexpected assaults from the AI... She wants to assault region X, but in the end it happens she will before assault region Y and more often than not: ... bloodbath...
- * AutoGarrison is now using Advanced version (see AGE Wiki: http://www.ageod.net/agewiki/The_Auto-garrison_feature).

Additions/Fixes

- * Corrected txt description for "Master Logistician" to state he must command the stack to be effective.
- * Added Siege parameter sieSurrenderModEndangered.
- * Added Leader Biographical notes to 18th Century leaders. (Thank you, Stéphane Parrin)= Currently only in French language installation. Translations in process.
- * Minor correction of Generic structure destruction text
- * Added Units and Models for King William's War

Graphics

- * Changed the flags appearing in Battle Report for ING, INF and COL factions
- * MiniMap color for INDIAN Faction changed to be more visible.
- * Corrected positions of text in "Newspaper" message display.

Engine

- * Added new Faction Select front end
- * Added scripting enhancement: Turns Fixed when creating a new group can also be expressed as "Unfix Date" with format YYYY/MM/DD (text)
- * Siege logic updated as in RoP 1.02
- * Updated the Factions parameters to latest data set
- * Added Retreat parameters (as in RoP) to Control&Retreat settings
- * Merged all Gameplay settings into one single GameLogic.opt settings file to make finding a given rule easier
{replacing files: Bombard&Blockade&Siege.opt, Cohesion&Attrition.opt, Combats.opt, Control&Retreat.opt, EngagementPts.opt, Reserve.opt, ROE.opt}
{modifying file: GameRules.opt}
- * Improvement in the Retreat after combat formula to take into account OMBs with large number of links.
- * Fixed the bug of structures not completed at setup. It affected all setups generated between October 1st (roughly) and now, for all games.
- * Deciding who is the winner or loser of a particular battle is now more accurate and will use 'Battle Points' granted for particular situations or damages done to opponent.
- * A turn without an ORD (to save the map focus) would be loaded using a map focus of 0/0, or the last map focus used. Fixed.
- * The small ² key used to bring console should be valid on all keyboards now (hopefully, can't test)
- * Units in structures in regions that don't have any cityscape structures are now expelled each turn.
- * Home Area bug fixed

AI

- * Added "fitness" parameters to settings
- * the AI now considers the % of light elements (raiders, cavalry) when checking for assaults against a structure, and not just the ratio of power between the defenders and the assaulting force.

Modding

- * Creation of Models.cached enabled, to speed up game load

- * Now creating Units.cached, to speed up game load

Map

- * Increased travel time by ships to Hudson Bay (Beware: it will be a very long trip in harsh weather!)

1755 Campaign, 1756 Moncalm, 1759 Annus Mirabilis and equivalent COL variants (Also affects Roi Louis variants)

- * Added notification message for GBR Crown Point bateaux build event in 1758-59
- * Corrected model reference for all "Battoemen build Bateaux" events
- * Improved "Native Alliance" Option for both sides. Option now restricted to search and unlock only fixed units.
- * Corrected GBR event where Bateaux could arrive in land region (September 1759).
- * Corrected 56 Moncalm event where Angoumois reinforcements attempt to arrive in blocked regions (New Orleans, French West Indies)

1755 Campaign COL variant

- * Activated Advanced AutoGarrison for FRA and GBR in Cities, Settlements and Stockades
- * Corrected "destruction of cities" bug
- * Many "frontier" Cities and Forts converted to Stockades and Settlements
- * Harbor added at Oriskany (head of navigable waters)
- * Some small cities on "frontier" eliminated if there is also a Fort or Stockade co-located.
- * Improved "Native Alliance" Option for both sides. Option now restricted to search and unlock only fixed units.

1775/1776 Campaigns

- * Corrected messages to GBR when USA options for Extended Milita Service are taken (1775/76 Campaigns)
- * Corrected duplicate "Sphynx" GBR ship unit (1775/76 Campaigns)
- * Improved "Native Alliance" Option for GBR. Option now restricted to search and unlock only fixed units.

1791 Fallen Timbers

- * Activated Advanced AutoGarrison for USA in Settlements and Stockades

1812 Campaign

- * Fixed date-syntax error in "Exile" flavor event
- * Fixed appearance of Jackson's Army at New Orleans (wasn't happening if the GBR was AI controlled)

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patch [1.07b3]

June 23, 2010

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Major Change:

* You no longer assault structures if you are still moving, you only assault them if you have stopped moving (the region of the structure is your destination or you don't move at all) UNLESS your ROE is also 'all out attack'. Both the assault posture and ROE tooltips have been updated to explain that to the player.

This is to prevent serious problems for the AI that has been observed in several of the AGE games with unexpected assaults from the AI: She wants to assault region X, but in the end it happens she will before assault region Y!

Additions/Fixes

- * Corrected txt description for "Master Logistician" to state he must command the stack to be effective.
- * Added notification message for GBR Crown Point bateaux build event in 1758-59 (1755 Campaign, 1756 Moncalm, 1759 Annus Mirabilis and COL variants)
- * Added Siege parameter sieSurrenderModEndangered.
- * Corrected messages to GBR when USA options for Extended Milita Service are taken (1775/76 Campaigns)
- * Corrected duplicate "Sphynx" GBR ship unit (1775/76 Campaigns)

Graphics

- * Changed the flags appearing in Battle Report for ING, INF and COL factions
- * MiniMap color for INDIan Faction changed to be more visible.
- * Corrected positions of text in "Newspaper" message display.

Engine

- * Added new Faction Select front end
- * Added scripting enhancement: Turns Fixed when creating a new group can also be expressed as "Unfix Date" with format YYYY/MM/DD (text)
- * Siege logic updated as in RoP 1.02

AI

- * Added "fitness" parameters to settings
- * the AI now considers the % of light elements (raiders, cavalry) when checking for assaults against a structure, and not just the ratio of power between the defenders and the assaulting force.

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[1.07b2]

Fixes

- * Corrected display of Fortresses [Level 3 and higher]
- * Changed 'Tech Upgrade' option [USA 1775/76] to have elite return to Lite Inf vs. Regular [to break circular logic bug]
- * Added *NoCapture* attribute to all \$famRaiders to fix the Raiders capturing Cities bug

Engine

- * Fixed bug with Script engine not properly interpreting EvalRgnVP [gave erroneous event triggers: Philadelphia/Boston captured in 1755]
- * More new AI programming
- * Added new AI Agenda: "Concentrate Stacks"

New

- * Added files [Alias, Settings] and model parameter for AI_Affinity system for leaders

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[1.07a]

Improved: Information available in F5 ledger [value of Objectives, VP earned per turn, Losses totals]

Changed: Training Officer no longer needs to command a group to train troops [trains while anywhere in stack, similar to Drill Master]

Changed: Fort Batteries and Coastal Artillery now have Command Cost = 0

Map Adjustments

Changed: Port at region 255Winooski now accesses only region 748Lake Champlain - center [used to also access 790Lac Champlain]

Changed: Port at region 136Utanvas now accesses only region 754Bass Islands [used to also access 753Lake Erie]

Changed: Region 136Utanvas and Region 134Cedar now have NavallInterdict link to prevent 'port to port' direct movement

Changed: Defined Richelieu River as 'minor river crossing' from 59Richelieu to both 58Chambly or 57Isle aux Noix

Changed: Removed "1 way portage" from 1402Lake Georges to 249Shenectady [remnant of an old portage experiment]

Changed: Removed crossing link between 235Middleton and 240Long Island

Update: added UserInterface.opt for VGN compatibility in future patches

Update: added InCityScape = 1 to all Structure files for future VGN compatibility in patches

Added: Aliases for future CIC ability

Added: Parameters file for various RoP rules that must be disabled for WIA [Game Rules.opt]

Fixed: Several German Leaders, and USA Glover had weight = 1. Corrected to Weight = 0

Fixed: Alias for Unit 498 = Henri Bouquet for 1755 series [now is: uni_GBR_Bouquet2]

Fixed: Spanish Army 'Unit Bullet' for on-map display

Fixed: Short name in unit Admiral Rodney was showing as Pigot

Fixed: Seaman ability will now improve movement of Naval Units only ["Dual Army/Navy leaders" with Seaman were also benefitting Land movement]

Fixed: Alias number for \$abiCollection [was 13, now 21] to be fully compatible with latest game engine

Fixed: "Home Area" bonuses and penalties: +10 Cohesion in Home area; Reduced TQ [Discipline] when outside Home area.

. Modified "home area" of Rangers, Partisans and Riflemen to include the 13 Colonies, Canada, Northwest Territory and Louisianne

1755 Campaign

. Reworked text for replacement events to make it clearer what is arriving.

. Added AI helper events to reduce arrival location probabilities of AI reinforcements to Louisbourg, Halifax, West Indies or Cuba

. New Orleans becomes an Objective upon Spanish entry into the war

. Added message when Elite replacements were successfully recruited [in options]

1756 Montcalm

. Added AI helper events to reduce arrival location probabilities of AI reinforcements to Louisbourg, Halifax, West Indies or Cuba

1759 Annus Mirabilis

. Added AI helper events to reduce arrival location probabilities of AI reinforcements to Louisbourg, Halifax, West Indies or Cuba

1775/76 AI Help and Game Balance

. Modified AI-GBR purchase Supply option to test for favorable location [free of enemy troops] prior to purchase

- . Reduced Aggression bonus for the Boston Evacuation AI event
- . Added War Weariness events to penalize Human GBR vs USA AI games. Events start in 1780: Each turn that a 'Colonies' Region is uncontrolled, GBR loses VP and NM
- . Added 'Army in Being'. Starting 1780, every 3 months if USA still has >30 Regular + Elite + Dragoon troops and Washington is alive, GBR loses VP and NM
- . Modified the arrival location probability list for Sir Charles Grey's force [limited to Northern locations]

1775/1776 Campaign

- . Changed purchase Supply option locations for USA to owned City in PA. Will then search Middle States only if all PA cities are GBR. Then searches all NewEngland locations only if all Middle States cities are GBR.
- . Renamed Elijah Clarke's partisan group from Clark's to Clarke's
- . Fixed Marion's Partisan group arrival
- . Galvez Forces appear immediately unlocked now
- . Reworked replacements: fixed bi-annual Militia repl bug; reduced USA Artillery repl; added USA Supply replacements; removed USA Skirmisher repl [no units use this family]
- . Reworked text for replacement events to make it clearer what is arriving.
- . Fixed Admiral Rowley arrival event to remove 33% chance to arrive in a landlocked region.
- . Added replacements events for USA Skirmishers [Riflemen] and USA Light Infantry. {Light Infantry is low probability}
- . Inconsistency of family type between Model and Unit corrected for Light Infantry and Riflemen. {Riflemen are now \$famSkirmisher, Light Infantry are now all \$famLightInf}{Light Infantry also become subtype \$Regular}
- . Added National Morale boost to USA when France gets involved. Bonuses at announcement of Alliance, Declaration of war, and shortly after French troops arrive. Boost given only if USA Morale is < British Morale.
- . Corrected leader's rank display for Spanish Generals Giron and Ezpeleta; Spanish Admiral Iranzabal now properly displays as Admiral's rank
- . Corrected text for the arrival of a small Spanish expedition in 1781
- . Added message when Elite replacements were successfully recruited [in options]
- . Changed arrival location for units arriving with the declaration of French Alliance
- . Added Supply unit to the "third Horteletz Supply" event
- . Fixed arrival of Robert Howe for USA in April 1776

1812 Campaign

- . Inconsistency of family type and subtype between Model and Unit corrected for many units and models. Replacements adjusted accordingly.
- . Reworked text for replacement events to make it clearer what is arriving.
- . Added General Robert Ross to the Chesapeake Expedition in 1814
- . For AI: Helper event for 1814 Chesapeake Expedition and 1814 New Orleans Expedition
- . Randomized date of Napoleon's exile to Elba and tied massive 1814 GBR reinforcements to the exile.
- . Randomized Napoleon's return and the subsequent removal of GBR replacements.
- . ING faction Tecumseh and Brandt Units and Models added
- . Resolved duplicate Unit definitions for Voltigeurs [uni_GBR_1812Lit3]
- . Unblocked Gibraltar to allow another GBR port for refit. Increased strength of Gibraltar garrison.
- . Revised "Americans in Canada" event to count Militia in addition to Regulars at Richelieu
- . Added 'garrison' Indian Tribes to villages. Removed several villages in South
- . Added depots at Detroit, St. Augustine, FL and York, Canada
- . Strengthened Amherstburg Garrison [GBR] and Mobile Garrison [GBR/SPA]
- . Reduced most USA depots to level 1; Reduced Montreal Depot to level 1

Pontiac's War

- . Unit and Model added for J. Campbell

Introduction of the 1755 "Colonial Faction", with 3 new scenarios [duplicates of existing FIW scenarios/campaign]:

== GBR Provincials and Militia are now a Sub-faction, with Command Penalties applied if in a stack without leaders of same faction or with the "Colonial" command ability [Similar penalty to USA/FRA/SPA or GBR/GER in 1775/76]

Fixed: Nova Scotia Militia is now COL faction [was still GBR]

Fixed: Kings Royal Rifle Corps [60th Royal Americans] should be GBR Regular. Attempt to create COL version caused error.

1755 Campaign - COL faction

- . Rework of scenario using new COL faction for the British Provincials and Militia
- . Added AutoGarrison commands
- . Added AI helper events to reduce arrival location probabilities of AI reinforcements to Louisbourg, Halifax, West Indies or Cuba
- . New Orleans becomes an Objective upon Spanish entry into the war
- . Added message when Elite replacements were successfully recruited [in options]

1756 Montcalm

- . Rework of scenario using new COL faction for the British Provincials and Militia
- . Added AI helper events to reduce arrival location probabilities of AI reinforcements to Louisbourg, Halifax, West Indies or Cuba

1759 Annus Mirabilis Colonial

- . Rework of scenario using new COL faction for the British Provincials and Militia
- . Added AI helper events to reduce arrival location probabilities of AI reinforcements to Louisbourg, Halifax, West Indies or Cuba

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[1.06]

Fixed: Foreign Entry threshold was fixed at 'easy' level = 75. Corrected to Easy=75, Normal=100, Hard=125

Fixed: Subfactions suffered CP penalty when in stacks without leaders. Now extra CP only if 'mixed' factions in stack without leader, or if in stack without a leader from that faction or 'multi-faction' leader.

Fixed: AI had some functions erroneously disabled

Fixed: AI would include static units in a stack, then fail to retreat properly or move the stack

Fixed: Loyalty displays could exceed 100 or drop below 0 [this will not always correct itself in a saved game from 1.05 or earlier]

Fixed: Rare bug in event converting Seneca Tribe to France with capture of Albany [1755 Campaign]

Fixed: Tooltip for National Morale better reflects the function in the game.

Fixed: Fort batteries were bombarding ships. [Now only coastal/Naval batteries may do so]

Fixed: Occasional "Spinning" supply values

Fixed: "Pulsing Red" area-restriction ability icon

Added: All units, models and graphics from Hobbes Pontiac War mod included

Added: COL faction, for all British Provincial, Militia and Tory units [these units will be applied to new scenarios in future, not replacing existing scenarios]

Added: New ability - Anglo Colonial commander: Can lead Colonial units without penalty

Consolidated: the LocalStrings_aWIA_1812.csv contents are merged into LocalStrings_WIA.csv

Changes/Corrections:

Continued enhancement of AI logic

Significantly improved Naval AI

Corrected spelling of Cannon from Canon in several locations [English text only]

All campaigns: the EP earned in Shipping Boxes by merchants is now 40% of what it was in 1.05

The chance of Death in Combat for Leaders increased. Compared to 1.05 and earlier: 1 star 3x, 2 star 2x, 3 star same

Cohesion and Attrition losses reduced somewhat during movement in Harsh Terrain and Harsh Weather

All leaders are now promotable, except Indians and the Pontiac War leaders

Leaders with the Skirmisher ability now use Superior Tactician instead [Skirmisher is a unit ability, S.T. is for the Group]

1775/76 Campaign

Loyalty values at start revised in most of the 13 Colonies to better reflect historical attitudes

General revision of replacements. "Free" replacements reduced in quantity and frequency, Options replacements cheaper and more readily available

Burgoyne's Canadian Army event for the Human player delayed to April at earliest, to avoid being trapped in a late Blizzard at sea

AI gets a free depot in Montreal, if owned

The 'value' of Philadelphia as the USA capital reduced [NM loss when captured by GBR was 25, now is 5] [May not be effective in saved games from 1.05 or earlier]

Events added to relocate the USA Capital to York, PA when Philadelphia captured by GBR, then to return if USA recaptures Philadelphia

AI will receive 'free' EP each turn as bonus [USA gets 10, GBR gets 5]

If GBR is Human Player, can increase the EP earned in shipping boxes by owning certain ports. Details explained in a popup text window in-game.

George Washington appears as 4 star leader, to avoid rare instance where Charles Lee gets promoted and has higher seniority

A new event in 1775 will help the British AI evacuate Boston. This event will not work properly in saved games from a previous version.

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[1.05]

Fixed: Shift key doesn't display movement links when a stack is selected

Fixed: FE display for GBR does not match value of USA [USA value is correct]

Fixed: Settlements, Villages and Level 1 cities need to 'burn' properly with ScorchedEarth settings

Fixed: A ship remaining in harbor prevents Indians from burning a fort

Fixed: Merchandise reports 'engaging the enemy' during battles

Fixed: Loyalty values can go negative and exceed

Fixed: Regional move restrictions [Canada, NorthWest, etc.] on units and leaders no longer has any effect.

Fixed: Bombard Ships button appears with captured shore batteries

Fixed: Units prevented from moving into regions connected by NavalInterdictLink {as between Crown Point and Winooski} when any opposing force is present

Fixed: Units blocked at river crossings by enemy ships nearby {appears to be function like in AACW}

Fixed: Fast Move, Slow Move, Ranger move not working

Fixed: Besieged location with port still unblocked now suffers 75% supply reduction [moddable in Bombard&Blockade&Siege.opt under \Settings]

Supply generated by Forts, Stockades and Settlements reduced [improving siege performance]

Bonus/malus given by Forts to water region blockade requirement reduced to 4 [from 6] [improving siege performance]

Fleet Elements needed to blockade a port reduced to 8 [from 12] [improving siege performance]

Text strings for replacements events rewritten for clarity

Several Event graphics added or corrected

EP earned by Merchants reduced in all Campaigns [1755, 1775, 1776, 1812]

Added moddable parameters to regulate the crossing of rivers when enemy ships are adjacent. Fixes the 'crossing under guns' bug.

Parameters for Schooners and Gunboats modified to increase chance of intercepting enemy shipping

Added moddable parameters for sieges [see Bombard&Blockade&Siege.opt under \Settings][improving siege performance]

Added moddable parameters for movement bonus from Tracks and Roads [3 parameters in Command&Leaders.opt]

Battoemen now only have Pontooner and Ranger Supply [game engine limitation to only one move bonus ability]

The cost to build a Fort is now expressed in elements, not Units: 4 Elements Artillery, 4 Elements Supply

The cost to build a Depot is now expressed in elements, not Units: 8 Elements Supply [Supply Wagon, Transport ship or Bateaux]

Corrected French Lake flotillas' replacement families

Modified abilities for Sir Henry Clinton [both ranks: Skirmisher -> Superior Tactician, 2 Star only: Dispirited Leader -> Brave]

Added *pillager. attribute to Tory Ethiopian Troops

Special thanks to Carnium, Bruit Bleu, TiFlo, TheDeadEye, Tarokaja, for their inputs [seen as Community Mod]

Special thanks to paw1776 for his corrections and revisions to events text, displayed unit names, leader names and ranks

1755 Campaign setup and events, 1756 Montcalm Events only [. = events]

Size of major fortresses and depots reduced [improving siege performance]

Garrisons in Mobile and New Orleans are now French, not Canadian

Louisbourg city removed, port reduced in size [improving siege performance]

. Amherst's Louisbourg Expedition always arrives at Halifax

. Abercromby-Amherst promotions/replacement text clarified

. Abercromby and Amherst remain wherever currently located when promoted [they used to 'jump' to largest force]

Starting replacements quantity reduced

. Corrected duplicate appearance of Compagnie d'Irlandais

. Added graphic to event reports that were missing

. Adjusted location possibilities and event notification for 'GBR Reaction Forces'

. Corrected "Oswego Lost" event to only occur if fort is already built

. Control of Village regions set to = 100 for France when Iroquois switch sides

. Fort Oswego event expanded: Warning message, requires 4+ units to build as a stockade, gets rebuilt as Fort max 2x, VP value eliminated after total 3x destruction

Reduced probability of 'Scorched Earth' policies [these burn a fort or village during defeat of garrison]

Added depot at Fort Duquesne [too much starving happening, plus it will help AI 'go there']

General revisions to options: reduce probability and quantity to buy More Troops, Highlanders, Dragoons, Artillery

Corrected the French Militia replacements in options to be Canadian, not French

Changed the option to buy French Regular replacements to buy Canadian regular replacements

Elite and Regular replacements option corrected to allow only one chance for each type when purchased

"Weight" for transport of Battoemen reduced to be same as other Infantry

. Corrected error in rare Iroquois event [involving capture of Ft Niagara and Ft Frontenac]

French AI gets a permanently locked Garrison at Ft. Duquesne in 1756

. Corrected rare error with Fort William Henry and Fort Edward build events

Sudden Death rule activates in 1760 [capture all objectives and Strategic Towns to end the game]

. Fixed duplicate message that Fort Carrilion was built

. Fixed "Iroquois Attacked" event to be disabled after French capture Albany

. Fixed "Build Fort Edward" event so that the structure built appears graphically as a Fort, not as Village with 'embeddedFort'

1756 Montcalm and Montcal_RoiLouis variant

Corrected duplicate Ligneris units at start

1759 Annus Mirabilis

Wolfe's Canadian Army starts the game already landed near Quebec

Corrected "Mohawk Scouts" unit at start to be GBR unit, not captured French unit

1775/76/78 Campaigns

General Burgoyne now arrives on transports at sea, vs. always landed at Quebec [the Burgoyne mod]

General update of options, to give higher AI priority to Diplomatic choices

1776 setup adjusted: ownership of Augusta and Ninety Six to USA, Norfolk under siege

Loyalists in New York City and/or Philadelphia only appear if city is captured and owned by GBR

Marquis de Lafayette 'goes home and returns' historically, but only if France has not already entered the war

French entry into war removes diplomatic options relating to Foreign Entry

Regularly occurring Militia replacements increased [were reduced dramatically in 1.04]

Duplicate messages for Galphin event corrected

Elite and Regular replacements option corrected to allow only one chance for each type when purchased

Increased frequency and probability for Militia replacements

USA AI gets 1 free depot at The Heights [Dorchester] in 1775

Corrected duplicate 1st Virginia Militia in 1775

Modified the events "British diplomacy tries to establish a coalition in Europe" and "Comte de Vergennes"

. "AI Helper" events added in 1775 Campaign

USA "buy Supply" option now has random arrival locations in the 'Susquehannah Valley' rather than always at Philadelphia

Reviewed and revised all Spanish Replacement events [to reduce the 'swarm' of replacements]

Corrected duplicate 'Revere goes home' event notification

1777 Saratoga = 15 day turns variant

Scenario objectives revised to try to get AI to move south with Burgoyne , for further evaluation

1780 Greene Scenario

Corrected DB error in reinforcement event

1791 Fallen Timbers = Major scenario update

IND has a depot [Western Indian Confederacy] at Shawnee Village to facilitate replacements

All combined leaders now appear correctly on map [vs. only 'seeing' the combat unit]

Pittsburg Fort reduced to Stockade [Fort Pitt was disintegrating in 1791], depot removed, city removed

Pittsburg Garrison increased in strength

Red Fork Settlers start at Red Fork !!!

Legion of the US only appears if USA has lower Morale than IND

Fort Pitt depot is built when Legion of the US appears

IND AI interest in Pittsburg set = 0 to reduce raiding there

USA "Poor Sanitation" only can occur October through May; also set to be less severe

Frequency of USA replacements reduced, with some chance to get none

When settlements or Indian Villages are burned [removed], extra VP are awarded, and if Strategic City = status eliminated

[the effect of this is compounded: if enough settlements are burned, USA will be unable to own enough for victory]

City at Fort Miami removed

Great Lakes water regions no longer blocked

Ohio Confluent [near Pittsburg] no longer blocked [so bateaux there is useful!!!]

IND leaders Blue Jacket and Little Turtle Strategic Rating value increased

Buckongahelas added as leader of the Delawares

1812 Campaign

General revisions and corrections to Objectives and Strategic cities

Rework of some towns, forts and Garrisons [in NorthWest territory]

VP balanced at start to minimize 'sit and win' possibility

Text strings for reinforcements updated to reflect Quebec arrivals

Merchant fleet sizes reduced in all shipping lanes

Stock exchange duplicate message removed

GBR gets more naval transports

USA can 'give weapons' to their Indian allies too

USA Home Guard Militia added [new static unit/model] appearing at declaration of war in 1812

USA Home Guard 'State reaction forces' [also static] appear in each State if British Regulars enter that State

Iberville, LA now home of the 'Pirate Camp', giving Lafitte and his people a place to be in 1814

Port added to Fort Niagra to allow the Lake Erie to Lake Ontario portage to function [in region 285Tegynagerunte]

Garrison added to Gananoque Depot

AI-oriented changes:

New Orleans invasion force in 1814 revised to assist AI with Amphibious landing [now same as was applied to 1815 scenario]

AI aggression in winter lowered

All European OMB made unplayable: British fleet at London changed to event arrival [to prevent AI assigning fleets to go blockade there]

1813 Great Lakes

Corrected replacements events and text

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New Boston region & Boston Harbor defined, The Heights redefined [was 'Boston']

PREVIOUS VERSION SAVED GAMES WILL NOT PROPERLY UTILIZE THE NEW TERRAIN NEAR BOSTON: Strange movement may occur!

The only "land Link" to/from Boston is through "The Heights". To attack Cambridge from Boston requires Amphibious assault.

Several regions now inhibit enemy naval movement if a fort is present
[The Heights, Quebec, West Point, Crown Point, Detroit]

Forts may be constructed anywhere during gameplay, not just in city

Campaigns [1755, 1775, 1776, 1778, 1812] and Montcalm 56 have events for reduced AI aggression in Winter months

Many Spanish units renamed [thank you arsan :)]

Graphics glitch on Battlereport in small resolution is fixed

Fixed Canadian leaders in 1755 that weren't burning forts

Coastal Batteries may only fire at ships

Siege guns may only fire at land units

General improvements to land battles and retreats

Naval units can now retreat before and from battle

Merchant ships now have transport capacity [remember Dunkirk!]

Adjusted Mountains weather in New England to delay 'Spring thaw'

Corrected missing text strings for several events and for some 1812 options

Reworked portions of 1812 Campaign

Fixed 'Cap Breton' Objective error in 1812

Fixed bug in fort build that allowed the attempt with inadequate units but consumed the supply anyway

Added replacement type to campaigns: includes Light Infantry, Transport Ships, Raiders, Skirmishers

Land links to Great Plains fixed [thank you Ludoperez]

Interdict link between Crown Point and Winooski added to prevent direct move of ships port to port

AI

- Naval missions: Commerce, Blockade, Escort, Naval Superiority improved.
- Long range Defense mission can't borrow anymore units set for Garrison Duty.
- Break Siege Mission had a bug rendering it not enough interesting to do.
- AI will see much less interest in doing Attack missions in winter.
- Transports without the Commerce attribute won't be sent in the Shipping Lanes.
- In some rare cases, the Defend Mission could have his path aborted. Fixed.
- Depot destruction much more rare.
- AI slightly less prone to make distant operations (attack-defense).
- IA less restless.

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[1.03c]

Add elements for spanish interface

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[1.03a]

Corrected FE reset bug

Text string and translation corrections

Fixed adjacency link between regions 137Pottawatomie and 846Lapeer

"Mud" weather is now described as "Rain"

1779 Galvez Scenario - Juan Manuel de Cagigal placed in command in Cuba [also in 1776 Campaign event]

1812 Campaign - Keane is now 2. General, McDonnell added to reinforcements

- modified 'Stockpile weapons and Uniforms' military option [1755, 1775, 1778 Campaigns]

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[1.02c]

French West Indies [region 740] was not allowing ships to go to sea - corrected

1755 Campaign - Corrected Champlain Squadron arrival to be at Crown Point

1755 Campaign - Added text for Pennobscots Winter Quarters

1778 Full Campaign - correction to SPA naval guns in New Orleans

- correction of strategic filters issue

- fixing several naval link between Europe, America and West Indies

- add Spanish Manual

- correcting some strings

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[1.02b]

- correction of Lyttelton's, Montgomerie's and Guyasata's portraits

- fixing Detroit adjacency

- fixing Eastern Caribbean/Upper Attamahu regions

- add german and spanish installer

- add german and spanish menu

- add german manual

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[1.02]

- Replay modification : new replay will run faster and show missing structures (like stockades or settlements) : old replay won't run with this version.

- Fort batteries now truly static - cannot move

- Many text string updates

- Minor weather modifications [some Middle States terrain had snow in June]

- BigBee, AL region data corrected in FIW series
- OMB area names text corrected
- Native leaders that are ING or INF had incorrect model factions and colors
- Field Artillery range reduced to 4 so that ship bombardment is limited to Fort, Coastal, and Siege Artillery
- Siege Artillery now has Siege Expert ability to aid seige
- Steuben and Crawford are now Drill Masters, not Trainers [1775-76 War]
- USA Trained Infantry now use Elite replacements, not regulars
- Corrected model for unit Houlière
- Privateers earn EP each turn they end in a Shipping Lane box [max 1 EP per shipping box]
- Merchant and Privateer parameters modified so Privateers will reduce enemy EP simply by being in box
- Privateers given more supply carrying capacity [1 year under 'normal' conditions]
- Corrected 1755 and 1812 Indian events [some warriors weren't going Winter Quarters]
- Modified "Sanitation Event": lower probability to occur, less damage to units
- Spelling and cosmetic changes to 1813 Great Lakes scenario
- Naval Artillery and Siege guns will now fire on ships that move through 2 adjacent water regions. Must be entrenched at least level 2 or in fort.
- Movement of "non-shallow movement" [schooners, gunboats, brigs] through portage corrected.

1755 Campaign - Corrections to several events in FIW [1755, Moncalm, Annus Mirabilis]

1755 Campaign - Combined units that were not displaying leader picture on map corrected

1755 Campaign - Norwich, NH removed from FIW series [now created by event in 1761]; no longer a VP location

1755 Campaign - Port added at Sainte Sacrement in 1755 campaign and scenarios; Bateaux built when Ft. William Henry is built

1755 Campaign - No deadline to build Ft. Edward or Ft. William Henry

1755 Campaign - Cherokee Treaty and War events corrected

1755 Campaign - Battoemen can build new bateaux at some locations [1755 Campaign only]

1755 Campaign - New options for 1755 Campaign

1755 Campaign - Modified Replacements: added CAN Regulars [Troupes de Marine]

1755 Campaign - Corrected 1755 Dieskau removed event. Variable date, but must occur before Montcalm arrives

1774 Dunmore's War - event modified to unfix Native Warriors after Cresap's Massacre

1775, 76 Campaigns - "Royal Pardon" event corrected to move morale in favor of Tories

1775, 76 Campaigns - Fixed USA AI forts

1775, 76 Campaigns - Revised AutoRaise disband rates and unit quantities

1775, 76 Campaigns - New 'Winter Leave' events for 1775-1776 USA Trained Infantry - starting December 1776

1775, 76 Campaigns - Storms at sea in are more severe in Winter - can sink Bateaux outright!

1780 Green's Scenario - Minor unit location corrections

1812 Campaign - Adjustments to epidemics events in 1812 Campaign

1812 Campaign - New options for 1812 Campaign

1815 New Orleans scenario - Major changes to correct passive GBR AI

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[1.01f]

- Added "find region" : ctrl- f open a new window for finding a region location

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[1.01e]

- Changes to all (4) Merchant Models [to prevent attrition]:

BaseCohLoss = 0

BaseAttrition = 0

- New weather zone for Shipping Lanes [and Europe]
No possibility of harsh weather in Shipping Lanes
- NavalInterdiction links added to Halifax region to block shipping from Bay of Fundy
- Added tracks to various regions in Western VA, PA [French & Indian war series, 1774 Dunmore's War, 1791 Fallen Timbers]
- Modified Scenario names - now displays a combination of Year, Name and Quotation
- Text strings revised, corrected, translations added
- Assorted 'message only' events fixed - needed Action command line to properly function
- Theater Names in F5 ledger now display properly
- Updater was not recognizing the current version patch level - kept seeking upgrade
- Map correction [thank you Gray_Lensman]: Albemarle Bay and Pamlico Bay now spelled correctly on map
- Displayed Region names can now be modded [and translated] via strings in LocalStrings_WIA.csv
- "Shallow Can Freeze" terrain now allows only \$Ranger [Woodsman] movement when Frozen, No one at all in Blizzard
- Game no longer defaults to "File Compression On", requiring user to uncheck the option box
- "AI is disabled" message [when disabling AI during game in progress] display easier to read
- Lake Erie region #753 object location fixed [caused the 'Bermuda Triangle' symptom reported in forum]
- Yorktown Peninsula river crossings modified to make Warwick [Yorktown] truly a 'trap'
- Several modifications to Model and Unit parameters and 'upgrade potential'
- Burgoyne [1775 era] no longer has Slow Mover ability
- Fleets with leaders no longer appear as "xxx's Army"; Unique Army names added
- More unit names added for AutoRaise Pool
- Non-applicable data removed from Command&Leaders.opt [data for Army/Corps Command and Control]
- Ocean regions reviewed & revised for correct terrain type [freeze, nofreeze, coastal]
- Fixed 'excessive unit upgrade' issue [upgrades without training officer]
- Added Force renaming (alt-click on a force's tab open a new window)

1755 Campaign - Corrected Strategic City region to be New Orleans, not Iberville

1755 Campaign - Added Norwich Settlement [with garrison] to Strategic City location {Saint Stephen, NH}

1755 Campaign - corrected Spain at War: Spansh Fleet units

1755 Campaign - modified Ft. Edward and Ft. William Henry events [and text] to require player to move units there to build.

1755 Campaign - Ft. Edward and Ft. William Henry become Strategic Cities if built.

1755 Campaign - Corrected Cherokee War entry event

1755 Campaign - Home Guard response to raiders events added

1755 Campaign - Corrected reference errors for GBR Major City Lost [event timer referenced wrong event]

1755 Campaign - Corrected blockstates in Spain at War event

1755 Campaign - Added Garrison to Staunton, VA

1755 Campaign - Corrected Delawares switch sides events

1755 Campaign - Updated 'area_OnAttackIroquoisIndians' area to reflect new village locations

1755 Campaign - Corrected Fort Carillion non-appearance bug

1774 Dunmore's War - event created to unfix Native Warriors after Cresap's Massacre

1775 Campaign - HMS Fowley [at Yorktown] is unfixed when Dunmore escapes, plus 'Small Craft' transports appear at Yorktown

1775 Campaign - Some USA garrisons were starting with experience. Reduced

1775 Campaign - British at start in Boston: no depot, reduced supply

1775, 76 Campaigns - added "Big Battles" event to boost [or reduce] FE and EP, increased ongoing FE gain of 'Franklin in France'

1775, 76 Campaigns - British in South event no longer counts units in Florida [the event that makes Sumter, Marion appear]

1775, 76 Campaigns - Updated 'area_OnAttackNorthernIndians' and 'area_OnAttackSouthernIndians' to reflect new village locations

1791 Fallen Timbers scenario revised for balance and AI behavior

1812 Campaign - added New Orleans as Objective, Charleston and Savannah as Strategic Cities
1812 Campaign - increased number of Strategic Cities required for victory
1812 Campaign - Corrected Fleet Unit types in Cochrane's Fleet event
- New graphics for some 1812 US units - thank you muddymonkey77

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[1.01d]

- Correction of some strings bugs
 - Modification of option "More Supply", it'll buy unit and not replacement yet
 - Correction of option "Guns for Natives"
 - Correction of 75 and 76 campaign events
 - Added more USA Leaders to 75 and 76 campaigns [Thank you: muddymonkey77]
 - Correction of 1812 Campaign Event [Rothenburg double appearance]
 - Improvement of Pequot War scenario - GBR AI more aggressive
 - Improvement of Fallen Timbers - Natives can no longer 'sit to win'
 - Portage [bateaux]
 - Correction of Merchant attrition in OMB
 - Correction of Franco-Canadian Command in French & Indian War scenarios
 - Click on Objective or Strategic City in ledger takes you there on map
 - Correction of captured French leaders in French and Indian War
 - All Scenario display names changed
 - Stacks will now be named after Leader [if there is one]
- =====

[1.01c]

- New Wheather matrix for all campaigns and scenarios
- =====

[1.01b]

- Correction of AutoUpdate .dll bug
 - Correction of Regions Database
 - AWI Campaigns : Continental AI will be less aggressive against Boston.
 - AI will no longer make deep raids and recon.
 - Correction of promotion system
 - Correction of Credit strings
 - Correction of erroneous symbol in some pictures names
 - Correction of missing sea zone in atlantic
 - Correction of English military and diplomatic options
- =====

[1.01]

- Correction on strings for Pequot War
 - Correction of option script on Militia Dismiss NE
 - Correction on event Nathan Hale
 - Correction on option script "Raise Stockpile and Uniform" AWI and FIW
 - Strings correction for missing events and scenarios description
 - Attrition fixing, stacks will suffer less attrition except in harsh and very harsh weather
 - Modification on credits window
 - Naval Bombardement special order is now available
- =====

[1.00b]

- 1812 options corrections : GBR Highlanders are now 1812 era and not AWI
- Correction of crash bug on 1813 Great Lakes Scenario
- Correction of two events of 1755 Campaign
- 1813 strings : update of background
- Correction of Settlement tooltip

- Update of strings on credits
- 3rd US infantry corps logo is now smaller and Credit window is resized
- Enhanced crash report : the crash report will send only one report for multiple occurrences of the same error-type

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[1.00a]

- Update of Wars of 1812 Campaign (Events / Scens / Includes)
- Add missing strings on Credits, Campaign names and Events
- Update of Models and Units Databases, correcting leader rank on Lafitte
- Add new graphics for SPA infantry (War of 1812)
- Correction of interface flavor bugs (events, tooltip)
- Update of Naval IA