The AGEOD team recognize the enormous number of volunteer hours spent improving the Rail network accuracy, addition of new regions to enhance historical play, creation and adaptation of the "Kentucky Mods" to give a different "feel" to the start of the war, numerous other fixes and enhancements by various modders to the Database, adjustment of on-Map Movement Waypoint and Sprite locations, and public beta testing of new executables and changes. Without the efforts of the community, AACW would not be as complete as it is today. We all know games are never perfect or can ever be considered as finished, but help and involvement of our fan base always leads to a better product, and, once again, THANK YOU ALL!

Effective with patch 1.16 [RC5 and later]

Explanation of the "Raise Rule" applied when buying new units or when the annual Militia muster occurs:

- **$recWSU**: Only raise in a region that is producing War Supply.
  - All field Artillery (separate units) Units with "imbedded artillery" do not require WSU in region.
  - This is WAD: KS, TX, MS, MO, AR require Industrialization to build artillery
- **$recTown** and **$recCity** use different probability on which city the unit gets built in Area (recCity squares the size of city) , so a bigger city is more likely to be chosen as build site.
- **$recHarbor** and **$recHarborWSU** add to these the requirment of a port
  - **$recHarborWSU**: Coastal and Fort Batteries, Ironclads, Monitors, Steam Frigates, Armored Frigates
- **$RecCap** will only allow build in your Capital
  - Army HQ Units
- **$RecObj** will only allow build in a controlled Objective
  - Signal, Medical, Engineer, Naval Engineer, Baloons
- For all cases you need **>=50% Miltary Control** to build (and note that MC increases slowly with only small units in a newly captured region)
- For all cases you need **>=25% loyalty** to build in a region
- All units that require WSU to build have an Alternate Area defined that allows unit build outside the Home Area if no controlled Region that generates WSU is in the Home Area.

Example: if you are raising a unit in Missouri, you'll need at least 1 city with >50% MC and >25% Loyalty for the unit to appear in MO. Additionally, you'll need a region with these values that produces WSU to build Artillery. Otherwise, you'll need to meet the requirement in the Alternate Area (South West for CSA MO) to build.

Modification of the Maximum Quantity of Divisions that can be formed.

- Open Windows Explore
- Navigate to your installation directory (default: **AGEod's American Civil War**)
- Navigate to \ACW\Events
- Using NotePad or some other text editor, open the event file with the same name as the scenario you wish to change. (ex: **1861 April w-KY Campaign.sct**)
- Search the file for **evt_nam_CSA_DivisionFormation**
- Edit the last number in the line **SetCombiUnits = 0;0;30** to the new value. (max 99)
- Search the file for **evt_nam_USA_DivisionFormation**
- Edit the last number in the line **SetCombiUnits = 0;0;60** to the new value. (max 99)
- Save the file and close the editor.
- You must execute one turn before the change takes effect. [Only an issue if you change after the initial activation of Divisions event]

Army Outliner [added in 1.16 RC10]

- 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.

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.

The patch is a comprehensive patch, meaning it can be applied directly over your initial game installation setup version. This QwikFix also includes all content from all 1.17 QwikFixes

- **Game Engine continues as version 121010**
- **Python script checks run [thank you LaFrite!]**
    - Duplicate Aliases resolved in *Colors, Fonts, Move Types, Sounds, Units*
    - Aliases corrected in:
        - *Factions*
        - Settings file *AI.opt*
        - All Setups that include Brown-water blockade ports
        - Events
            - *1862 East Campaign*
- **Scenario Setups [All]**
    - Recompiled to correct
        - Development levels in regions
        - Brown-water blockade aliases
          [both affect only *new* games]
- **Events**
    - Corrected CSA Generals in April 1861 to appear in Richmond.
    - Corrected USA Balloon event to find largest group by Command Points in the Mid Atlanic area
    - Corrected several USA and CSA 'free' Generals to ensure arrival on land.
- **Text**
    - Added latest Spanish translations [thank you *picaron*]
    - Latest *LocalStrings_AGE* included

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AGEod's American Civil War Update 1.17
November 2, 2012
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The patch is a comprehensive patch, meaning it can be applied directly over your initial game installation setup version.

- **Game Engine [updated to version 121010]**
  - 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 1.07]
    - 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.
  - 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
  - Fixed the exploit where a newly built unit could be incorporated into a Division, whereby the cost to build was immediately refunded
  - Fixed a bug whereby a unit under siege could always escape from the region using a specific sequence of Movement orders, Passive posture, and Evasive Move Special Order settings
  - 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]
- **1861 April w-KY and 1861 July w-KY**
  - British and Mexican forces at start do not have formed Army or Corps.
    - They can be formed in the event of Foreign entry.
    - This should improve use of the Army Locator, as these armies will not appear there until you form them.
- **Events**
  - French Expeditionary force will arrive in Mexico with the Army HQ not formed. [same notes as the GBR and MEX at start]
  - Where appropriate, the *AllowBlocked* parameter is added to *PickFromRegList* commands [game engine default now avoids selection of blocked regions.]
- **Models and Units**
  - Corrected replacement family for "National" Sharpshooters [those not raised in a particular State] from Light Infantry to Skirmisher.
  - Added "Home State" logo to Sharpshooters to remind player that these irregulars suffer the "away from home" penalty until combined into a Division.
- **Other:**
  - Added Camden, VA (Burkeville) to the "Close to Richmond" area *[was omitted from 1.16a]*
  - LocalStrings updates and corrections [thank you ***Gatling, dooya and Tex Murphy***]
  - German Manual updated [thank you ***dooya and Tex Murphy***]
  - Corrected "Seaman" ability to actually give the move bonus
  - Added Special Orders: [aka "Spiking the Guns"]
    - **Destroy Unit**: Allows the complete destruction of the selected units, if not besieged.
    - **Surrender**: Allows the selected group to surrender while under siege.
    - For both, Units that are Fixed [locked] via Setup or Event cannot be destroyed.
    - Units being "built" and "Static Militia" [those with MoveRatio=0] CAN be destroyed.
  - More moddable settings exported to .opt files in \Settings
  - Adjusted text positioning in the Model Detail window [thank you ***Gatling***]
  - Strategic Map added to Documents [thank you ***Emx77***]
- **Graphics**
  - Console commands now have *RegionSprite* command for in-game editing of sprite positions in each region.
  - Movement Waypoints and/or Sprites adjusted for over 1000 regions! **Thank you *Capt_Orso*!!!**

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AGEod's American Civil War Update 1.16a

April 24, 2012

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

- **Latest 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
- **1862 East & 1862 West Campaigns**:
  - Removed event-driven upgrades from 12lb Artillery to 20lb Artillery
- **Models and Units:**
  - All states in the Western regions that have Artillery in the Unit build pool, but lack WSU producing regions at start of April 1861 [MS, TX, AR, MO and KS] now have Alternate Areas defined for unit build [the KS 6lb was omitted before, and the change log was unclear about the Areas affected.]
- **Other:**
  - ~~Added Camden, VA (Burkeville) to the "Close to Richmond" area~~ *[omitted in error]*
  - Added latest parameters for "blended movement rates" on roads. [in *\Settings\GameLogic.opt*]

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AGEod's American Civil War Update 1.16
March 16, 2012
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The patch is a comprehensive patch, meaning it can be applied directly over your initial game installation setup version.

- Changed end-game messages for Victory by Points [no longer declared as Stalemates]
- New Game Engine (120315)
  - Corrects a rare bug that allowed a lone leader to contest a region, thus preventing Depot buuild
  - Depot build time adjusted to insure completion in one turn [14 days]. Build started and build completed messages adjusted.
  - Fixes bug: *Occupier* and *Hated Occupier* abilities now properly affect Loyalty changes

[RC13c]
- Fixed ''flickering ledger'' when opening ledger with a stack selected in Unit Panel

[RC13b]
- Added Cannons [flavor only: Guns per Hit] to French and British ships

[RC13a – beta release only]
- Game engine update, including adjustments to Naval Supply system

[RC13 – beta release only]
- Fixed missing portrait for CSA Army unit
- Fixed missing sound for RailRepair
- Replace event files omitted in error from RC12
- New game engine correcting rare bug in AutoRaise [automatic Militia, Partisans, etc]

[RC12-beta release only]
- Fixed: now able to use captured equipment in Divisions [new 'semi-visible' ability created]
- Military Genius ability added to leaders with more than 4 abilities [due to new CaptEquip ability]
- [actually since RC6] 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...
- Fixed arrival event for Fitz Porter to join McClellan without creating a new group
  [Porter was being created in nearby port if McClellan is at sea]
- Sounds are now called via Alias [in **\Aliases** see *Sounds_alias.ini*]
- Music no longer requires DirectX sound to play.
- Alt_Area corrections for USA MO units [unit build areas]
- Sioux Uprising
  - Modified USA ''action'' date: now have until Late October to respond.
  - Corrected text string for loss of NM to state correct quantity.
  - Changed ''response'' to require 3 or more USA *Combat Elements* [not: Leaders, Supply, Service, Ships] to avoid penalty.
- Changed ''Close to Richmond'' events to require 40 *Combat Elements* [not: Leaders, Supply, Service, Ships]
- Moved Kentucky River Ironclads ForcePool additions from the ''Kentucky Enters'' events to the general River Ironclad ForcePool arrival.
  - Messages will be sent to players for the events adding Ironclads and Monitors to their ForcePools.
- Revised USA and CSA ''Close to Kentucky'' regions lists [used in ''Kentucky Enters'' events] to include all land regions adjacent to KY border [plus 2 across the river in Missouri], and removed some regions that are not adjacent
- Fixed Naval Supply to only deliver supply to regions with Coastal Waters adjacent.
- Fixed repair rates for ships [and land units] to correctly calculate rate based on structure size and Repair value for that structure.
- Fixed bug where occasionally a Militia unit was purchased but did not appear.

[RC11 – never released to beta]

[RC10a]
- Fixed **Trent Affair**: CSA notifications, Strings, possible duplicated result
- Assorted Alias, Event-reference and Image-Reference corrections (thank you *Lafrite* for the Python© script checking tools)
- Riverine transport is now limited to *Shallow and Coastal* water (was All Water)
- Fixed graphics errors resulting from Factions DB updates.
- Corrected parameter in *Engineer* ability to give correct entrenchment time bonus
- Fixed bug where land forces could load onto ships in non-adjacent water regions, then unload to non-adjacent land regions *[this code was a remnant from versions prior to the ''Distant Unload'' capability]*
- Updated main screen graphics for high resolution systems (1600 x nnnn or higher)
- Added **Army Outliner** [as seen in ROP]
- Added ''LeaderFleetName'' to display name a fleet with a leader *[Factions files]*
- Added parameter to prevent ''premature massive retirement'' of leaders
- Added Alternate Areas for construction of ships requiring RaiseRule **$recHarborWSU** [Ironclads, Armored Frigates, Steam Frigates, Monitors]
- 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.

[RC9]
- ''Close Window'' check box fixed in Element Detail window
- Fixed events where a new CSA Blockade Runner could appear in Cuba, West Indies, or Jamaica
  - This fix will not release units created in a saved game started prior to 1.16 RC9
- Fixed rare occurrence of a 2nd Kentucky invasion by the AI event after Kentucky is invaded.
- Fixed the inclusion of GBR Divisions in CSA total Division count
  - Note: **GBR will NOT be able to form new divisions**. If you "undo" the Division formation button on a GBR Division, you will not be able to recreate the division. You WILL be able to un-combine/re-combine the division. ("**+**" and "**-**" keys)
- Fixed overlayed title text in Battle Report
- Fixed the USA DuPont/Choctaw arrival to avoid appearance in landlocked region
- Fixed USA Draft Riot event that was causing error
  (syntax: trying to select a Region, where an Area was required)
- Fixed Sudden Death by National Morale rule. (setting rulNationalMorale = 2)

[RC8 – beta only]
- Aligned mini-flags with text on Ledger: Objectives page
- Updated Faction definition files to the current game-engine standards
- Added GameRules to allow AI to properly take over an abandoned PBEM or edited AI side
- The ''Kentucky Entry'' unit in 1861 April w/ KY will only appear for human players. The AI was always ''buying'' this unit, thus bypassing all of the AI logic events in the Kentucky Entry events.
- Corrected notation bugs in USA Events.sct (weird results due to interpreting a note as an erroneous command
- Modified event that unlocks CSS Florida, moving her to the Shipping Lanes (bug: couldn't move out of England)
- Distant Unload icon restored (was omitted in RC7)
- Corrected Poor Spy Network Ability Alias in several models
- Added CSA Coastal Artillery alternate raise areas
- ''Experience Tooltip'' now works

[RC7]
- Fixed dame engine bug that prevented raising new units in some rare instances.
- Added altArea zones to several units (mostly in the Western theater) to allow them to raise outside home state if no valid region exist in home state.
- Corrected all Units that had Alt_Area with no defined Area (for the raise rules)
- Delay unlocking of CSS Virginia until March 1862. Also, the ability to build CSA Ironclads is delayed to the same date. (Buchanan and CSS Virginia still appear when Norfolk is captured, but only release at historical date)
- Delay unlocking of USS Monitor until Late February 1862. Also, the ability to build USA Ironclads is delayed to March 1862. (Dahlgren and USS Monitor still appear when Norfolk is captured, but only release at historical date)
- Delay ability to build USA River Ironclads until January 1862, concurrent with arrival of USS Cairo. *[1861 w/Kentucky Campaigns only]*

[RC6]
- Reworked Semmes and CSS Alabama events to prevent demotion or resurrection of Semmes
- Added Siege parameters to GameLogic.opt (used RoP settings)
- Changed ''War Order Number Two'' to require 48 Regiments (elements) near Washington, vs old requirement of 12 Units. Also, the requirement must be met only after the warning event occurs.
- Destruction of RailRoads is no longer automatic:
    - A check is made of D100 <{less than} Stack Strength. +25 to stack strength if attribute "*pillage*" is applied to model
        - All Partisans, Indians, BushWhackers, Raiders, Guerillas and Bandidos now have "*NoCapture*|*pillage*" attributes. (All show the Pillager ability icon)
    - Day of destruction is random. Not always day 1, so if you give a move command, the unit may move away before destruction occurs.
- Complete overhaul of Foreign Intervention events. Deprecated script commands combined with the new "Stack Name" system caused bugs.
- Increased probability of capture for Rodman and Columbiad Artillery.
- Seniority for various leaders adjusted so they aren't immediately available for promotion upon unfixing.

[RC5]
- 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**)
- Depots cannot be "built up" above level 1, but can be defined higher in a Setup or Event.
- 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
- Fixed Naval movement bug between 1451Matagorda Bay and 1278Lower Colorado River
- Removed events changing the Fixing of KY Militia when Kentucky joins a side. (The ''old'' Kentucky system)
- ''Cleaned up'' the **Kentucky Entry.sct** (The ''new'' Kentucky system).
    - Created ''**Kentucky Unblock.sct**'' to reduce replication of code.
    - Changed all **ChgEvtOccurs** to **SetEvtOccurs** commands for clarity and error reduction.
    - Removed all ''RESERVED'' Models and Units to save space and speed loading
- Enabled Model and Unit cache files, to speed loading. **Modders must remember to delete these files after changing a Model or Unit, or the change will not be read by the game engine.**
- Consolidated Game Logic Settings (*.opt) into single **GameLogic.opt** file

[RC4a]
= Same "executable" as RC 4, with a few DB and Graphic fixes:

a) Fixed NATO symbols for Light Infantry and Skirmishers
b) Map appearance fixed in regions near Taylor, GA (UID 322)
c) *All Scenarios regenerated* to take advantage of the new "Name Retention" code described in 1.16 RC4 (paragraph d) Fixed Biographical text string for Little Crow

[RC4]
a) model detail window in new version, should fix the abi text/CTD issue
b) the name under brackets is the division name
c) stack merging message should be ok
d) stacks can keep much better their initial setup name, but only if you regenerate the scenario for this feature to work (there is a kind of memory on the initial setup name, it adds flavor!)

[RC3]
*Fixed map "focus" jump for Orphans Brigade arrival event.
*Fixed Depot build using Transport ships
*there is a more detailed tooltip on the entrench level icon
*abilities tooltip have their appliance level added by code.

[RC2]

AACW v1.16 database and map bug corrections
1.) In both AACW_Setup1861_April_Campaign_v1.16 and ACW_Setup1861_April_Campaign_w-KY_v1.16
Removed duplicate CSA W. Cavalry Group appearing in Madison, TN
2.) In AACW_inc_CSA_Events.xls:
Corrected Foreign Entry syntax in the event "evt_nam_CSA_FrenchInterventionMexico1862"
3.) In LocalStrings_ACW35b.xls:
Provided missing strings for "evt_nam_CSA_BazainePromoted1863"
4.) In AACW_inc_CMN_EventsVarious25a.xls:
Altered slightly the duplicate name of the CSA Brig Robert E. Lee to Robert E Lee.
5.) In AACW_inc_CMN_EventsForeignEntry16:
Added event to fix bug to unfix Col. B. Fielding force in Armherst when FI is triggered.
6.) In AACW_inc_CMN_EventsForeignEntry16:
Reworked references to 3 events that didn't exist.
7.) In LocalStrings__AGE.csv file:
Included string info for strStrucDepotFinished
8.) Added (and linked into the applicable scenarios) additional event files (1861 CSA AI.sct and 1861 USA AI.sct) to allow for easier integration of new AI routines in their own separate event file.
9.) Reworked starting map focus for all the scenarios.

Map Corrections
1.) 1502 Gulf of Campeche terrain type changed to Coastal Waters (terrain type 13) was NoFreezeShallow (terrain type 4).
2.) Removed direct JumpLink between Vera Cruz (1508) and North Mexico (1509).
3.) Removed direct JumpLink betweem Vera Cruz (1508) and West Texas (1510).
4.) For historic reasons reworked Border Point adjacencies to make Vera Cruz the sole direct Naval entry point into the Mexico theatre.
5.) Installed Very Long Transition JumpLink between California (1094) and North Mexico (1509).
6.) Removed errant Naval Interdiction JumpLink between Pacific Coast (1501) and Northern Pacific (1500).
7.) Reworked regional boundary/adjacencies around Ft.Gadsden to allow proper bombardment of passing ships.
8.) Corrected several sea/river regions to allow for proper delivery of Naval Supply.
9.) Reworked regional boundary/adjacencies around Ft.Jackson to allow proper bombardment of passing ships.

[beta 5]

Battle scale added back (this was a glitch, not a feature)
The game could hang under rare circumstances involving a fleet loading units while caught into a battle (thanks Patryn8)
Fixes to some events, thanks to Gray_Lensman:
1.) Removed duplicate CSA W. Cavalry Group appearing in Madison, TN
2.) Corrected Foreign Entry syntax in the event "evt_nam_CSA_FrenchInterventionMexico1862"
3.) Provided missing strings for "evt_nam_CSA_BazainePromoted1863"
4.) Altered slightly the duplicate name of the CSA Brig Robert E. Lee to Robert E Lee to prevent it from interferring with the "Lee Takes Command" event.

[beta 4]

Some glitches in the code removed.

Interface
Battle report now display the actual generals stats, not the ones from the database
Under a certain circumstance, the replacements screen was shown empty.

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).
A bug has been fixed into the March to the Sound of Guns algorithm, allowing an army to help another.

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
2 events fixed (French Intervention to Mexico and Trent Affair Escalate) which had reversed Foreign Entry changes.

Modding & Scripting
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

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AGEod's American Civil War Update 1.15

October, 19th 2009

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This code patch only contains the latest additions in the code, both for gameplay and AI.

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AGEod's American Civil War Update 1.14d

September, 26th 2009

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1.) Bombardment Button Tooltip reworked to properly describe the Button action and the Button action is:

   a.) If the Button is Depressed = Bombardment is selected and the Tooltip states "Your units have orders to bombard any passing ships."

   b.) If the Button is NOT Depressed = Bombardment is NOT selected and the Tooltip states "Click to Bombard passing ships with your units."

2.) Reworked graphic glitch in the "Winter_563Montgomery, TN.bmp" (Nashville graphic) file.

3.) The structure for Rome, GA located in the Floyd, GA region has been shifted slightly northward.

4.) The CmdCost of all affected units have been reworked back to their previous v1.13b values.

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AGEod's American Civil War Update 1.14
July, 10th 2009
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The patch is a comprehensive patch, meaning it can be applied directly over your initial game installation setup version.

Due to several important changes, saved games may or may not be affected but we haven't been able to confirm if this is really the case. We don't think it actually will but it is always advised to finish any ongoing games prior to updating or you can make a separate additional AACW installation for this Update Patch.

New feature
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(Backfitted from the new games under work, VGN and ROP...)

All Generals are "generically" promotable up to a rank one level above their historic rank. This means all the 1-star generals depending on their performance in-game can possibly be promoted to a 2-star general. This same change is being applied to those generals whose top historical rank was 2-star. In those cases they are generically promotable to 3-stars. This is not being done for the 3-stars to 4-stars yet.

Generically promotable means that the underlying data model does not change, i.e. all the previous stats, abilities, attributes, whatever... will remain unchanged with only a change in the model's game rank being affected. Previous promotions depended upon a linkage of differing models/units. For those generals who had this type of previous promotion change, they will still follow that promotion change with the added modification that those limited previously to 2-stars could actually be generically promoted to 3-stars.

Bug fixes
All known bugs reported in the forum or at the support line have been fixed.

Map / Database
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(Work led by AACW Coordinator Gray_Lensman). Special Thanks to Comtedemeighan and other various contributors throughout the forum.

Note: The scenarios created by Bigus have been "officially" removed so that he can continue personally updating them as his own MODs.
For Modders: Database changes will be made available once the patch is "officialized".

1.) Introduced a new region north of Vicksburg (Hayne's Bluff). Note that it is "swamp" terrain. Introduction of this region prevents the ahistoric bombardment (by units in Vicksburg) of naval units transiting to/from the Yazoo River.

2.) Reworked the Peninsular area to the east of Richmond.
a.) Renamed original New Kent, VA region to Williamsburg, VA region
b.) Created new region New Kent, VA, by splitting original Charles City, VA in half along the Chickahominy river.

3.) Restricted Divisional Formation until after 1861/10/01. At that time the USA can create up to 60 Divisions and the CSA can create up to 30 Divisions. This is now more easily moddable for those desiring to do so.

4.) Implemented a new attribute provided by Pocus (*NoCapture*). Early game horse mounted units can no longer take control of city structures. Once cavalry upgrades to (Late) cavalry (around early 1863), this restriction is lifted. In other words, you will have to accompany invading forces with non horse mounted units if you wish to take control of city

structures during this early game period. To clarify: this only applies to city structures, NOT standalone depots/harbors.

5.) Fixed Pillager bug. Pillager units are able to destroy ungarrisoned depots whether in a city or stand-alone.

6.) Cost of depot production is now 4 supply type elements instead of 2 supply type units.

7.) All Militia type units have an added cost of 1 WSu. This curtails the "No WSu cost" militia to conscript infantry conversion spamming exploit.

8.) Increased the Protection factor of Coastal Artillery to 30.

9.) SetNavalPool access for the CSA also. This primarily allows for British shipping to utilize the Shipping Box for supply purposes should Foreign Intervention be triggered.

10.) Reworked St Louis Massacre events.
a.) USA General Lyon and CSA General Price will now appear with their troops 100% of the time.
b.) Depending on whether a massacre actually takes place in St. Louis (75% probability), various units may be added to the Reinforcement Pools for both sides.

11.) Reworked 1861 USA Army in Virginia events. (Threaten Richmond)
a.) Must "threaten" Richmond with at least 10 or more units within 2 regions for at least 2 turns (not necessarily consecutive) or lose 10 National Morale.

12.) Placed the capital of Georgia, "Milledgeville, (structure) in region 304 Monroe, GA for all scenarios.

13.) In all affected scenarios, correctly placed the Toronto Depot at Toronto in Upper Canada.

14.) In all affected scenarios, correctly placed the Quebec Fortress and Quebec Depot at Quebec in Lower Canada.

15.) Reworked the border data points between 48 Lawrence PA, and 416 Trumbull, OH so that direct land movement can occur between them.

16.) Changed the displayed name of Grand Isle (1441) to Barataria Bay.

17.) Changed the displayed name of Barataria Bay (1442) to Timbalier Bay.

18.) Changed the displayed name of Lafayette Sound (1443) to Atchafalaya Bay.

19.) Changed the displayed name of White Lake (1444) to Grand Lake.

20.) Changed the displayed name of Bay of Berwick (1445) to Cote Blanche Bay.

21.) Reworked the displayed structure name of "Talahassee" to "Tallahassee".

22.) Changed the terrain type of Western Branch (1349) from Coastal Waters to NoFreeze Shallow.

23.) Changed Coming Fury USA Starting Morale to 90 (was 95). This brings it in line with the 1861 April Campaign scenario.

24.) 1862 Campaign Scenario (2 - theater)
a.) Changed USA Starting Morale to 95 (was 90).
b.) Changed CSA Starting Morale to 110 (was 100). Again to bring in line with the 1861 Campaign scenarios.

25.) Reworked the non-sharpshooter units Custom Names to eliminate confusing references to units with "Sharpshooter" embedded in their names.

26.) Clarified comments for New available HQ(s) to read: New Army HQ able to be built in the Reinforcement pool.

27.) Clarified Tooltip for new available HQ(s) to read: +1 Army HQ in Reinforcement pool.

28.) Clarified common Tooltip for unactivated leaders to read: This "unactivated" leader can't perform offensive actions this turn.

29.) Clarified common Tooltip for activated leaders to read: This "activated" leader can actively lead units this turn.

30.) Corrected USA Tooltip for "Confiscation Act" to correctly show +5 National Morale.

31.) Corrected USA Tooltip for "YMCA" to correctly show +5 National Morale.

32.) Corrected CSA Tooltip for "French Intervention in Mexico" to show +1 National Morale.

33.) Corrected some "Short Name" references to John A. McClernand in the database to "J. McClernand", was "E. McClernand".

34.) Corrected some incorrect name entries for "Samuel P. Heintzelman", was "Stuart Heintzelman".

35.) Random "Tornado" river transport damage event renamed to "Flood" event. The Tooltips also state "Flood" damage. No change to the actual random damage effects.

36.) In both the 1861 April Campaign Scenarios (with/without Kentucky):
a.) The Confederate Capital is moved to Richmond, VA on the 1861 Late May turn.

37.) In the 1861 April Campaign Scenarios:
a.) Leonidas Polk is now delayed until his historical appearance date (June 25th, 1861). He will normally show up at Memphis, TN on the 1861 Late June turn.

38.) In the 1861 April Campaign w/Kentucky scenario (historical pre-secession military reinforcements are still placed by reinforcement events)
a.) Virginia did not secede until April 17, 1861. Virginia and West Virginia become active 1861 Late Apr turn
b.) Arkansas did not secede until May 6, 1861. Arkansas becomes active 1861 Early May turn
c.) Tennessee did not secede until May 6, 1861. Tennessee becomes active 1861 Early June turn
d.) North Carolina did not secede until May 20th, 1861. North Carolina becomes active 1861 Late May turn

39.) In both the 1862 Campaign and 1862 East Campaign scenarios:
a.) Replaced J. Dix with George Sykes as commander 2nd Div 5th Corps Army of the Potomac
b.) Created "Dix Command" w/ J. Dix at Fort Monroe, VA

40.) In the Shiloh scenario, the 1862 Campaign and 1862 East Campaign scenarios:
a.) renamed McCook's 1st Division to "2nd Division"
b.) reworked the 4th Bde to include the "15th, 16th, & 19th US" infantry elements
c.) changed McCook Sharpshooters to "KY Light Inf" and preplaced it into McCook's "2nd Division" formation

41.) In the 1862 Campaign and 1862 East Campaign scenarios:
a.) replaced "L.Rousseau" with Alexander McCook (L.Rousseau to be reintroduced by event)
b.) renamed McCook's 1st Division to "2nd Division"
c.) reworked the 4th Bde to include the "15th, 16th, & 19th US" infantry elements
d.) changed McCook Sharpshooters to "KY Light Inf" and preplaced it into McCook's "2nd Division" formation

42.) In the 1864 Campaign:
a.) reintroduced Darius N. Couch as a 1-star general capable of commanding a Division. (historically verified as a reassignment for him)

b.) replaced O. Wilcox with C. Wilcox (Cadmus).

43.) In the 1863 Campaign scenario:
a.) changed McCook Sharpshooters to "KY Light Inf"

44.)
a.) USA John McClernand was incorrectly scripted to show up in Indiana, he will now show up in Illinois instead.
b.) USA James H. Wilson was incorrectly scripted to show up at Washington D.C, he will now show up at Cairo, IL, instead.
c.) USA Edward Canby was incorrectly scripted to show up at Memphis, TN, he will now show up in Southwest, TX, instead.

45.)
a.) In the 1861 Campaign scenarios, renamed the 2nd instance of "1st MD Brigade" to "2nd MD Brigade".
b.) In the 1861 July and April scenarios, renamed the 2nd instance of "1st Indiana Volunteers" to "2nd Indiana Volunteers".
c.) In the 1861 July and April scenarios, renamed the 2nd instance of "1st Ohio Volunteers" to "3rd Ohio Volunteers".
c.) In the 1861 July and April scenarios, renamed the 2nd instance of "2nd Ohio Volunteers" to "4th Ohio Volunteers".

46.) Corrected "L. Rousseau" to a 1-star general in all affected scenarios. His first appearance (as a 1-star) has been adjusted to 1862/06/30. He is not promotable to 2-star. Also, placed him in charge of Nashville defenses (replaces Darius N. Couch) in the 1864 Campaign Scenario.

47.) In all of the 1861 scenarios (including Bull Run):
Reworked Sherman's Brigade (1/3 Bde) to include 3th New York, 69th New York, 79th New York, 2nd Wisconsin, and 3rd Artillery. The 2nd Wisconsin was made an integral part of Sherman's Bde and there was no Cavalry unit associated with it. Removed the standalone 2nd Wisconsin infantry unit.

48.) In all of the 1861 scenarios (including Bull Run):
Reworked the 5th Div/1st Bde to include 8th New York, 29th New York, 39th New York, 27th Pennsylvania, and 2nd Art A Bty. There was no Cavalry unit associated with this brigade.

49.) In all of the 1861 scenarios (including Bull Run):
Reworked the 5th Div/2nd Bde to include 16th New York, 18th New York, 31st New York, 32nd New York, and 2nd Art G Bty. There was no Cavalry unit associated with this brigade.

50.) In all of the 1861 scenarios (including Bull Run):
Reworked Robert Patterson's NVA/6th Bde to consist of 1st Wisconsin, 11th Pennsylvania, 2nd D Artillery, and Philadelphia Cav.

51.) Placed the 1st Missouri Brigade (Missouri Bde for short) into the CSA event scripts.

52.) Corrected a duplicate Leader pool events problem involving the 1863 USA General offficers' pool event and the 1863 Campaign scenario.

53.) Corrected a duplicate Leader (John Newton) in the 1864 scenario. Removed him from the Army of the Potomac. He remains properly with the Army of the Cumberland.

54.) Numerous minor graphic and border point assignment fixes. (mostly previously altered graphics files so patch size should not expand too much).

55.) Numerous leader promotional linkages reworked.

56.) Changed Minimum control to have in a region to allow a retreat into it to 0, was 5 (adopted from Clovis Mod)

57.) Army HQ's units intrinsic artillery model removed from the HQ unit. (due to rare CTD bug).

a.) All scenario instances now have a standalone HQ Artillery unit.
b.) Additional standalone HQ Artillery units added to the Reinforcement Artillery Pool (made available and in equivalent amounts simultaneous with HQ reinforcements).

58.) Land Artillery "bombardment enable" button graphics and tooltips reworked.
a.) If the button is NOT pressed in, there is no bombardment of passing naval units.
b.) If the button is pressed in, there is a bombardment of passing naval units.

The following additional changes were made to restore some of the balance to the game.

59. McClellan/McDowell in 1861: (1861 Threaten Richmond event replaced by the Army In Manassas event)
a.) McDowell will remain activated "every" turn throughout the "Army In Manassas" period (1861 Early May thru 1861 Early Sept)
1.) If the USA establishes Military Control over Manassas (Fauquier, VA), the Army In Manassas event is satisfied. McDowell retains command and McClellan is left in Ohio.
2.) If the USA fails to establish any Military Control over Manassas (Fauquier, VA) by the expiration of the Army In Manassas event:
a.) USA loses 10 National Morale points. (the same ones previously lost in the failure of the now defunct 1861 Threaten Richmond event.
b.) Irvin McDowell is automatically removed from command of the Northeastern Virginia Army at no cost and McClellan will be moved to the same location as the Northeastern Virginia Army commanded by Irvin McDowell
1.) If the USA is being handled by the AI: McClellan automatically becomes commander of the Army of the Potomac. McDowell remains in the same stack without command.
2.) If the USA is being handled by a human: McClellan, McDowell and the Army of the Potomac HQ unit are stacked separately for the player/gamer to decide who retains command.

59.) McClellan/McDowell and the new "Threaten Richmond" events in 1862:
a.) Two new "1862 Threaten Richmond" events created to add political pressure on the USA player to threaten Richmond in 1862. One event expires 1862/06/30. The other expires 1862/10/30.
b.) If you satisfy the "Threaten Richmond" requirements prior to the first expiration, there is no NM penalty at all for 1862.
c.) If you don't satisfy the "Threaten Richmond" requirements before the 1st expiration there is a 10 NM penalty.
d.) If you don't satisfy the "Threaten Richmond" requirements before the 2nd expiration there is another 10 NM penalty.
e.) McClellan or McDowell (depending on the Army In Manassas outcome) will remain activated "every" turn throughout the "1862 Threaten Richmond" period up until the 2nd expiration or the successful completion of the requirements whichever comes first.
f.) The 1862 "Threaten Richmond" events will be made optional once Pocus provides the on/off support capability.

60.) The McClellan 2-star model is generically promotable by the player but now has only a 10 point political cost (vs 25 previously) for being passed over. This is the same political penalty value as several other prominent CSA leader models in the game.

61.) AI will shelter more often in winter (improved algorithm)

62.) AI.LocalInterest scripting command had a bug (fixed)

===
AGEod's American Civil War Update 1.13

January, 21st 2009

===

This patch contains all changes since the start.
Warning: All railroads improvements will not be impacted in current games though, although no additional side effects will

appears.

Bugs
==
- Auto-retreat rule could use damages from a previous battle in the first round, in some rare cases.

- Sometime a corps could help a corps of another army, in the March to the Sound of Guns rule.

- Foreign Entry could not go below zero in 1.12, fixed.

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.

- AI much more prudent when moving troops with riverine move.

- 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).

Game Improvements
==
- Moved the start date of the 1862 Campaign scenario back one turn to start 1862/03/01 instead of 1862/03/16.
- You cannot form Corps at all in the Bull Run Scenario.

- You cannot form Corps for either the April or July Campaign scenarios until 1862/03/01.

- None of the 1862 or later scenarios are affected by the above Corps formation restrictions.

- Militias and irregulars within their home state now get the +10 cohesion bonus anytime, not just during battle.
- Precision: Due to code constraint, the Militiaman trait can only work during battle. (All abilities of the category 'Battle Bonus' work only during battle and Militiaman is of this category).

- Auto-retreat rule triggers at a higher level of losses if you choose the Defend at all cost ROE.

- Fleets with too low ammo or too low cohesion will switch to defensive posture and abort all out attack ROE, before a battle. Land units with too low cohesion will switch to defensive posture, abort all out attack ROE, abort structure assault before a battle

Modding
- loyChangeByMartialLaw variable exported. It represents the max. % the loyalty can change by the Police factor of troops (Regional Martial Law).
- New script command SetFormedCmdMax (parameters are the max number of corps | max number of armies – it is recommended to set the number of armies to 9999 as the on map HQ limit is sufficient). In absence of any scripting, 9999 will be read for max number of corps = if you do nothing, current games are not altered.

Interface
===
- Replay feature added.

- Stack list added to the unit list, in the ledger.

- The irritating double-tick sound when closing the Element Detail panel has been removed.

Map / Database
===
(Work led by AACW Coordinator Gray_Lensman). Special Thanks to Jabberwock and Bigus.

1.) Reworked placement area of several units, (Bushwackers, Mounted Partisans, and Partisans).

2.) Incorporated more of **Jabberwock's** General's graphics work.

3.) Preplaced more Militia units at critical locations for both sides to better help the AI defend these locations. Note: This was done for all the 2-player Campaign games other than the April 1861 Campaign scenario.

4.) Removed the "TechUpg" setting for CSA early cavalry to late cavalry.

4a.) Adjusted the associated CSA Early to Late cavalry conversion events to roughly 1/2 the original chance of occurance. Also, removed any chance of conversion prior to 01/01/1862. These events may have to be adjusted more later.

5.) Reworked the 6 lb Artillery to "TechUpg"rade to the 12 lb Artillery. Also removed the "TechUpg"rade for 12 lb Artillery. (They should remain 12 lbers throughout the war).

6.) Corrected the starting ranks of the following generals in all of the 1861 scenarios. Thanks to Bigus for pointing out these discrepancies.
a.) CSA M. Bonham starting rank = 1 star
b.) CSA T. J. Jackson starting rank = 1 star
c.) CSA James Longstreet starting rank = 1 star
d.) CSA Theophilus Holmes starting rank = 1 star

All 4 of these generals were incorrectly ranked at this time of the Civil War. Each of them have their own brigade at the start of these specific scenarios. Also CSA James Longstreet was missing from both scenarios. This has now been corrected and the delayed event which adds him later has been removed.

Cooresponding promotional events have also been created for Jackson, Longstreet, and Holmes in early 1862, if they are not otherwise promoted prior to that time.

7.) Reworked the Bull Run Scenario to more closely match the July 1861 scenario in regards to missing units. Also, limited the scope of the scenario to prevent non-historic amphibious movement during the time of this scenario.

8.) Split "1222 Kentucky Confluent" into 2 separate regions. The upper half remains the same and is still associated with the Ohio River system. The lower half is now known as "1525 Kentucky River" and is associated with Kentucky. This work was done to prevent direct movement from the original Kentucky Confluent region to either "536 Mercer, KY" and "537 Fayette, KY".

9.) Graphically reworked "1233 Great Confluent" to prevent direct movement to either "528 Trigg, KY" or "1524 Collies Mills, KY".

===
AGEod's American Civil War Update 1.12

November 17th, 2008

===

This patch contains all changes since the start.
Warning: All railroads improvements will not be impacted in current games though, although no additional side effects will appears.

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Game Balance
===
- New battle module rule: Automatic-retreat. This rule is triggered when a side gets 20% damages in a single day. This grants (or shermans) this side a 100% retreat chance. It is only checked starting at Round 2 and later.

- Min to hit chance down to 7%.

Thanks to Berto and Bigus for their dedication in improving the realism of the Battle Module. Grognards (and others!) players should be very pleased by the historicity achieved by the combat module now!

Bugs
===
- Fixed correctly a bug in bombardment procedure

- Fixed a bug introduced in 1.11f about replacements costs.

Interface
===
- Selecting a big stack uses much less CPU power.

Scenario
===
- Tutorial reworked, courtesy of Gray_Lensman.

===
Map / Database
===
(Work by Gray_Lensman)

1.) Completed Ohio Railnet Rework.

2.) Graphically renamed the following Ohio small town names
a.) Franconia to Ottawa
b.) Wooster to Orrville

3.) Corrected Medical Services units to provide +15 cohesion recovery rate (as per the manual). It was incorrectly set to only +5.

4.) $Skirmisher and $Armored abilities added (Thanks to several modders work). Associated models were also reworked to use these new abilities. Summary: the cavalry models now have the $Skirmisher ability and the appropriate naval models now have the $Armored ability. The Skirmisher ability for Cavalry units increases the chance of them withdrawing

from battle during the first 4 rounds. Slightly decreased the Evasion ratings to compensate for this new ability.

5.) Camp Dick Robinson units (in Kentucky) moved to their correct starting region (Lincoln, KY).

6.) Corrected a string variable in LocalStrings_ACW associated with "Tutorial: Command Chain Rules"

7.) Corrected 2 minor Model $UnitSkirmisher bugs (1.11g)

8.) Corrected T. Meagher/J. Gibbon double portrait bug in both the 1863 Campaign Scenario and the Gettysburg Scenario. (1.11g)

==
AGEod's American Civil War Update 1.11e

October 20th, 2008

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Interface
==
- One of the colored filters was not displaying properly anymore. (1.11e)

- Region control was some time not displayed properly in the region tooltip. (1.11e)

- Fixed an old interface bug when a unit was removed from a stack. (1.11e)

==
AGEod's American Civil War Update 1.11d

October 3rd, 2008

==

This patch contains all changes since the start.
Warning: All railroads improvements will not be impacted in current games though, although no additional side effects will appears.

***

SPECIAL WARNING: When restarting a saved game after installing this update version, the new fort located at Ft Delaware (in New Jersey), will initially be the previous CSA garrison that resided at Ft De Soto in Florida. When you initiate the turn, a special one-time event converts the CSA Ft De Soto Garrison to the USA Ft Delaware Garrison. The name of the fort will remain Ft De Soto however until you complete the saved game. (The old name is embedded in the saved game file and cannot be easily changed.)

***

==
Bugs
==

- Patrol move (doing a round trip back to the original region) was not working anymore.

- A rare bug when a force move and should not has been fixed.

- 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.

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Interface
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===============================================================================
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- AACW is now available in German!

- Fixed an issue with the Resume game button (shortkey: 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.

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

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Scenarios
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===============================================================================
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- Bigus scenarios translated into French.

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Gameplay
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- Ships blocking troop passage over the river now have 23% chance per ship to block the passage (of all troops during the turn), up to 90%. Before this was an on/off decision.

==
AI
==
- The AI is much more prudent with amphibious landing.

==
MISCELLANEOUS IMPROVEMENTS from the AACW IMPROVEMENT TEAM

Coordinator: Gray_Lensman. Thanks to Bigus, Berto, Jabberwock.

==

1.) More River/Water region Linkage and Object placement rework.

2.) Massachusetts Bay (1493) has been redefined to "Coastal" waters. This allows any ironclads to transit to/from the other "Coastal" waters regions. There is a Short Transit JumpLink between Massachusetts Bay (1493) and both Long Island Sound (1363) and Long Island Coast (1365) to facilitate this movement.

3.) Reworked text comment linkages to the following events

a.) evt_nam_CSA_TexasRgrBde should now display "The Texas Rangers Brigade has been formed"

b.) evt_nam_CSA_GeorgiaBde should now display "The Georgia Brigade has been formed"

c.) evt_nam_CSA_MississippiBde should now display "The Mississippi Brigade has been formed"

4.) Recently fixed Naval events for the April 1861 scenario should now also display a proper text comment.

5.) Some graphic name/spelling corrections.

a.) Lawrence, PA (48) "Beaver" changed to "Rochester"

b.) Miflin, PA (68) "Miflintown" changed to "Mifflintown"

c.) Wayne, OH (414) "Wooster" changed to "Orrville"

d.) Harlan, KY (556) "Mt Pleasant" changed to "Cumberland Ford"

e.) Somerset, PA (1479) "Sommerset" changed to "Somerset"

6.) Isaac Stevens removed from 1863 2-theatre Campaign. He was killed in Sept 1862.

7.) Units introduced by the Partisan Ranger Act of 8162 event, should now all be buildable.

a.) Light Infantry should show up in random southern cities (emphasis on the South_East)

b.) Partisans and Mounted Partisans should show up in random southern cities (emphasis on the South_West)

8.) Tutorial #1 and Tutorial #2 scenarios brought up to current update status.

9.) Potomac Gunboats placed on the Potomac River. (1862 2-player scenario)

10.) Extensive Fort rework including the removal of Ft De Soto and the addition of Ft Delaware.

11.) Included some rework on the Gettysburg scenario provided by Bigus and background information for the Kentucky scenario provided by Berto.

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==
AGEod's American Civil War Update 1.11a

September 1st, 2008

==

This patch contains all changes since the start.

Warning: All railroads improvements will not be impacted in current games though, although no additional side effects will appears.

==

Bugs

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- Fixed a bug in the event engine, preventing a foreign intervention event to finish (Forey leader).

- You can now use the comma when you search for a region (CTRL-F).

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AGEod's American Civil War Update 1.11

August 25nd, 2008

===

This patch contains all changes since the start.

Warning: All railroads improvements will not be impacted in current games though, although no additional side effects will appears.

===

Bugs

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- fixed: A bug when a leader was promoted, then removed from his stack.

- fixed: Rail construction were not always occuring as they should (reported by Bigus).

- fixed: Ships targeting troops can merge into them, in an harbor. If a battle occurs and the ships are captured, the troops could end up being captured too. [nice little critter, reported by Adiscus).

- fixed: Ships being built could not be captured properly if the raider was moving out of the region too soon, resulting in a crash.

- 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: Admiral could form divisions.

- fixed: A (rare) crash could occurs when you detached a corps from an army.

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Graphics

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- 47 new portraits (compared to previous official release) by Jabberwock! (including various line infantry types, leaders and CSA rangers)

- New modifications to the map (for better geographical & historical accurary) by Gray_Lensman (see below)

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Scenarios

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- New scenario, "Kentucky Invasion", which takes place late 1862 - early 1863, by Bigus.

- Shiloh and Gettysburg scenarios improved, by Bigus.

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Gameplay

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- Max Entrenchment level is variable, depending of the year. Start at 3. See below.

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Interface

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

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Data edition and tweaking - The good work of Gray_Lensman (details)

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All these changes are officially approved by the Studio. Gray_Lensman, aka Michael, is officially our AACW coordinator. The detail of his work for the current patch follows:

Changes in AACW Historical Accuracy MOD 20080717

1.) Incorporated Jabberwock's Generals' Graphics work.

2.) Incorporated Bigus' rework on the Shiloh and Gettysburg scenarios.

3.) Made many more spelling corrections in the .mdl and .uni files.

4.) Corrected the following structure names.

Mississippi City (was Mississipi City) located in Gulf, MS (705)

Harrisonburg (was Harisonburg) located in Harrison, LA (728)

5.) Manually changed the displayed tooltip name for the Middle Tennessee River region to "Mussel Shoals". This was done to reduce confusion concerning where this region was located, since it is now impassable to shipping as it was historically.

6.) Again reworked the weather files for some inconsistencies.

7.) Corrected (in most places) the mispelled names of Theophilus Holmes and Robert Ransom. The remaining corrections in the corresponding Units and Models files will be included in the next "official" patch.

8.) A big "Thanks" to Bigus for contributing his newest scenario "Kentucky Invasion", which takes place late 1862 - early 1863.

9.) Slightly modified the starting entrenchment levels values for 1861 to bring the scenarios into similar starting levels as Clovis' MOD. Subsequently the 1861 scenarios start with MaxEntrenchLevel set to 3 and the 1862 Campaign scenario now starts at 4. The scripted events were slightly adjusted to accomodate this change.

1861 April Campaign - starts with MaxEntrenchLevel set to 3

1861 July Campaign - starts with MaxEntrenchLevel set to 3

1862 Campaign - starts with MaxEntrenchLevel set to 4

1863 Campaign - starts with MaxEntrenchLevel set to 6

1864 Campaign - starts with MaxEntrenchLevel set to 8

The Scripted Events change these levels over time on the following schedule:

In 1861, there is a small chance each turn from Aug thru Dec for the Level to increase to 4

---- with a definite increase to 4 in Jan 1862

In 1862, there is a small chance each turn from May thru Aug for the Level to increase to 5

---- with a definite increase to 5 in Sep 1862

In 1862, there is a small chance each turn from Oct thru Dec for the Level to increase to 6

---- with a definite increase to 6 in Jan 1863

In 1863, there is a small chance each turn from May thru Aug for the Level to increase to 7

---- with a definite increase to 7 in Sep 1863

In 1863, there is a small chance each turn from Oct thru Dec for the Level to increase to 8

---- with a definite increase to 8 in Jan 1864

Additional rework:

10.) Jesse Reno removed from 1864 Campaign scenario. He was killed @ South Mountain in Sep 1862.

11.) Reworked Oregon Inlet and neighboring regions' border points. Also the following 4 regions inside the barrier islands off the coast of North Carolina have been changed to "Shallow Waters".

Albermale Sound (1386)

Oregon Inlet (1388)

Pamlicoe Sound (1391)

Pamlicoe Bay (1393)

12.) CSA shipping should no longer be built upriver of the Middle Tennessee River region (Mussel Shoals).

13.) Reworked Regional state affiliations for the following 5 regions (also manually changed the regional name to match these particular state changes.

Susquehanna, PA (76) is now Suquehanna, MD.

Allegany, PA (77) is now Allegany, MD.

Fulton, PA (78) is now Fulton, MD.

Chambers, PA (1482) is now Chambers, MD.

Walhalla, NC (233) is now Walhalla, SC.

14.) Reworked the Naval starting/event reinforcement shipping for the 1861 scenarios. Naval forces should be identical in either 1861 scenarios by the end of 1861. The biggest fix was the missing Atlantic Squadrons, which now appear in both scenarios, but also several additional Naval units (6) were not appearing in either of the 1861 scenarios.

15.) Reworked an error with 615Lawrence, AL region. The Areas.ini, Regions.ini, and several scenarios incorrectly referred to this region as 615Barbour, AL.

16.) Graphically corrected the mispelled name of "Mt Pleasany" in 759 Pleasant, TX to show "Mt Pleasant".

17.) Corrected the following structure names.

Hampton (was Hampton Roads) located in James City, VA (138)

Christiansburg (was Christianburg) located in Pulaski, VA (166)

Morehead City (was Moorehead City) located in Carteret, NC (228)

Smithville (was South Port) located in Burke, NC (231)

Grand Haven (was Grand Post) located in Ottawa, MI (435)

18. Reworked terrain files, mostly on frozen rivers terrain.

19. New set of events so that the 'population loyalty' in coastal forts regions follow closely military control.

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Thanks to all volunteers participating in the constant improvement of AACW.

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AGEod's American Civil War Update 1.10a-b-c-d

May 16th- June 11th, 2008

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This patch contains all changes since the start.

Warning: All railroads improvements will not be impacted in current games though, although no additional side effects will appears.

[1.10d]

- fixed a bug in gunboat blockades.

- Historical Accuracy mod: Removed spelling deficiencies, corrected weather for Texas, removed a left over Division HQ in 1862 West scenario.

- Artillery can now bombard if entrenched to level 4 (was 5). The gun range should be 5 though (all units with this range can fire in fact).

****

- progressive entrenchment Max level:

1861 April Campaign - starts with MaxEntrenchLevel set to 4

1861 July Campaign - starts with MaxEntrenchLevel set to 4

1862 Campaign - starts with MaxEntrenchLevel set to 5

1863 Campaign - starts with MaxEntrenchLevel set to 6

1864 Campaign - starts with MaxEntrenchLevel set to 8

The Scripted Events change these levels over time on the following schedule:

In 1861, there is a small chance each turn from Aug thru Dec for the Level to increase to 5

---- with a definite increase to 5 in Jan 1862

In 1862, there is a small chance each turn from May thru Dec for the Level to increase to 6

---- with a definite increase to 6 in Jan 1863

In 1863, there is a small chance each turn from May thru Aug for the Level to increase to 7

---- with a definite increase to 7 in Sep 1863

In 1863, there is a small chance each turn from Oct thru Dec for the Level to increase to 8

---- with a definite increase to 8 in Jan 1864

****

[1.10c]

- fixed: a bug which prevented gunboat blockades (of rivers) to works correctly under some circumstances. Number needed is moddable.

- changed: Ships don't have to be in offensive posture to block rivers.

- changed: Map rework, courtesy of Gray_Lensman

- changed: Because of low-level cleaning, the AI thinnk *differently*, for good or bad. Don't hesitate to report of the new behaviors seen.

- improved: The AI garrisons more and stay put more often when moves are not needed.

- improved: RailRepair algorithm, supply unit algorithm

[1.10b]

- Modding: You can now tweak a new variable, bmbrange, in Blockades.opt. This is the range needed by guns to fire on passing ships.

- Minor rail rework by Gray_Lensman

- Numbers of horses and guns were not valid for the Mexican - fix courtesy of Gray_Lensman

- AI: Added a new experimental algorithm: 'Repair Rail Network'. Please report if needed.

- AI: Improved: the 'Force In Being' algorithm has been improved. The AI will now consider better if remaining in place is not the best 'move'.

[1.10a]

- Number of units recruited was wrong when above a given number. Fixed also a display bug in the recruitment window.

- 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).

- fixed: Divisions could go above 18 elements.

- Changed: In the Naval Box (where the US merchants dwell), ships can now try to avoid engaging the fleet they found, if the convoy is too strong for them.

- fixed: River obstruction by ships was not working properly.

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AGEod's American Civil War Update 1.10

May 1st, 2008

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[1.10]

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Bugs

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- fixed: lone artillery could be redeployed.

- fixed: a rare bug where a ZIP gamefile would not be recognized correctly.

- fixed: General nickname removed (it was replacing real name in some cases).

- fixed: Partisans units were not shown in the Unit List (Ledger page F1)

- fixed: a bug of password querying.

- fixed: A problem with the 'Bombard Passing ships' order. Clarification: this order is only used for units which are not in forts, so they have the choice to be near the shore or not (and bombard and be bombarded...). Units in a fort don't have this choice. Fixed units now can toggle this order.

==

Gameplay

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- changed: Cities and harbors produce 25% less Supply than before.

- 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.

- changed: To prevent troops from crossing rivers, you must now have at least 4 ships elements in offensive posture (was 1 in any posture)

- changed: Weather zones have slightly less mud.

- changed: Minor crossing links can now be interdicted by fleets (some navigable rivers have minor crossing)

- 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.

- changed: Raider ships in the Shipping Box are twice as efficient as before.

- 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.

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Map

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- More railroad fixes from Gray_Lensman (Ohio RR and canal fixes).

Interface

- added: In Element Detail Window, general nickname added after real name.

- Expected costs to form up divisions is now shown in the ledger.

==

AI

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- AI: Better decision making for standing outside or inside structures.

- AI: Raider ships will go more often to the Blockades and Shipping boxes and will never perform naval superiority mission elsewhere.

- AI: AI can now burn depots in very hostile areas.

- AI: More Rail and riverine points bought, if affordable. Also now tied to the state of the railroad net on map.

- AI: Slightly less industrialization.

- AI: More line and militia replacements points bought, compared to others types.

- AI improvement: AI is more clever in the use of Army HQ.

==

AGEod's American Civil War Update 1.09 a > e

February 21st, 2008 > March 14th, 2008

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[1.09e]

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

- fixed: a bug preventing the redeployement order to function properly.

- changed: units which are fixed can still use the 'Don't bombard passing ships' order. This is the sole order doable while

fixed.

- changed: unactivated leaders can still destroy depots & forts (for consistency purpose compared to leaderless troops able to do so already).

[1.09d]

- Patch published.

[1.09c]

- Slight modifications to the model database, for the Gun per Hits entry. A more significant set of modifications are planned latter.

- fixed: A bug preventing the longuer transitions costs between 2 regions to be calculated correctly.

[1.09b]

- IP was still polled somewhere.

- Some events were duplicated in the Various events script (fix by Gray_Lensman)

- fixed: in some cases non-legit combinations of units were allowed.

[1.09a]

- fixed: Friendly ships were not negating the effects of enemy forts (for blockade).

- fixed an 'activation' exploit involving merging a leader in a unit

- fixed a redeploy exploit involving leaders and corps. You can only redeploy leaders without charges.

- Transmississppi scenario updated (courtesy of Bigus)

- New Spanish localization strings (courtesy of Arsan and the Spanish subforum)

- You never march to the sound of guns if you have the Evade Fight order.

- Minimum chance to hit and routing chances have been augmented. (10%)

- Battle report now shows forces at start and losses, expressed in men, horses, guns. (data done by John Caivano)

- Increased the division limits to 60 for the USA and 30 for the CSA. This is a slight increase from the original game settings of 48/24.

- More Railroads rework by Gray_Lensman.

- More Regions rework by Gray_Lensman.

- Canal Linkage Rework by Gray_Lensman.

- various rework from Gray_Lensman, see http://www.ageod.com/forums/showthread.php?t=6249

- IP address is no more polled at start, it could blocks some rare computers. (the game don't access internet in any way).

- Modding support, new variables added to Command&Leaders.opt

- the Autogarrison feature of NCP can now be actived by modders in AACW.

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AGEod's American Civil War Update 1.09

January 30th, 2008

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This patch contains all changes since the start. Warning: All railroads improvements will not be impacted in current games though, although no additional side effects will appears.

===

Bugs

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- fixed: In the Domestic Policies screen, rivers were shown with 0% loyalty.

- fixed: Fixed units had the Ambush button light up.

- fixed: USA Emancipation notification message had a glitch, for the CSA.

- fixed: Riverine move could allow return fire against coastal batteries.

- fixed: It was possible to activate an non active general by merging him in a brigade.

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Gameplay changes or additions

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- changed: Moving onto a river with the river pool will reduce Evasion value of the troops to 1.

- added: If attacked in a city, all your troops switch to Defend at all cost (as there is no retreat path)

- changed: You only need 8 ships to blockade an harbor, not 12. Forts give +-4, not +-6.

- added: Tweakable Activation rule: All leaders always activable, normal rule, or hardened rule: an unactivated leader and all his stack is fixed one turn depending of a percentage chance roll).

- added: 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.

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Map & Scenarios

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- added: Many more railroads improvements and historical tweaks from Gray_Lensman.

- added: 1862 east Campaign added (Work from Bigus with Berto help)

- improved: TransMississippi Scenario by Bigus.

==

Modding & system tweaks

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- added: You can now launch a mod with a command line: AACW.exe modpath /mymod

- added: Better support for Japanese Windows with the TextLengthCoeff variable in Display.opt

- Modding: A new parameter has been added to all leaders abilities: if it is always effective, if it is effective only if the leader is active, or if effective only if the leader is not added. See the modding forum.

- Modding: A new parameter has been added to all models, CbtSignature. See the Modding forum for more info.

- improved: Update on Spanish localization.

==

AGEod's American Civil War Update 1.08 a -> d

December 27th, 2007 to January 14th, 2008

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This patch contains all changes since the start.

version 1.08d

- The music bug (a track would only play once) is fixed.

- The 3 scenarios added in the 1.08 patch are back (were removed by error)

- The Software cursor is now as fast as the hardware (default) one. You can activate this cursor by launching AGESettings and tweaking the option or by manually editing the file acw\settings\display.opt.

Fixes for the 1.08c patch

- Naval battle bug was still not corrected.

- Some minor edit in the tutorial texts. Thanks to Primasprit aka Norbert Hofmann (a single f please) for his continued help.

- Added a new scripting Command: Remove Unique Unit, see modding forum.

Fix for the 1.08b patch:

- Naval battles were no more occuring since 1.08.

Fixes for the 1.08a patch:

- Ledger buttons work as before (reminder: the mouse wheel scrolls the units in the ledger)

- ROE buttons will default to standard when you create a new game.

- If historical attrition is enabled, you can only recover lost elements if on a depot, but you can still recover hits if in any structure.

- Patterson & McClellan events work again.

==

AGEod's American Civil War Update 1.08

December 24th, 2007.

==

This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

This patch is the Christmas patch and IS compatible with previous saves, for most entries.

There are 9 entries for the Christmas patch.

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Gameplay changes or additions

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I - New ruleset: Rules of Engagement.

****

ROE buttons are independent from posture. They define the combat rules under which your units fight, as dictated by the general in command, for each stack.

Before proceeding with the description of the ROE, some definitions. It is important to understand the difference between the will to retreat, the chance to retreat and a rout:

·   Will to retreat: The commander in chief during battle, decide each round (2 hours) if your side should retreat or not. This depends on how many losses each side sustained, what is the current balance of power and some others factors. If the decision is taken, then your stacks try to retreat.

·   Chance to retreat: If the decision to retreat is taken, each stack try to retreat, with a % roll depending of many factors, including the speed of the stack, the relative ratio of cavalry, and others factors like leaders abilities.

·   Routing: A rout is an unwanted retreat, where retreat losses are much increased. Contrary to a willing retreat, rout always succeeds though.

In Assault or Offensive posture, the possible ROE are:

·   All out attack: Your side will not try to retreat during the first two rounds of battle, then the retreat chance will be decreased for the rest of the day. The losses of both sides are increased, but more for your side.

·   Sustained Attack: This is the default behavior. No changes to the combat resolution segment are done.

·   Conservative Attack: Your side will want to call-off the attack starting with the third round (unless the defender is collapsing) and the chances to succeed in doing so are increased. Both sides have equally fewer losses.

·   Feint/Probe Attack: Your side will want to call-off the attack starting with the second round (unless the defender is collapsing) and the chances to succeed in doing so are greatly increased. Both sides have losses much reduced

In Defensive posture, the possible ROE are:

·   Hold at all Cost: Your side will never willingly try to retreat (Routing is possible!)

·   Defend: No changes to the standard rules.

·   Defend and Retreat: Your side will want to retreat starting with the third round (unless the attack is failing) and the chances to succeed in doing so are increased.

·   Retreat if Engaged: Increased retreat chances including the retreat roll before actual combat.

Last, in Passive posture, you are always in Retreat if Engaged ROE. The other options are not active. According to the Passive Posture, you have combat penalties and suffer heavier losses. However you also have the non-combat bonuses of this Posture, especially a stronger cohesion and a better replacement ratio.

****

II - Historical Attrition Option

****

There is a new gameplay option, available thru the Options Window, called Historical Attrition (or 'Hardened' Attrition), the three possible levels are:

Standard: It means that non-moving troops won't lose men from desertions and sickness. (work as before)

Historical, for the player only: It means that non-moving player troops, will lose men from desertion and sickness every turn. The intensity will vary depending of the region they are in. Also, you can only get back elements by being over a depot.

Historical, for AI too: Same as second option but the AI has it activated too, except for the troops on depot part.

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III - Morale losses and gains in battle

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There is much less randomness involved when a point of morale must be lost or gained in battle.

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Interface

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IV - ZIP handling of saves

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The turn files can be compressed in ZIP format. This allow a faster transfer in multiplayer games, protect them against data

corruption (that can always happen during file transfer) and allow you to set a password for multiplayer games. See the Options Window for more details.

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V - Historical options feedback

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Now, when a side choose an historical option (Drafting troops, printing money, etc.), the other side get a notification.

==

Scenario Updates & Bugs fixes

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Three scenarios have been added. They are mostly complete, but please bear in mind that errors can happen (and the volunteers will fix then in due time). They are the good work of Bigus (Jeff Licker), with background from Robert Osterlund aka Berto.

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VI - Trans Mississippi Scenario (61- 62)

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VII - Atlanta Scenario, 1864

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VIII - Vicksburg 1863 Scenario

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Bugs

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Music should play & restart correctly now.

On behalf of all the AGEOD / AGE-Studio Team, Merry Christmas 2007!

==

AGEod's American Civil War Update 1.07a-b-c-d-e-f-g-h-i Readme

Sept. 14th / Sept. 26th / Oct. 6th / Oct. 7th / Oct. 9th / Oct. 25th / Nov 2nd / Nov 16th / Nov 20nd / Dec 12th

==

This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

NOTIFICATION: A special Christmas patch will be issued soon, which will be version 1.08.

1.07i

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Bugs

==

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

Redeployement 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.

Riverine movement did not suffer from passing fire, fixed.

===

Gameplay changes or additions

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Routed elements in a routed stack can now surrender if fired upon.

Captured units now create a separate stacks (eg fortress artillery won't slow down the capturing stack)

===

Scenario Updates & Bugs fixes

===

Changed: Several transportation levels (railroads) and miscellaneous icons positionning by Gray_Lensman. Some graphic touchups too, see the forum for the complete list of changes.

===

Data tweaks

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Several terrains will get a more accurate weather.

Revised historical names at the regiment level (thanks to player Joe et al.)

===

Interface

===

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

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

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

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Modding Support

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Auto-garrisons rule from Napoleon's Campaigns can now be added by modders.

The ChangeActorPool command bug is fixed.

1.07h

changed: Element detail shows the exact element category (6lb Pounder for light artillery). Same for the tooltip in the detail panel.

added: Elements newly produced now get an historical name.

changed: West Boxes transit cost adjusted. Some rail linking between regions changed. Cosmetic changes to some regions. Courtesy of Gray_Lensman

1.07g

fixed: The redeploy order had a bug. Services units like engineers, medics and signals can now redeploy.

fixed: a combat bug introduced in 1.07f

improved: backups are now 'rotating', ie Backup1 is now always the previous turn, Backup2, 2 turns before, etc. Handier to send saves, etc.

added: If you a % chance equal to Morale-100% to lose 1 pt of morale each turn (Morale naturally goes down toward 100. The reverse is handled by the National Resilience rule as before).

changed: Synchronize order is off by default.

fixed: Large Harbors were unaffected by the Blockade % for supply only.

1.07f

fixed: Synchronize move had a bug when numerous corps were involved.

fixed: Cities had some missing bullets indicators.

fixed: Prisoners exchange message was not displayed properly.

fixed: Music display name was erronenous.

added: Battle Report: Generals are sorted by rank then seniority. Elements are sorted by descending number.

improved: AI buys more replacements.

improved: AI uses the Rail Pool better.

improved: AI uses forced march much more often (if it makes sense).

improved: AI defends regions more often if possible (if not suicidal).

added: Idle Leaders can now gather to big stacks, using the relocate rule.

improved: AI create divisions faster.

Harbors fixes from Chris Hobbes (one of our most veteran tester) and PBoeye (did major research work on the railnet). Harbor mod remove some ahistorical exit points from harbors.

Improved graphics around the Erie canal (Gray_Lensman). Further removal of linking discrepancies on the map (Gray_Lensman).

Modding:

fixed: ChangeActorPool command had a bug.

1.07e

fixed: Two corps would not engage into battle even if they should.

fixed: You can't split fixed brigades.

1.07d

fixed: historical options were resetting themselves every turn (introduced by 1.07c)

fixed: units unloading from a transport while targeting another unit on land would cause a crash if the targeted unit was killed into battle.

1.07c

fixed: Prisoners tally was erroneous after a surrender.

fixed: Plundering sea regions for seaweed is not authorized.

fixed: You could detach&combine using the shortcut key even if not legit.

added: Weather of the first turn is now randomized (each time you start a scenario)

added: Redeploying a leader unactivate him and he get penalties to ratings for a turn (-2/-2/-1).

added: An option in the Options/Gameplay tab allows you to specify how many Redeployments are granted a turn.

added: New variables exported for modders in the files: combat.opt, Bombard.opt, Reserve.opt

changed: Marching to the sound of guns if you are in defensive posture get you a -10% modifier to the marching roll.

changed: AI algorithm to hunt and destroy enemy stacks much more aggressive. Can use forced march if needed.

1.07b

fixed: Army Stacks were targeted too often in battle.

fixed: City which had a blockaded harbor produced nothing.

1.07a

fixed: Surrender event happened too often during siege.

fixed: Transit through the Erie Canal was disabled.

fixed: A new general portrait (Bee) was not there.

fixed: You can no longuer capture pioneers and sappers.

fixed: The Redeploy Unit order had 2 exploits.

added: the Graphic pack is now directly integrated into this patch.

==

AGEod's American Civil War Update 1.07 Readme

Friday, September 14th, 2007

==

This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

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Bugs

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fixed: A rare crash could occurs when a structure was captured.

fixed: An Admiral, in a special circumstance could be irritated by having a general promoted before him.

fixed: An erroneous value in a text file prevented the new retreat algorithm to triggers properly.

fixed: Troops surrendering after a siege will give the right amount of VP, morale and prisoners.

fixed: wounded during battle where thrice as much as planed (resulting in a big increase of the conscript pool).

fixed: Spy network trait was not functionning properly.

Added: Units crossing a river are forced to attack as soon as they cross.

Added: A lone Army HQ stack can now be engaged in combat as easily as another force.

fixed: Load/unload cost from river move were not impacted fully.

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User Interface

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===========================================================================
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You will get a message telling you what you earn after a surrender.

The number of divisions being formed will be indicated in the tooltip button 'form a division'.

The promotion potential is indicated in the detail panel about a general. 'Yes' means he can be potentially promoted (given the fact he earns seniority). 'No' means he can never be promoted to a new rank (the database lock the promotion, on purpose).

New special order: Relocate Unit. It can be used up to 3 time a turn to relocate instantly a leader or an army HQ into another controled region (this order is still experimental, an option will be proposed to disable it)

New special order: No Bombardment. Prevents land units to bombard passing ships and to be bombarded by them.

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AI

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===========================================================================
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fixed: In some circumstances, the AI could have a stack locked erroneously.

fixed: In some circumstances, the AI would not use an army HQ to form an army, even if possible.

added: The AI uses the new relocate order to send army HQ efficiently.

Added a new setting for the AI: Activation bonus (from 0 to +3). See Options Window, AI panel.

===

Gameplay

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Sea regions are now blockaded by counting the number of elements (in combat ships), not the number of units.

You can't bombard an harbor if the sea zone you are in is not an exit point of the said harbor.

You can now set the forts in such a way that they are sufficient to blockade an harbor (see modding section)

Captured units lose all their experience.

Destroying a depot destroy most of the regional supply.

Stacks now randomize every combat round their target among the list of enemy stacks attacking them. Will prevent the effect of having 2 corps A & B engaged against one single enemy stack, with A being severely damaged and B being intact (because it was targeted first by the enemy).

Relocate order created, see user interface.

No Bombardment order created, see user interface.

changed: Overcautious trait now works in a more subtle way. It can prevents the leader activation if he is in hostile territory.

added: there is now a hard limit to the number of hits inflicted against a land force by a fleet. The reverse exists too (see the modding section for the actual values)

===

Data & Map

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266 discrepancies (!) and improvements in regions linking done, Courtesy of Michael McDougal, aka Gray_Lensman. See the modding forum for explainations about these modifications gone official.

Rail network reviewed, courtesy of PBoeye.See the modding forum for explainations about these modifications gone official.

Weather patterns improved, courtesy of Mike1962. See the modding forum for explainations about these modifications gone official.

Artilleries values rebalanced, courtesy of Jagger. See the modding forum for explainations about these modifications gone official.

27 regions graphics retouched, courtesy of PBoeye. You have to install the graphic pack for that.

39 generals portraits done, courtesy of Jabberwock. You have to install the graphic pack for that.

==

Modding

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Variables regarding forts & blockade mechanism exported to ACW\settings\Bombard&Blockade.opt:

bloAdjFriendlyFort   = -6 // brown water blockade, bonus given by adjacent fort

bloAdjEnemyFort   = 6 // same, for an enemy fort (malus)

bloMinSUToBlockade   = 12 // Nb of SoL elements needed or pts given by a fort to blockade a zone

bmbHitCoeffLand   = 20 // coefficient (in hundredth)to land efficiency for bombard

bmbHitCoeffNav   = 5 // coefficient (in hundredth)to ship efficiency for bombard

bmbMaxHitsDoneByLand = 50 // How many hit points can be done by Land units against a fleet

bmbMaxHitsDoneByNav   = 25 // the reverse

ACW\settings\Command&Leaders.opt:

ldrGHQStackMinRange = 3   // Minimum GHQ (Army) range

ldrGHQStackCoeffRange   = 100   // Strat Value coefficient to get GHQ (Army) range (100% = 100% of strat rating)

ldrGHQStackBonusRange   = 0   // Strat Value bonus to get GHQ (Army) range (after ldrGHQStackCoeffRange_ is applied)

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AGEod's American Civil War Update 1.06d (a-d) Readme

Monday, August 13th, 2007

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This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

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Bugs

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================================================================================
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Riverine supply was not working over long distances.

In some very rare cases, riverine move would be aborted.

A bug could occurs in the Financial AI logic phase.

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================================================================================
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Gameplay

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================================================================================
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The retreat rule now penalizes regions with few land adjacencies and favors the region from where the unit comes from. Parameters can be tweaked (see modding section)

Corps outside of their Army range are not dismissed but suffers from -1 to strat and -1 to off rating (and won't get the Army commander bonus).

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User Interface

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================================================================================
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4 brand new filters added (ctrl-F1 to ctrl-F4), which will filter fixed units, enemy units, your land units, all units.

French version reread completely, thanks to Asa (Greg le Gall).

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Map

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================================================================================
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Link between 689 Copiah and 690 Canton added.

Link between 716 Iberville (New Orleans) and 717 Duras added.

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================================================================================
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Data

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================================================================================
```

Thanks to McNaughton, brigades now have new, historical names.

Semmes could be duplicated once the CSS Alabama was released from service.

Boston harbor had a weather zone problem, preventing ship from entering the port.

==

Modding support

==

8 new variables, see the file Control&Retreat.opt in the settings directory

ctlContested   = 5   // Minimum control gained upon entering a region (if not passive)

ctlAllowRetreat   = 5   // Minimum control to have in a region to allow a retreat into it

ctlRetreatAdjCity   = 10   // Interest in retreating toward a region with a city (per level)

ctlRetreatAdjFort   = 30   // Interest in retreating toward a region with a fort (per level)

ctlRetreatAdjDepot   = 25   // Interest in retreating toward a region with a depot (per level)

ctlRetreatLandLink   = 15   // Interest in retreating toward a region, value per land link

ctlRetreatPrevSubSpaceCoeffH_   = 250   // Coefficient applied to the interest if the region is the one where we are
coming from

ctlNoBeachHead   = 10   // Minimum control to have so that a region is not a beach/riverhead if you
have to cross a body of water before attacking

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AGEod's American Civil War Update 1.06 Readme

Wednesday, July 13, 2007

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AI

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+++: has a major impact on AI

++: has a significant impact on AI

+: has a minor impact on AI

AI is more aware of immediate threats. ++

AI will gather more intelligently units to center of operations ++

Leader are dispatched better and farther (trans theaters relocations are common now) +++

AI will build more rail and river points if possible +

AI will build less militias units ++

AI will use more conservatively monetary assets ++

Army HQ will keep a reserve of units for corps ++

AI Divisions will be bigger and tougher +++

AI can chase several minor enemy stacks while evaluating the major threat at the same time (hunter-seeker algorithm improved) ++

Blockade will be much better handled +++

Resupply of ships will be better handled ++

Cavalry raid toned down and less suicidal ++

AI will be more cautious with bad weather and can understand when winter is coming ++

Garrisons will be agregated in more efficient stacks, if possible +

AI will now defend better the capital (not finished) +

===

Modding support

===

10 new variables, see the file Command&Leaders in the settings directory

ldrCommandMaximaRank1   = 4   // Nb of CP provided by a rank 1 leader

ldrCommandMaximaRank2   = 8   // Nb of CP provided by a rank 2 leader

ldrCommandMaximaRank3	= 12	// Nb of CP provided by a rank 3 leader
ldrCommandCap	= 16	// base CP cap to a stack
ldrGHQCommandModifier	= -2	// The Army stack commander provides his strat rating + this value as a bonus (or malus) to subordinate corps
ldrCommandGHQBonusCoSLvl	= 4	// What is the strat rating needed by the chief of staff to gives a bonus
ldrCommandGHQBonusCoSVa	= 1	// what is the value of such bonus
ldrCommandCostCombiUnit	= 4	// What is the CP cost of a combined unit
ldrMaxStackCmdPenalty	= 35	// max command penalty for stacks (means a 100-x efficiency)
ldrOutOfChainCmdCoeff	= 50	// coefficient to CP accrued if not in the chain of command, in %

==

AGEod's American Civil War quick fixes 1.05e-f-g-h Readme

Friday, July 1 - July 12, 2007

==

This patch contains all changes since the start.

==

Map

==

Linking problem with region Vigo, IN. (1.05h)

==

Bugs

==

fixed: A stalemate occured in some instances, when you should have Won (1.05f)

Some more bugs fixed (no details archived)

==

Gameplay

==

Blockade runners are less intercepted. Naval raiders does more damages (1.05f)

Combat variables adjusted to 125 and 40 (was 150 and 50, these are the to hit values) (1.05g)

==

AGEod's American Civil War Update 1.05d Readme

Friday, June 29, 2007

==

This patch contains all changes since the start.

*** Tutorial tweak ***: In some cases, the Union forces were not sufficient to beat the CSA in the 1.05c tutorial (because of the adjustments made to the cohesion rule, see 1.05c, Gameplay section)

==

User Interface Improvements and Additions

==

When players delete files from the load game menu or restore backups, all files goes now to the windows recycle bin.

==

Scenarios/setups/Events Additions and Changes

==

Cavalry now benefits from leaders abilities adjusting cohesion.

Van Dorn, Breckinridge, Porter, Fremont, Sickles are not removed anymore by event from the game.

==

AI

==

AI is in the work (update 2). Some things have already changed in this version, which won't be revealed here before 1.06...

==

AGEod's American Civil War Update 1.05c Readme

Wednesday, June 27, 2007

==

This patch contains all changes since the start.

==

Bugs Fixes

==

Fort Artilleries were pushed automatically outside the fort in 1.05b only.

==

User Interface Improvements and Additions

==

The tooltip for the button 'Enable Divisional Command' now shows how many divisions ought to pay the administrative cost at the end of the turn.

Pressing ctrl now show new the stack name the total number of men.

==

Game Play, Rules Additions and Changes

==

Moving into hostile territory now costs up 3 cohesion point a day depending of the lack of military control (was 2). This is in addition to the standard fatigue cost.

==

Scenarios/setups/Events Additions and Changes

==

"Event 124" message is now translated correctly.

Charleston sprite and nearby forts are repositionned for a clearer view.

The Arkansas river can be naviguated up to Fort Smith.

Militia training is now only 7% a turn from events. (was 10)

CSA 6" artillery now has only 10% chance of converting to 12" (was 15)

Trent affair event has some permutated text.

No leader except Mc Clellan start with seniority 1 or 2, meaning they can't be promoted as soon they appear.

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AI

==

AI is in the work (update 1). Some things have already changed, but more details later...

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AGEod's American Civil War Update 1.05 Readme

Thursday, June 21, 2007

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This patch change a rule on how Divisions are formed.

The patch is not completely compatible with previous games. You can still continue important games, by adding this entry in the ACW\Settings\general.opt file

RemoveDivHQ = 0

Meaning that both systems will coexists during this game. Once it is finished, delete the key and forget about divisional HQs!

*** RULE *** (available in PDF format in the forum)

AGEOD's American Civil War: Divisions without Headquarters.

Starting with version 1.05, Divisions HQ won't be needed anymore to form up divisions. Instead, it will be mandatory to use a leader (any rank) for that, and a cost will be paid.

How to

To form a division, you need an activated general. First, you select the desired general, and click on the 'Enable Divisional Command' button (second panel of the Special Orders panels), showing a tent and a general before it. If the button is disabled, pass the mouse over; you will get explanations on the cause.

Restriction can happen because of:

a)   The general is not active or is fixed.

b)   You don't have enough assets (10 Money, 5 War Supply, one conscript company)

c)   The General is already in command of an army, a corps, a division.

d)   The general is already integrated into a brigade or any other unit (you don't need to create a division for that)

You have also a restriction on the number of divisions you can have on the field at the same time. The max number is 48 for USA and 24 for CSA, except in April 61 where you don't have your full potential (but it will rises as months pass). You can know how many divisions are on the field and how you are allowed by passing the mouse over the 'Enable Divisional Command' button (of a general capable of receiving the order).

When you click on this button, the General get a silver stripe. It means he is now able to form a division. This privilege has an administrative cost of 10 money, 5 war supplies and one conscript company (lack of assets can then prevent you from giving this order). Also, the turn the general gets this order, he is suffering from a -2/-2-1 penalty to all his ratings, so beware!

When you have your general ready, gather the units as usual with the (+) button, the same rules as before still apply (i.e. you can have up to 18 elements, and such).

Some precisions:

a) The turn after the general gets his order, the penalties are removed, unless you failed to pay the cost (in which case the division is still there, but the penalties too and you will have to pay the cost anyway the following turn).

b) If the general remains alone, without units under his direct command, he will revert automatically to a general without the privilege of forming up the division. This is intended and normal, as an anti-exploit rule.

c) You will pay the cost only if your general has received and still is under the order during hosting, meaning you can change your mind at will during a turn. You can even revoke the order (from a general having the privilege since some turns) and then restore the leader to his former privilege without any problem or cost: it is entirely reversible for you.

d) The administrative cost is never paid back. This is intended.

===

AGEod's American Civil War Update 1.04 Readme

Tuesday, June 12, 2007

===

This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

==

Bugs Fixes

==

fixed: Units won't be disbanded (partisans and militia), if they have a leader embedded (Quantrill + 1 partisan for example)

fixed: A corps loaded on a fleet will revert to independent status.

fixed: Besieged units can't destroy rails in the region they are in.

fixed: Bombarding an unit will unfix them.

fixed: Norfolk harbor could not be blockaded (erroneous calculation in the blockade algorithm)

fixed: Some brigades would not split correctly if they had a leader.

fixed: A bug in the training procedure has been fixed.

fixed: Duplicate ship names should not happen anymore.

==

AI

==

AI processing time has been reduced by 40% !

==

User Interface Improvements and Additions

==

The frozen swamp image did not appears.

Militia upgrading to regular will show the correct unit image.

Divisions now remember for each embedded brigades what was their initial regiments allocation.

Bombardment now shows the real number of hits inflicted upon the other side, not the base number.

==

Game Play, Rules Additions and Changes

==

Elements now lose 2 cohesion points when firing, not 1 (units will be exhausted sooner)

Retreat path calculation improved, taking account military control and the presence of friendly structure. (to be further improved)

Wounded leader can take from 1 to 6 turns to recover, not just one (they are locked to show they are recovering)

Units inside structures are always considered gaining cohesion as if they are in Passive Posture.

New set of options for the Delayed Commit Rule (Options|Gameplay window), you can now tweak from 'no delay' to 'long delay'. A long delay can means that two forces meeting in offensive posture in a region can be unable to trigger combat for the whole turn (with some bad dice rolls...). Ask if you want the variables exported for modding.

New set of options (Options|Gameplay window), called Naval Boxes Handling, which can allow you to play a simplified blockade game with less micro-managing. The standard (and default option) don't change anything. The others options will let the ships stay at sea indefinitively unless damaged by the opponent, but they will have a reduced effectivness while in the naval box (abstracted way to show the need to go to an harbor for resupplying purpose).

Ships now cost conscript, money and war supplies to repair. No more free, abusive, bombardment of CSA forts...

All artilleries firing on ships will deal +33% damages, while ships while do -25% damages. All coastal artilleries hits doubled, with 1 added protection point.

Further improved weather pattern. Higher elevation terrains will now always be as colder as a lower terrain, for the same area (ie if there is snow in plains, there can be only snow or blizzard in mountains).

CSA now has a slight VP advantage per turn in 1861, forcing the Union to act to quell the rebellion. Reminder: Having more VP than the other can favor Foreign Intervention (as having a morale higher than the opponent).

Each unit and leader in a battle can now gain some experience, depending of the duration of the battle. Hitting an enemy regiment will also give some experience. Generals can also gain some seniority just by being present in several battles.

Only lines units (not supports) can destroy a depot or fortification.

===

Scenarios/setups Additions and Changes

===

The Confederate Savannah (big) garrison is not longuer fixed permanently.

Buell event had a bug in the script.

Partisans will not longuer be dismissed each turn. The roll is now at the end of the year.

US Garrison are now full from the start.

Three harbors added in Arkansas: Little Rock, Smith, Malvern.

13 regions have lost their railroads:

464 - Boone, WV

465 - Kanawha, WV

471 - Mercer, WV

472 - Crawford, WV

474 - Greenbrier, WV

553 - Wayne, KY

554 - Pulaski, KY

566 - Overton, TN

567 - Fentress, TN

568 - Scott, TN

587 - Smith, TN

588 - Cannon, TN

589 - Putnam, TN

Tennessee militia upped to 12 for the CS.

90 days Volunteers event reworked (brigades are not removed but USA pay 100 conscript companies as men a returning home)

CSS Alabama and CSS Florida should be properly fixed.

After Kentucky invasion, the other side will not suffer from a loyalty hit if he 'invades' too.

===

Data tweaks and changes

===

All infantry brigades can now accept a leader.

Confederate side had duplicate ships entry in the buying interface.

AP Hills rank was erroneous in the database

Naval Artillery strengthened much (see Gameplay changes)

Canton MS, had a linking bug.

50+ leader bios officially added (tooltip on their portrait in the Element Detail Window). Thanks to all volunteers for this work.

===

Modding support

===

8 variables exported to the ACW\Settings\Combats.opt file, so to tweak battle results:

cbtHitCoef   = 150   // is the % chance, in 1/100 (meaning 1.5% here) to hit the enemy, for each final firepower point.

cbtAsltCoef   = 50   // same, but for assault

cbtMinToHit   = 5   // is the minimum % to hit someone (rising this value help the side with the lower quality units)

cbtNbRoundsPerDay   = 6   // Number of rounds per day

cbtProtCoef   = 90   // coefficient (in 1/100) for each protection point (3 pts = 0.9 x 0.9 x 0.9 damages sustained)

cbtLeaderBonus   = 5   // % bonus for each point of stat of the stack leader

cbtUnitLeaderBonus   = 3   // % bonus for each point of stat of the unit leader

cbtLdrCasuDiceSides = 500   // Nb of sides for the casualty dice for rank 1 leaders, at the end of combat (twice as low for rank 2, rank 3 excluded)

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AGEod's American Civil War Update 1.03 Readme

wednesday, May 23, 2007

===

This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

==

Bugs Fixes

==

fixed: Some of the divisions added by setup would not split correctly.

fixed: 'Save under a new name' procedure had an error.

fixed: In some cases, you could not merge 2 stacks together if the map was focused far from the region of the said stacks.

==

User Interface Additions

==

Total losses since the start of the scenario/Campaigns are shown in the Objectives page of the Ledger (F9).

Some leaders without custom portraits would not show properly on the main map.

Starting seniority for generals is now shown in the Element Detail Window, in brackets.

==

Game Play, Rules Additions and Changes

==

Militia building is better repartited between towns without garrisons.

The battle engine now takes into account the losses incurred during a given fight to check for retreat will (before only the relative power of both side was checked).

The overal power value of all the stacks (this figure is an abstract calculation of the combat power of stacks) now takes into account the command penalty. This change will improve the overall AI behavior and the battle engine behavior when checking for retreats.

Weather patterns entirely redone according to the following zones: Central America, Coastal Lowlands, Europe, Great Lakes, Gulf Coastal, Seas, Mid Atlantic, Mississippi Basin, New England, North Appalachian, North Plains, Ozarks, South Appalachian, South Plains, Upland South, Upper South.

Blockade Runners have less chances to be intercepted.

Industrialisation formula revised, a bit less costly for richer states.

==

Scenarios/setups Additions and Changes

==

Missouri Force Pool Additions corrected.

Belle Boyd should not be locked into her chamber anymore. (was permanently fixed)

Indians regiments are now removed when reformed into regular CSA cavalry.

Naval Academy event fixed.

Naval Pacific squadron is locked until Foreign Intervention.

Kentucky events revised once more.

Wooden frigates could be built in the Great Lakes, fixed.

Forrest did not appears in 1863 setup.

Lee Takes Command event fixed.

==

AI

==

Blockade interest increased.

AI will refit more often her ships.

Weather is taken into account much more.

Building scheme majorly improved.

Garrisoning of militias improved.

AI will decide to recover more often land units, and in a more efficient way.

==

Data tweaks and changes

==

Horse Artillery speed slightly upped.

Gain of War furnitures (war supplies) lowered by 33% when investing in industry.

The over cautious trait has been removed from the game, Strategic rating represents also overcautiousness.

==

Graphics additions

==

Sandra farewell to the players: 8 new generals portraits added: USA: T. Crittenden, WHL Wallace, J. Newton, F. Barlow, CSA: C. Field, E. Johnson, J. Kershaw, R. Hoke. The remaining portraits are planned by another artist.

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AGEod's American Civil War Update 1.02c Readme

Saturday, May 5, 2007

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This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

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User Interface

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fixed: CSA Army HQ image was missing.

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Scenarios Additions and Changes

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Free garrison in forts upon capture fixed (some would trigger erroneously)

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AGEod's American Civil War Update 1.02b Readme

Friday, May 4, 2007

==

This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

==

Bugs Fixes

==

fixed: The trainer ability had a bug.

fixed: Slocum and Schofield leaders had an erroneous data specified, leading to a possible crash.

==

User Interface

==

The 'Save Under a new name' procedure have been improved, files should always save correctly (hopefully!)

Non active leaders get a full tooltip telling how much CP they generate and need.

A promotable leader has a pulsating name in the ledger.

New System Option, 'Max Texture Size', which will allows the game to run in a safer mode.

See the technical forum thread for more details.

==

Scenarios Additions and Changes

==

Kentucky events rechecked, a bug corrected.

Taking a coastal fort will now give a small free garrison (the first time only)

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AI

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AI will be more clever when raiding

AI will put more emphasize on blockade.

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AGEod's American Civil War Update 1.02a Readme

Monday, April 30, 2007

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This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

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Bugs Fixes

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fixed: In some cases, dismissing an army with a path would cause a crash.

fixed: Several combine/detach issues corrected for divisions.

Some units would generate the message :'requested to move but not moving' erroneously

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Game Play, Rules Additions and Changes

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Blockade formula rechecked, was too harsh when one box had no ships.

Replacements are now used to refill weakened regiments before creating new elements in units.

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Scenarios Additions and Changes

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CSA garrisons adjusted so to not take new replacements.

Fort Sumter is now only defended by an artillery battery and crew (April 61)

The St Louis Massacre event further tweaked.

+1 Army HQ on both side, to be in line with the intended number.

==

AI

==

AI will bombard less often enemy forts.

AI will put less emphasize on militia building.

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AGEod's American Civil War Update 1.02 Readme

Thursday, April 26, 2007

==

This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

==

Bugs Fixes

==

fixed: In the lower resolution supported (1024x768), message resizing were not working.

fixed: A lock-up in the supply distribution segment has been corrected.

fixed: Ships will no longuer suffer hits for moving in fair weather seas.

fixed: Replacements were not gained properly by many units types.

fixed: ships were sometime able to interdict the passage between 2 land regions without a river.

fixed: Divisions will now split properly to the last element.

===

User Interface

===

You have a new option to have the map focus on an enemy move during hosting (Options/Media window)

Units prevented from merging with others stacks will keep the option from turn to turn.

Clicking on Rail/River move will now recalculate their path.

The "Save Under a new name" procedure (ctrl-click on the save button) has been rewritten to prevent file locking.

A new document, the leaders file has been added to the docs folder of the game.

Remaining number of turns is displayed when you pass the mouse over the turn text.

===

Scenarios Additions and Changes

===

Some duplicates volunteers brigades removed.

Problem with sharpshooters having a cavalry name fixed.

The St Louis Massacre event has its loyalty change fixed.

General Lee should unfix correctly in the second part of 62, at the latest.

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AI

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AI considers better the entrench level of the enemy when judging when and where to attack.

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AGEod's American Civil War Update 1.01a Readme

Friday, April 20, 2007

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This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

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Bugs Fixes

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fixed: The first turn of some scenarios could crash, if a division had two leaders. The second leader is now split during the first hosting.

fixed: some oceangoing ships were built in riverine harbors.

fixed: Seaborne supply did not resplenish low level cities and towns.

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User Interface

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Oceangoing ships and riverine ships are now separated in two tabs in the buying interface.

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Game Play, Rules Additions and Changes

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Blockade patrol percentage further tweaked down.

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Scenarios Additions and Changes

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The Union Merrimack frigate (which was under repair) and the Gosport guards (Norfolk) have been removed from setup.

Fort Clark and Morgan are now CSA in 1861 scenarios

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AGEod's American Civil War Update 1.01 Readme

Thursday, April 19, 2007

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This patch contains all changes since the start.

You can continue a saved game created before the patch. Most entry will apply, but not all.

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Bugs Fixes

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fixed: You could use an army HQ to build a fort (using the integrated artillery)

fixed: some artilleries where build outside cities.

fixed: Semmes and the Alabama can now be manipulated in London.

fixed: Porfirio Diaz (Mexican General) won't bother anymore when the Union promotes generals...

In some setups two leaders were added to a single unit. A clean up function now push outside the offending officer.

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User Interface

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Some States production did not show in the ledger

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Game Play, Rules Additions and Changes

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```

Pre war fort now enable units to get replacements

Epidemics toned down. Medics are useful to recover faster.

Each element lose one cohesion point each time it fires/assaults during battle (or sustain an assault).

==

Data Changes

==

Ironclad protection upped 50%

==

Graphics

==

Sherman has his hair changed (major tweak)

4 new events images added

Map Key added (bottom right of the map)

==

Scenarios Additions and Changes

==

Army HQ will arrives progressively during the war, each year.

Norfolk script had another bug, fixed.

Fort Monroe now have a port.

You can now navigate with ironclads south of Hatteras

Thomas and Crittenden won't have clones, despite the war.

==

AI

==

AI slightly more aggressive

AI will send more ships in blockades boxes.

==

Various

==

AllAI = 1, added in the general.opt file (settings directory) make the game play against itself (you must have the Error tracking option checked in the Options window)

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AGEod's American Civil War quick fixes 1.0a & 1.0b Readme

Tuesday, April 17, 2007

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User Interface

==

Too long messages in the Message panel now display in a tooltip too (low resolution settings problem)

Many historical events now have a tooltip depicting the in-game effect.

==

Game Play, Rules Additions and Changes

==

Combat chances in the blockades and shipping boxes lowered.

==

Data Changes

==

Weather is less harsh now.

Engineers don't have the militiaman ability anymore (bug)

Some texts corrected.

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Scenarios Additions and Changes

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Marion militia placed at the right place.

Gettysburg and Shiloh scenario setup tweaked (some divisions had 2 leaders each)

2 militias added for the CSA in April 61, near Norfolk and Winchester

The tutorial is always with a fair weather now .

Missing railroad in Delaware added.

Norfolk and Kentucky events fixed.

Winning level upped to 200 Morale in all scenarios.