

The patch is a comprehensive patch, meaning it can be applied directly over your initial game installation setup version. It includes all changes since the beginning.

- **Game Engine [continues as version 121011]**
- **Setups**
 - 1762 Campaign: Disabled the Empress Elisabeth death sequence [Russia already allied with Prussia at start]
 - All setups recompiled to fix the "all Wild" Development level bug [effective only in newly started games]
- **Events**
 - Corrected several Area Alias errors in the Prussian AI events
- **Database**
 - Corrected several duplicated Aliases [thank you **LaFrite** for the *Python*[®] Script Check software to find these]

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.

Previous patch changes continued on next page.

Rise of Prussia Update 1.04

October 29, 2012

- **Game Engine [updated to version 121011]**
 - You can now disembark troops from a fleet trapped in ice.
 - Cavalry alone can no longer assault Forts
 - Siege improvements [supplementing rules added in version 1.02]
 - 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
 - Fixed bug of a leader removed from his parent unit, corrupting the unit he is in.
 - A retreating army can now split static units (abandon them) to escape better
 - Corrected display of Costs to Construct in the Element Detail window *[thank you AJE team!]*
 - Fixed a display issue with the animated battle gauge where a leader portrait could appear erroneously.
 - Leaders killed in battles while embedded in an unit (corps commander e.g) won't cause recombination problems anymore.
 - 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.
 - If you have suffered from the loyalty bug, you can bring the console and type 'CleanupLoyalty'. On next turn processing, odd loyalties will start to be removed. This will use the same logic as in the line before, only 100 times faster.
 - Added Overcrowding rule:
 - The overcrowding rule exists to penalize (rather substantially) forces that are too numerous to defend adequately in-cityscape structures (mostly cities and forts). As with other rules, the engine is not prohibiting in 'a hard way' troops to be stationed en masse in a given structure, as it would pose very large problems to handle for the interface, then the AI. Instead, it follows the philosophy of 'you can do it, but that's not optimal'...
 - See Wiki article at: http://www.ageod.net/agewiki/Overcrowding_Rule
 - Exported additional Game Setting parameters
 - Screener, Disrupter and Rout Damage limits [in GameLogic.opt]
 - Enabled Main Menu option: Dynamic Borders to view the boundary between controlled areas. [may affect map scrolling speed]
 - Enabled Main Menu option: switch to 120DPI fonts [for higher resolution displays]
 - 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
- **Events**
 - Sanitation Event will no longer select a Fixed group
 - Added Palatinate Elite replacements: 1 chit twice per year starting late in 1756
 - 1756 Campaign:
 - Saxon Capitulation "Trigger event" will occur with 75% probability once stated requirements are met [was 100%].
 - 1756 and 1757 Campaigns:
 - AUS gets a free Depot at Wierbolow when Russians land at Memel
 - 1762 Campaign:
 - Removed events causing duplicated leaders
- **Database**
 - Corrected Seaman ability to give bonus in water regions and transition links
 - "Northerner" ability now defined as Swedish territory [was Northern Germany]
 - Bergen, Wolgast, Greifswald, Grimmen, Stralsund, Wismar, Karlskrona, Sweden, Christianstadt, Simmersharen, Malmoe, Lund, Helsinborg
 - All Swedish forces now have "Northerner" malus [penalty to parameters when outside the "Northerner" area]
 - Changed AUS and SAX Insurrecto Infantry model to be Militia [not Line]. Also fixed the Unit symbols for all Insurrecto Infantry units to indicate "Home" areas.
 - Many new Models and Units are included to facilitate future expansions.
 - Unit and Model colors for Prussian Saxons and Russians changed to facilitate organization of these troops.
- **Text**
 - Latest version of LocalStrings__AGE.csv
 - Text strings for Merchandises localized
- **AI**
 - Corrected a minor bug in Winter Quarters aggression events
 - Added AI Winter Quarters activation parameter

Rise of Prussia Update 1.03a

April 24, 2012

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.

Rise of Prussia Update 1.03

March 16, 2012

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

All saved games from games started prior to version 1.02 are incompatible with this patch, and will cause errors if loaded and played. Games started with 1.02 or later will execute properly, but there may be occasional oddities due to updated events.

Game logic

- ZOC don't prevent retreat anymore
- Retreat damages algorithm improved with variables exported for modding (see AGE Wiki)
- Can now abort a unit construction by exiting "build mode", selecting it and hitting the <Delete> key.
- 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).
- Supply can now pass through neutral territory (case of Russian supply in Polish territory).
- You no longer assault structures if you are still moving, you only assault them if you have stopped moving (the region of the structure is your destination or you don't move at all) UNLESS your ROE is also 'all out attack'. Both the assault posture and ROE tooltips have been updated to explain that to the player.
 - This is to prevent serious problems for the AI that has been observed in several of the AGE games with unexpected assaults from the AI: She wants to assault region X, but in the end it happens she will before assault region Y!
- Commander in chief class ability added
- Prisoners scripts commands added
- Fixed Major Roads to function properly
- Added GameRules to prevent ongoing Unit maintenance costs and Conscript decay
- Added GameRule to allow AI to properly take over a Faction that was being controlled or edited by a human player
- Added parameter to prevent "premature massive retirement" of leaders
- Added game parameters to increase cohesion losses in combat [to reduce chances for multi-day combat and prolonged bloody combat]
- Consolidated many Options files (.opt) in \Settings into single *GameLogic.opt* file
- Added debug commands *Verbosity_Supp = 1* and *Verbosity_Sounds = 1* in System.opt
- Sounds are now regulated by Alias
- Game engine no longer requires DirectX to play the music.
- Newest Game engine (120315)
 - Fixes obscure AutoRaise bug [for spontaneous arrival of Militia, Partisans, etc.: *not used currently in ROP*]
 - Adjusted Naval Supply system
 - Fixes bug that allowed a lone leader to make a region contested, thus preventing Depot construction.

Special Orders

- You can now build fortified camps at the cost of 1 supply + 1 artillery element [you cannot build forts]
- Cavalry is more impaired by difficult terrains and well organized infantry.
- Bug fixed regarding depot construction and supply unit usage.
- Losing depleted elements will cost less morale.
- Production time calculation revised (again). A unit with a Build Rate of 100 should be unlocked in one turn
- Depot construction time adjusted to insure completion in one turn [14 days]. Build start and build completion messages adjusted.

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.
- Thanks to Clovis good work (work done by modding the AI), the AI is now better for winter quartering and objectives assessment.
 - Events were omitted for several beta releases. Reinstated in 1.03 RC12
 - "Priority" of AI Event processing adjusted, to ensure AI Winter Quarters and AI Saxon Capitulation events function properly.
- the AI now considers the % of light elements (raiders, cavalry) when checking for assaults against a structure, and not just the ratio of power between the defenders and the assaulting force.
- New AI parameter: **aiCTM_ThreatValInFow** in AI.opt to help regulate AI aggressiveness
- Fixed syntax errors in **AlFocus_OMB.inc** (incorrect usage of Theaters and Areas)
- Corrected several Alias errors in the AI event files (thank you *Lafrite* for the Python[®] script checking tools)

Events

- Modified error on Prussian general Lohhöff
- Added Clovis' Winter quarters and Balances files for AI [reinstated in 1.03 RC12]
- Fixed leaderless Swedish brigade in reinforcement
- Modified the number of Militia replacements added each year.
- An automatic conversion of excess conscripts into line replacement conversion beyond a certain level.
- Excessive Militia or Light Infantry replacements will be converted into conscripts.
- Added Supply replacements
- Fixed arrival of Prince William when Zastrow has already been killed. Will join largest Force in Hannover/WestFalen/Bremen extended areas (defined by Area \$Hannover_Territory)
- Fixed Ferdinand of Brunswick multiple choice event to not trigger if Ferdinand has already been promoted to 3 Star General
- Fixed lack of message to AUS player when Browne dies. Modified death event so it cannot occur until Browne is replaced by Charles
- Extended "VP Balance" events through the end of 1763
- Reduced quantity of ongoing Light Infantry replacements
- Added check for existing Leader for all purchase Leader Options
- Fixed duplicate Soltikov events
- Reworked Saxon Capitulation events
 - Now only the 3 road regions leading to Pirna must be controlled
 - Dresden
 - Radeburg
 - Dippoldiswalde
 - Probability once regions are controlled is now 100% (was 75%, causing reports that event wasn't working)
 - Capitulation must occur before the end of 1756 (was through April 1757)
 - When requirements are met, capitulation will occur immediately.
 - Reminder: **if Prussia is AI**, capitulation can *also* occur if
 - PRU maintains a Siege in Pirna for 2 turns (uses the new EvalBesieged script command!),
 - and the requirements for Saxon Escape are not met (see next item).
 - A set of events allow Saxon Army escape to avoid surrender.
 - At least half of the starting Saxon Army must *completely* leave the *Pirna* Region to qualify as "escaped".
 - Once "escaped", Saxon Surrender events are disabled
 - "Escape" will suppress the Surrender event.
 - The AI also has logic to "sortie" [move outside the fortified camp] at a modest percent possible, if a significant Austrian relief force is present in *Lobositz or Dippoldiswalde*.
 - National Morale adjustments are made if huge NM losses occur during a battle in Saxony.
 - Added AI interest events for PRU AI.
 - Fixed notification errors for Saxon Capitulation event.
- Simplified the Pass Blocked icon system to only show icons in the actual regions that are Passes
- Corrected several region Alias errors in 1757, Pass Blocked, Balances, RoP Options Reinforcement, Campaign 62-63, PrussianAI and Austrian AI2 event files
- Revised Bavaria and Wurtemberg Heavy Cav replacement (become now standard)
- Modified ongoing AUS coalition replacements to better match the Forces and ForcePool
- Modified events where Army Leader is replaced (*the new leader must be activated as Army, but will retain all Corps structure if done immediately*):
 - Soltikov/Fermor in 1759
 - Charles of Lorraine/von Browne in 1757
- Revised *1756 Austrian Transfer* events to remove the troops and announce the moves one turn before the arrival in new locations.
 - Corrected "locked" duration for units joining Daun [in the case he is moving]
- Hannover, French and Russian Options now activated only when their Armies are activated
- Added Naval supply in the Baltic (mostly to assist Russian supply lines) as an event. Saves prior to patch 1.03 RC1 not compatible.
- Corrected event where Burtulin replaces Soltikov
- Corrected first Swedish reinforcement Option to require ownership of Straslund.

Setups

- Added some additional annual Heavy Cav replacements for all nations
- Removed useless AUS Skirmisher replacements
- Fixed duplicate Dyherrn & co (3 brigades) wrongly setup in Alsace in 1756 scenario. These units now appear with the 1757 Event 'Armée La Dauphine'
- Corrected Unit name **Braunschweig-Behr I.** in the 1756 Setup
- Emden starts 1756 Setup unblocked.
- All Scenarios: Emden now part of the Oldenburg Area (was in Nederland)
- **1756 Campaign:**
 - Modified arrival dates and locations of the French Armies
 - Removed duplicated forces (*Soubise & the Armee d'Allemagne arrives with duplicate French brigades*) from at-start.
 - Blocked Polish regions east of Koenigsburg to help AI (unblock when Russians land at Memel)
 - Lorraine unblocks early to allow repositioning of forces
 - Lamberg Force in Mainz is locked until HRE enters war
 - Moved starting location of *Rhein Flotte* from Frankfurt am Main to Koln (to avoid attrition in blocked port)

Strings

- Several minor string corrections
- More French leaders bios added
- German language version corrections and additions
- Added missing strings for “Replacements Conversion” Options
- Corrected text for British first contingent to say “.....arrives *near* Bremen.”
- Corrected de Ville and Morocz names in Austrian Transfer messages.
- Corrected several text references and unused events (thank you *Lafrite* for the Python® script checking tools)

Map

- fixed bridge on map between Wien and Krems
- fixed map links between Tabor, Pisek and Rokitzan
- Modified terrain in Karlsbad to be woods, not hills, as per map graphics
- Added Magdeburg, Minden, Wesel and Emden as potential Prussian recruitment centers
- Brunn region terrain changed

DB

- Corrected ***pillager*** attribute to light infantry and cavalry for petty war (Klein Krieg) purpose
- Added Merchantships (for naval supply)
- Corrected Cossacks families to use Raider replacements (not cavalry)
- Corrected missing fire damage for Hussars & Carabiniers
- Fortress Artillery changed family to Heavy Artillery (for replacements)
- Corrected “Military Genius” ability/icon for Friedrich II von Preussen model (Ability alias was misspelled)
- Corrected Alias for “Offensive Master” ability for Ernst von Laudon (AUS), Moritz von Anhalt-Dessau (PRU)
- Other assorted Alias corrections
- BAV and WUR Dragoon Units corrected to properly accept Regular Cavalry replacements
- Corrected obscure Army Name bug in AUS and RUS Faction files [was causing “Army not an Army” bug seen in beta tests]
- Added Alt_Area = \$Lorraine to French Depot Battalions to allow more build locations

Graphics / Interface

- Fixed missing Horse Grenadier Army picture for Russia
- Fixed missing images for French Chasseurs de Fisher and Saint-Victor events
- Fixed missing images for Saint-Victor and Fischer French events
- Changed wrong Wedell army pictures
- Abilities cleared correctly (graphic glitch) when viewing a model with less abilities than the previous.
- Updated Pictures for leaders:
 - AUS: Ried, Buckow, d'Ursel and Neipperg,
 - BRU: Frederick Augustus of Brunswick,
 - PRU: Belling, Prittwitz, Stutterheim, Lentulus, Itzenplitz, Zastrow and Möllendorf.
 - RUS: Kashkin, Mordvinov, and Suvorov
 - FRA: Voyer
 - SWE: Hessenstein
 - SAX: von Nostitz
- Fixed leader graphics display
 - PRU: von Platen
- Fixed Town name and region control icon displays
- there is a more detailed tooltip on the entrench level icon
- abilities tooltip have their appliance level added by code.
- Fixed appearance of Element Detail window (thank you: Spada)
- Wider Element Name space in Detail window (thank you: BigDuke66)
- Fixed missing colored bar in Battle Animation (thank you: Spada)
- Fixed “faint letters” seen at top of map (thank you: Spada)
- Removed “Tutorials” button from New Game selection list
- Fixed the “Experience Tooltip”(in Element Detail window, shows experience required for next level)
- Corrected graphics for Prussian Fusileers and Trained Infantry
- Corrected graphics for British Fusileers
- Updated portrait for Frederick [thank you JacquesDeLalaing]
- Modified MiniMap stack icon colors for PRU and AUS to be more visible
- Corrected Portraits of Swedish Grenadiers, Regular Infantry and Light Infantry
- Corrected several event image references (thank you *Lafrite* for the Python® script checking tools)

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Rise of Prussia Update 1.02

April 12, 2010

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

All saved games will be erased by the patch, as this version is not compatible with previously started games.

Engine:

- * Fixed bug where selection of the last choice in Multi-Choice Event would not allow player to change the selection
- * Siege parameters adjusted and new rules and parameters added:
 - =If there is a supply unit or a depot with at least some remaining supplies, then there is a 95% chance that any surrender event is aborted. If there is not such unit or structure, or the chance roll fails, then a surrender event can happen (others possible events are: make a breach or nothing). In the case that besieged units are under siege by a larger force, have some units unsupplied and a breach is already existing, then the surrender event has an increased chance to happen, because it is based on the discipline of the besieged units and such units will get a -3 modifier to the roll.
- * Unit detail display for Construction Mode enabled
- * Fixed various 'retreat bugs' as discussed in AGEOD forum

Events

- * Added check in Ferdinand to Brunswick event to be sure he is still only a 2* [and still alive!!]
- * Modified all Multi-Choice events to have 'default selection' in case player doesn't choose an option
- * Saxony Capitulation event [1756] now only eliminates Saxon forces still in the Saxony Theater. 'Escaped' leaders and units survive.
- * Swedish Reinforcement Options - added small Brigades 1&2 and Support 1 to setups 1759 and 1760 as appropriate. Restricted "ON" dates for these options to prevent duplicates.
- * Danzig: Multi-choice Event. Danzig [Gdansk] POL now, but was more or less an independent autonomous city. Russian and Austrian tried to woo the city to join their side, when their situation was not so good, but Prussian money prevented this. If AUS successful, they take over the city + large amount of supplies + depot there (to be under RUS subfaction). If PRU successful, Gdansk remains Polish and neutral. {PRU has priority: if they spend the money, it really doesn't matter what AUS chooses}
- * Fixed duplicate appearances of Kleine Krieg units after 1758
- * Fixed Duke of Cumberland arrival to ensure he joins Zastrow of HAN, not Zastrow of PRU
- * Fixed duplicate appearance of AUS leader Spada in 1756 Campaign
- * In Saxon Capitulation, ensured removal of Rotkowski if he fails to escape Saxony
- * Added "Fleet to Winter Quarters" for RUS and SWE blockade fleets for winter of 1761-62

Setups

- * Added Riverine Supply assets
- * Removed duplicate RUS leader Rumyantsev from 1760 Setup
- * Corrected starting 1756 Prussian ForcePool to have Regular Depot Bn in addition to Grenadier Depot Bn [typo in DB had Grenadier twice]
- * Corrected on-map display of "1 leader/1 regiment" units to show leader properly
- * Added Swedish Brigade reinforcements that were still available in options to the setups 1759 and 1760
- * Sudden Death enabled in all Scenarios and Campaigns
 - Auto-Garrison enabled in all Campaigns and Scenarios
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DB

- * Corrected Infantry elements of PAL regiments to be PAL, not BRU
- * Corrected PRU and SAX Grenadiers Depot Bn to yield Elite replacements

- * Added *screener* attribute to most Cavalry models [not heavy cav (cuirassier/gd corps)]
- * Added *assaulter* attribute and 'Assaulter' ability [can assault unbreached fortress] = assigned to Ernst von Laudon
- * Corrected text tooltips for several options that were not clear that player is buying replacements
- * Corrected the Depot Bn for SAX, HRE, BAV and WUR to give Regular Replacements [were giving Elite]
- * All leaders movement type changed to allow faster movement when alone
- * All Grenadiers are now Elite troops [for replacement purposes]
- * Added parameters to Models to enable Generic Leader Promotions
- * Army names for Russia 'localized'
- * Brigades are now named after the Brigade commander

Graphics

- * Several Leader graphics upgrade [thank you Nikel and PANGI]
- * Updated NATO symbols for Militia
- * Adjusted color schemes for various filters

Strings

- * Several minor string corrections
- * German language version corrections and additions

AI

- * Reduced Interest in OMB attacks by Prussia

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Rise of Prussia Update 1.01g beta only
March, 12th 2010

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Gameplay

Retreat: Enemy units in a region will strongly disfavor any retreat there (all the various parameters when choosing a retreat path are numerics weighted against each other).

Retreat : Chances of retreat after the 2nd round of battle has been significantly increased.

Pursuit after battle : Short battles lead to smaller losses in pursuit.

Pursuit after battle : Small forces pursued lead to smaller losses in pursuit.

In sieges, supply wagons has a 80% chance to protect from surrender (was 50%).

Small garrisons will appears when you capture important locations (replacements will be expanded for that).

Interface

Minimap recolorized.

The first army leader displayed with the Army outliner was slightly misplaced.

Graphics

4 new general graphics, courtesy of Nikel.

Events fixes

Bug fixes in the 'More Money' option, 'Saxon Collapse' and 'HRE Contingent'.

Events additions

Economics: Added Economic events to add \$ for the Coalition (options):

- Karl von Zinzendorf (AUS Exchequer, got money from loans from local gentry)
- Paris de Montmartel (FRA financier, got loan from Spain – before the latter joined the war)
- Jean de Laborde (AUS financier, same as AUS above)

DB

- * Added PRU Freikorps leader Carl Guichard (+ improve F.Kleist, currently undervalued)
- * Added PRU artillery expert Colonel Von Moller (to arrive embedded with the first Brummers guns)
- * Created different militia versions for each major nation in order to have regional recruitment (also need to *add corresponding area-bound abies)
- * Improved AUS artillery units (the 12' pdr of Austrian were the best guns, far above others, thanks to general K. Liechtenstein efforts in the 1750's)

Engine

- * Retreat : ensure 100% success of retreat after second round of battle.
- * Pursuit after battle : reduce the damages from pursuit in function of battle duration
- * Pursuit after battle : reduce the damages from pursuit in function of retreat size
- * cbtTQModifierForAssault (default 80)
- * rulMoraleUsedSplProd (default false for RO* true for others)

Setups / Settings

- * Sieges: change surrender parameter to 80% instead of 50%
- * Add DB changes inside setups and/or events (leaders, units)
- * Insert Autogarrison feature in setups

Events

- * Techs : Add some “Tech” event for the Prussians, to upgrade their artillery to a model equivalent to the AUS 12’ (they did so after they had captured some AUS guns), may be as an option with some WSU cost
- * Economics: Add Economic events to add \$ for the Coalition (options). We could at least find 3 historical events for them (may be with pic to be done)
 - Karl von Zinzendorf (AUS Exchequer, got money from loans from local gentry)
 - Paris de Montmartel (FRA financier, got loan from Spain – before the latter joined the war)
 - Jean de Laborde (AUS financier, same as AUS above)
- * Kaunitz : the AUS PM, very good diplomat... may be some extra random EP
- * Berlin ransomed: offer an option to a capturing AUS that Berlin is ‘spared’ in exchange of lot of \$\$ (happened historically in October 1758)
- * AI options for reinforcements: converted to simple events. Human player only gets these as options
- * AI “choice” events for options in separate file. Prioritized and some checks for “rationality” added

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Rise of Prussia Update 1.01d beta only
March, 9th 2010

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Mountain passes now get a visual warning if they will be soon blocked by snow.

OOB

Changed Russian depot line in 1758, 1759 and 1760 and adapted supply assets accordingly.

Database

Changed Highlanders replacement type (to Light Infantry)

Thaddeus Kingsley is now William Kingsley

Changed uniforms for Royal Horse Guards

Interface

The battle report now displays the actual values of leaders, not the database ones.

Filter #4 now displays Nations in a gradient of colors (i.e Hanover, Hesse, etc.) and no more the loyalty of the population to each coalition (nb: filter #4 is now entirely moddable, see AGE Wiki).

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Rise of Prussia Update 1.01 beta only
March, 2nd 2010

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Events

Ferdinand to Brunswick MC event fixed.
Russian Fleet Winter Quarters improved.
Apraxin Arrested: general rewrite to achieve design intent
Zweibruken promoted fixed to remove the 'at start' duplicate present with French Army
Russian fleet blockade messages fixed
Winter Quarters added for Swedish fleet near Straslund [events added to Russian Fleet events file]
Events added to show Eastern Prussia as Russian [subfaction commands] once captured.
Events to replace Depot at Memel and Koenigsburg only upon turn of AUS capture. Also some boost to Loyalty once captured to help supply.
Nouvelle France becomes subfaction of GBR upon capture of Quebec event
Corrected tooltips for French and Russian wages events
Corrected Montreal Surrenders event
Elizabeth Dies and subsequent Russian events event sequence in DB reversed to prevent multiple events all occurring same turn.
Treaty of Hamburg event fixed
Added missing Russian force pool
Fixed Württemberg removal event
AI promotion of 1* leaders

OOB

Updated force pools with historical extra units for PRU and AUS in 1759
Updated all scenarios with new events

Historical Options

Brigade purchase options improved.
Russian leader options fixed: were referencing FRA event, so EP spent but no leader appeared
All leader options modified to protect against running out of leaders [EP spent but no leader created]
FRA and RUS leader option messages fixed

Database

Soltikov 2 star leader model had 3 star symbol
Added new unit (Supply Reserve, an immobile fortress supply unit). Updated Models and Units accordingly (+ few fixes)

Map

Fixed wrong mountain passes links and terrains

Interface

Replacements pages now support more than 2 pages
Map no longer focus to the previous spot when hosting begins
Interface shows in real time what is spent when building units.
Replay display glitch fixed when choosing a display file.

Modding

Dynamic graphics for regions are now supported (see AGEOD modding forum).
EvalWeather command added.