

Strategic Command: American Civil War

Read me File – 15th September 2025

Version 01.11.01

Welcome.

Thank you for playing Strategic Command: American Civil War We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the [Slitherine web site](#).

Below you will find the latest and greatest information on Strategic Command: American Civil War Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please use our [Ticket System](#) or post in the Strategic Command: American Civil War Support Forum. Please provide as much detail on your issue as you can.

To obtain optimum game performance, close all other applications before beginning a game.

Change History:

v01.11.01 – 15th September 2025

GAME ENGINE

- Fixed an available resolutions display error in the SETTINGS screen.
- Fixed a sleep tool CTD when combined with selecting next/previous units (John C).
- Fixed a unit supply value error for when supply sources are > 12.
- Fixed a naval zone of control display error (CptOdin).
- Fixed a TERRITORY event CTD when the RECIPIENT_ID had previously armisticed surrendered (budd).
- Fixed a Carrier attack error when Carriers are set to 100% land attack loss evasion, e.g. they would sometimes still get attacked by defending Anti-Air units.
- Fixed an Artillery error that allowed counter battery fire to fire through neutral territory (Hogart Time).
- Fixed an Artillery movement error that would reduce shells to zero if out of range of enemy units (ArcturusRising).
- Fixed an AI error that did not include Amphibious Warfare research upgrades applicable to minors for increased amphibious transport builds (El Condoro).
- Fixed a swap unit error that did not properly update control of a hex when that hex is occupied.
- PBEM++ Lobby will have its Tournament button shown in Green when there are turns to be played, and in Red when your opponent must play out their turns first.
- Improved AI naval combat logic, e.g. improved FLEET and combat movements and the prioritizations of attacks on enemy Carriers where applicable.
- Optimized the display of the supply values map for improved scrolling speed (TheGameSquid).
- Enhanced PBEM security (mdswift; gamerdude).

EDITOR

- Optimized campaign text loading.

CAMPAIGNS

- All CW Campaigns
- Corrected spelling of Opelika AL (Tanaka)

1861

- Fixed a rare bug allowing Union AI to invade Arkansas prior to that state's secession (Ivan Bormenthal)

1863/E

- Campaign now considered a major campaign, to appear in the list with the other Civil War campaigns

1866

- Map extended to a width of 80 hexes as this now resolves a maximum zoom error when playing

on ultra wide 5120x1440 monitors (stolowski).

1879

- Map extended to a width of 80 hexes as this now resolves a maximum zoom error when playing on ultra wide 5120x1440 monitors (stolowski).

1870, 1904

- Campaigns now considered mini-campaigns, to appear in the list with other campaigns covering non-Civil War settings

v01.11.00 – 19th August 2025

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v01.10.00 – 04th October 2024

GAME ENGINE

- Fixed a SURRENDER_2 error that did not properly fire FREE_UNIT events (Lothos).
- Fixed a resource strength display error when using the 'Show Upgradeable Units/Resources' option for ports that have the possibility of Naval Construction being applied (Mithrilotter).
- Fixed a 'range' determination error for range checks at sea that did not properly take into some rare coastal formations (Bill R.).
- Fixed an in game interface crash when navigating from the Production screen to the Purchase screen during a specific mouse click sequence (El Condoro).
- Fixed a unit attrition loss error when units have been set to no action points, e.g. no attrition was calculated for these unit types such as pill boxes (gigiduru).
- Fixed an issue with the PBEM autosave saving right after your opponents replay, and increased the time slightly between autosaves as well (MJY).
- Fixed an issue where an Engineer that was preparing a fortification, that then Operated to protect a capital, did not lose its fortification preparation status (FOARP).
- Fixed capital transfer issue (Zuxius).
- Fixed a movement path calculation error when multiple high penalty zones of control are in play (MrOrange).
- Fixed a VICTORY screen issue when the message was too long to fit (rhaltigan).
- Fixed a max zoom refresh error when switching from scenarios to a main campaign and vice versa (abchambe).
- Fixed a SAVE GAME screen issue where selecting the second page of saves would overwrite the the potential save 'file name' with the first selection on the second screen (achambe).
- Fixed a Motor Torpedo Boat reinforcement error that allowed it to reinforce > 5 at understrength ports (Tigertony).
- Fixed a disappearing AI unit under rare circumstances (Lothos).
- Fixed an introduced transport issue that did not allow land units to transport when adjacent a 'frozen' port that was not covered in ice.
- Fixed a MOBILIZATION_4_EVENT error that did not properly structure a DECISION like event that other events could link to (Lothos).
- Fixed an issue for AI units where they could incorrectly fly over NEUTRAL territory to otherwise strike 'unreachable' target hexes (Lothos).
- Fixed a TERRITORY event crash error for when COUNTRY_ID= 0 (Lothos).
- Added a SCORECARD which can be accessed using the 'L' key to view the campaign summaries. The scorecard will also appear after the VICTORY screen at the end of a game.
- Added ultra widescreen support for 21:9 and 32:9 resolutions such as 3840x1440 and 5120x1440.
- Added a new 'windowed mode' in the SETTINGS screen which will allow players to play the game in a moveable window on their desktop.
- Coastal Guns will now exert a zone of control not only on land hexes, but over sea hexes as well (Elessar2).
- HQs with the highest rating will try and attach to the most units possible superceding other HQs when in 'Auto' (Mithrilotter).
- Subs in Silent mode no longer spot along their movement path, only their from their final moved to position.
- Partisans no longer suffer any possible attrition as their minimum supply should always be >= 3 (Mithrilotter).
- Turn counter added as a tool tip highlight if you mouse hover over the in game date in the upper right hand corner (Simicro).
- Victory scripts connected to dummy Decision events set to Type= 2 should now fire as intended (Mithrilotter).
- Paratroops can no longer prepare if they have 0 action points.
- Amphibious Transports can no longer unload from a neutral sea coastal hex.
- Interceptors that receive attacks from an escort will no longer suffer morale loss from the attacking Escort, e.g. even if Fighters are set to inflict morale losses on defenders (Lothos).
- Abandoned port control with an adjacent enemy unit will flip to enemy control at the end of your

- turn, e.g. previously it would flip end of the follow up enemy turn (Mithrilotter).
- Defending Carriers that already start at 0 strength for their aircraft wing will no longer report 'shattered' when attacked, e.g. if they were to take further damage to their aircraft wing (rjh1971).
- AI planning and organization optimized/fixed for OFFENSIVE, DEFENSIVE, TRANSPORT and AMPHIBIOUS TRANSPORT plans.
- AI Maritime Bombers now fly recon missions at sea if they do not have a visible target to engage (Mithrilotter).
- AI Carriers will no longer prioritize subs in first strike attacks, but may target a sub if it has been already attacked by other units or if it can be potentially destroyed.
- AI Subs in Silent mode will no longer be affected by enemy naval unit Zone of Control.
- AI naval units that pass through enemy units and take damage will now temporarily reveal itself when taking damage (Mithrilotter).
- AI air and naval will no longer attack/prioritize empty enemy resources on the very first turn of the game unless it is a mine or oil resource.
- AI air and naval units will be much less likely to attack an enemy resource unless the attacking unit has a resource attack value > 0.
- Airfields can now be set as an ADVANCED campaign option where air units can only operate to and from AIRFIELD or adjacent to AIRFIELD hexes.
- Airfields provide supply to both land and air units.
- Air units can operate to airfields even if the 'Airfields' option is not selected.
- OFFENSIVE, AMPHIBIOUS and AMPHIBIOUS MINOR events can now all be scripted to target airfields.
- UNIT scripts can now be set to deploy units at airfields, e.g. the same as cities, capitals etc.
- Production/Deployment Queue now includes 'Airfields' as destinations for air units.

EDITOR

- UNIT script #FULL_RESEARCH= 0 or 1 line can now also contain the optional line #FULL_RESEARCH= x.x.x where each 'x' represents the desired research level the unit is to arrive with, e.g. #FULL_RESEARCH= 2.3.4
- FLEET, AMPHIBIOUS, AMPHIBIOUS MINOR, TRANSPORT, TRANSPORT MINOR plans all now support the use of [<] and <unit_id, unit_id,...> for #ACTIVATION_POSITION. See the header notes for each script type for more information
- Fixed a Diplomacy 'Apply Data' error that did not properly set itself to the currently selected country (Lothos).
- All AI scripts that have an #ACTIVATE_POSITION field, now make use of [<] as well as <unit_id, ...>. See Templates\AI for more details in the NOTES section of the header of the applicable files.
- All AI scripts can now have an optional #ALIGNMENT_POSITION field added. See Templates\Events for more details in the NOTES section of the header of the applicable files.
- Added new functionality for any EVENT script that uses the #CONDITION_POSITION field, e.g. the use of [<] as well as <unit_id, ...>. See Templates\Events for more details in the NOTES section of the header of the applicable files.
- MOBILIZATION_1 and MOBILIZATION_4 events have added functionality for the #CONDITION field, see the applicable Templates\Events files for more details in the NOTES section of the header for these files.
- Enabled the options to edit the Resource attack/defence research upgrade increments for Fighters (Lothos).

CAMPAIGNS

- All CW Campaigns
- Union ships will now be automatically moved from the St Lawrence River to the Great Lakes on British surrender (Tendraline)
- Corrected name of Cedar Key FL (DarkHorse2)
- Hex 295,145 is now correctly hidden

1846

- Corrected colour of the victory objective star next to Santa Fe NM
- 1848/12/30 is now a playable turn for the USA, giving both sides 48 turns (OldCrowBalthazor)

1861, 1861/7

- Confederate Regiment will deploy in El Paso if Mesilla is not controlled by the Confederacy (sokulsky)

1866

- Added Paraguayan HQs Alen and Caballero

1866, 1879

- Corrected line breaks in the initial Strategic Advice popups

1870

- 1871/01/31 is now a playable turn for the Germans, giving both sides 96 turns (OldCrowBalthazor)

1879

- 1881/12/30 is now a playable turn for the Allies, giving both sides 53 turns (OldCrowBalthazor)

1904

- Improved wording of Strategy Guide

v01.09.00 – 05th December 2023**GAME ENGINE**

- Fixed a unit movement error when land operational movement is disabled (EI_Condoro)
- Fixed a rare Diplomacy chit reclamation error that led unusually high influence chits remaining (Tigertony).
- Fixed a Naval Cruise unit action point value display error when custom Naval Cruise multipliers have been set (CaesarAug).
- Fixed an Amphibious Transport unload unit error that allowed units to unload on impassable terrain.
- Fixed an error that allowed Naval Cruise after a unit attacks and the defender is either destroyed or retreats (KorutZelva).
- Fixed an escort highlight error for some rare cases (ArcturusRising).
- Fixed a PBEM error under FoW that would possibly center the map on a hidden unit when a replay of the previous turn was about to start (Duedman).
- Fixed a PBEM first turn error that did not properly list some customized country names (OldCrowBalthazor).
- Fixed an error for custom campaigns that did not see the 'storms' penalty applied to naval units when the penalty is greater than +1 (Laki).
- Fixed a unit retreat hex optimization issue (havoc1371).
- Fixed an error that did not properly calculate initial unit morale during a dual deployment phase unit at the start of the game (Wilson).
- Fixed a combat error that did not properly show subs being destroyed when attacked and destroyed via a recon attempt, e.g. after the sub had dove (LLv34Mika).
- Fixed naval mine behaviour (OldCrowBalthazor).
- Fixed the display of incorrect mouse hover tool tip info for custom campaigns in the PBEM++ Lobby.
- Fixed an upgrade unit error that did not always upgrade all upgradeable slots with the 'Upgrade Tool' (Lothos).
- Subs now attempt to randomly dive between 1 to 2 hexes if possible, but still with a maximum of 4 hexes if no good dive hexes are initially found.
- Fixed an AI air unit placement issue whereby non belligerent countries tried to place newly purchased air units close to 'enemy' positions (Nolt).
- Fixed a naval supply map display error that incorrectly showed minor ports starting from supply value 5 instead of stating at 10 (Nginear).
- Settings list of resolutions now show the resolutions without Windows scaling applied, however scaled resolutions still stored applicably in INI files.

CAMPAIGNS**1866**

- Extended map east by 8 hexes (Edprem)

1870

- Increased cost of DE 213 to 400 MPPs (100 for four turns) (was 150 MPPs, 50x3) (KorutZelva)
- Fixed translation error

1904

- Hex 18,12 now correctly belongs to Russia (OldCrowBalthazor)
- Reduced Action Points of Torpedo Boats to 15 (was 20) (jankrajewski1076)
- Added Chinese ports of Chinwangtao and Chikow
- Increased Ironclad Defence of Ports to 2 (was 1); Defence Bonus to 2 (was 1) (Johnbarr1546)
- Increased Wooden Ship Defence of Ports to 3 (was 2); Defence Bonus to 4 (was 3) (Johnbarr1546)
- Increased damage inflicted by the Turn 1 Port Arthur strike event
- Improved Japanese Naval AI defending Straits of Tsushima (Great Bumbino)
- Reduced strength of Russian cruiser Varyag to 3 (was 5)

All CW Campaigns

- Major Victory Conditions no longer require control of Washington or Richmond (Nekoro)
- Corrected hex reference of Columbia SC Fighting Spirit script

All Campaigns

- Shore bombardments and attacking resources will no longer provide experience to any warships except gunboats and river ships.
- Sharpened the images in the campaign selection screen

v01.08.00 – 30th May 2023

GAME ENGINE

- Fixed an upgrade tool error that would sometimes allow you to upgrade resources beyond available MPPs (Jkap).
- Fixed an issue where towns would sometimes change control, despite not entering or formally gaining control of the town, after being attacked by a unit that moved first before attacking (Chernobyl).
- Land units will now be surprised by an enemy naval unit that is located on a Land + Sea hex (Tanaka).
- Coastal Guns will now fire back at attacking naval units (archmache).

EDITOR

- Units set to a default of zero action points in the Editor can no longer transport.
- Enemy ZoC movement penalty values can now be separately set for land and naval units in the Movement Costs screen.

CAMPAIGNS

1866

- Fixed naval zone error making hex 34,41 impassable
- Fixed weather zones around map boundaries
- Hexes 17,54 and 17,58 now sea hexes instead of land+sea
- Hex 26,38 now a land/Carrizal hex instead of land+sea, allows the fortress there to fire correctly (Edprem)
- Corrected name of the Neembucu River

1870

- Campaign now grouped with ACW release campaigns in the selection menu to make clearer the distinction between DLC and non-DLC campaigns

1879

- DE 1 (Chile Declare Major Victory) will only fire if Peru still controls Lima
- DE 2 (Peru Declare Major Victory) will only fire if Chile still controls Santiago

1898

- Fixed minor translation error (xavi_san_lla)

1904

- Added '1904 Imperial Sunrise' campaign

All CW Campaigns

- Fixed location error for the Union Capture of Shreveport FS event (Mithrilotter)
- Mobility research will no longer show as an upgrade for Siege Artillery (Mithrilotter)
- Fixed the location of Valley Forge (jimpyle)
- Corrected route of the Appomattox River (jimpyle)
- Union War Weariness increased to 400 FS points per turn (was 200) (Scum)
- Each border/Southern state capital, marked with blue stars, now provides 25 FS points to its owner each turn (Scum)
- Railroad at Dover TN now connected to the line immediately south of the town (Tanaka)

OTHER

- Updated Strategy Guides

v01.07.00 – 24th March 2023

GAME ENGINE

- Fixed an issue with HQ attachments and the associated HQ ratings and experiences that could be lost under rare circumstances (Chernobyl).
- Fixed a FREE UNIT error that led to unattackable units if they formed on surrendered and occupied territory and assigned to a Major that was not yet fully mobilized and belligerent (klschult).
- Fixed a rare pathfinding error that led to an in game freeze (Von Hugo).
- Fixed an AI turn sub diving error that did not properly hide player control subs from the AI after a dive (Mithrilotter).
- Pathfinding routine optimized with a 3X improvement for some of the worst long distance A to B pathfinding cases.
- Defender units that are destroyed before they can retreat will now output a 'Shattered' message to better indicate halved losses for the attacker (Taxman66).
- Balloons should now fully move/operate as (non air) land units where previously there was still some outstanding air unit movement considerations in play.

CAMPAIGNS

1846

- Improved US Amphibious AI behaviour

1870

- Adjusted FS value of Settlements to 0 (was 2); Towns to 2 (was 5); Cities to 30 (was 25); Major Fortresses to 30 (was 0); Mines to 0 (was 10) (OldCrowBalthazor)
- Added DE 215, allowing the French player to choose between four Defenses units or two Brigades to deploy at Metz.

1879

- Initial land unit spawns will now arrive by 1879/07/01 at the latest (was 1879/09/01)

1898

- Yellow Fever will now strike every hex in Cuba (Unfortunate Son)
- Fixed an error causing Yellow Fever to be more severe for the US AI
- Spanish ship Carlos V now a Cruiser with 2 experience stars (was a Battleship with 1 experience star)

All Campaigns

- Field Artillery naval attack reduced to 0 (was 1)

OTHER

- Fixed translation errors (HindenburgDesaster, Pavia)
- Updated Strategy Guides

v01.06.00 – 31st January 2023

GAME ENGINE

- Fixed an issue that allowed some newly deployed Naval units that are not river units, to deploy in

- a river hex.
- Fixed a surprised hidden enemy unit error that allowed some units to move through hidden units.
- Fixed a DLC campaign loading issue that would in some cases load incorrect customized text in game (Louie Kaboom).

EDITOR

- Placing a < symbol at the end of the #MAP_POSITION in STRENGTH scripts will allow for targeted units to be destroyed.

CAMPAIGNS

1846

- Set control of eastern Chihuahua and northern Coahuila to Comanche
- Added a second port to New Orleans LA
- Improved US AI exclusions (Tanaka)
- Improved US AI garrison behaviour
- Improved US offensive AI behaviour (Tanaka)
- Added the settlement of Anton Lizardo VE

1870

- Added French Major Victory if France controls Coblenz (Xsillione)
- French 1st Cavalry Division will now deploy on 1870/08/03 at Nancy (was 1870/08/05 at Strasbourg) (OldCrowBalthazor)
- Chasseurs des Vosges Franc-Tireurs will now spawn in St Die if a German unit is within 7 hexes of St Die, or the date is 1870/08/28
- Added additional Franc-Tireurs locations (OldCrowBalthazor)
- Improved German AI garrison behaviour

1898

- Extended map south by 4 hexes (Edprem)
- Added a port and Spanish fort unit at Manzanillo CB
- DE 501 will now correctly appear at the end of the first US turn
- Forts now begin the campaign fully entrenched

OTHER

- Updated Strategy Guides

v01.05.00 – 11th January 2023

GAME ENGINE

- Fixed an error that did not have AI controlled Minors properly upgrade when they could (Elessar2).
- Fixed an issue where subs that dove after an air unit attack did not always remain hidden (Mithrilotter).
- Fixed a CTD for balloon movement that crosses over sea hexes (gkersh).
- Fixed a CTD that may occur when using either the sleep, upgrade or reinforce tool and then clicking the prev/next unit buttons (Surt).
- Fixed an AI Transport error that would have AI transports at less than 50% strength possibly embark and then immediately return to port (Lothos).
- Operational movement for a balloon is now restricted to connected rail hexes.

CAMPAIGNS

1870

- Fixed incomplete road near Vesoul
- Fortress and Major Fortress tiles now provide +2 Defence to Divisions, Gardes Mobiles and Internationals units (Michael Kollmann)
- Reduced chance of mud between Sept 21-Oct 20 to 10% (was 30%) (Omegaman1)
- Reduced chance of mud between Oct 21-Nov 30 to 45% (was 60%) (Omegaman1)
- Increased base French FS to 120000 (was 100000) (Michael Kollmann)
- Increased post-1870/10/01 French FS gain to 100 per turn (was 75) (Michael Kollmann)
- Increased post-1870/10/01 German FS drop to 100 per turn (was 50) (Michael Kollmann)

- AI will now receive 50 FS points each turn after 1870/08/01 on Veteran difficulty or higher (Michael Kollmann)
- AI will now receive a further 50 FS points each turn after 1870/08/01 on Expert difficulty (Michael Kollmann)
- AI will receive occasional free units on Intermediate difficulty and above, and in greater numbers on Veteran difficulty and above

OTHER

- Updated Strategy Guide for 1870

v01.04.00 – 24th November 2022

GAME ENGINE

- Fixed a National Morale bars drawing error when new Majors are created via a SURRENDER event (Lothos).
- Fixed a sub unit error that allowed you to regain full AP when setting the mode to Hunt after a swap (Soulcollector).
- Fixed a sub unit error that allowed you to regain full AP when setting the mode to Hunt after an attack (Spitfireca).
- Fixed a rare PBEM++ crash error (DethMorgaw).
- Fixed a Research Costs Refund error for games that have RESEARCH disabled (Berian).
- Fixed a controlled movement error that would lead to a CTD when attempting to move over top of a sub that is hidden under a fully visible sea hex (Mithrilotter).
- Fixed an AI sub raiding error that had subs navigate towards active enemy convoy lines where they are not yet belligerent with the recipient nation (Lothos).
- Fixed an error that would incorrectly reveal silent subs during any type of replay under FoW if they have not yet been spotted (OldCrowBalthazor).
- Fixed an error where disabled resource upgrades were still able to upgrade (Lothos).
- Fixed an automatic preparation for war error that would lead to a CTD under rare circumstances (Yvan1326).
- AI subs will now lock in to Hunt mode if the Fleet script is set to 'Naval Cruise' (Lothos).
- AI OFFENSIVE 'build up plans' will not automatically trigger versus a minor nation that is mobilized, unless the country owner of the OFFENSIVE plan is already at war with the parent of the minor target (Lothos).
- The automatic unit morale increase/decrease mechanism for friendly and enemy units upon a country surrender is now halved when more than 15% of the campaign has been played, e.g. the default impact will typically remain within the first year of the campaign.
- Gunboats are now set to 'Raider' by default (Mithrilotter).

CAMPAIGNS

1861

- Early Emancipation Proclamation associated with Garibaldi now reduces Union Fighting Spirit by 12000 (was 8000)
- If Garibaldi is chosen as an Army Commander, he will now arrive with a Command Rating of 5 (was 7)
- Riots will now strike cities in Maryland and Delaware if Garibaldi's 1861 Emancipation Proclamation is accepted
- Added DEs 127, 128, 529 and 530, together forming a series of events regarding the formation of a Brazilian Volunteer Brigade in the event that Garibaldi is recruited by the Union

1862

- Increased Confederate starting Fighting Spirit to 135000 (was 130000)
- Increased Confederate starting MPPs to 1200 (was 700)

1862/T

- All British infantry and cavalry units begin with level 4 upgrades

1863

- Increased Confederate starting level of Infantry and Cavalry Equipment to 3 (was 2)

- Increased Union starting level of Infantry Equipment to 3 (was 2)
- Confederacy now starts with 2 chits invested in each of Infantry and Cavalry Equipment (was 0)
- Union now starts with 2 chits invested in Infantry Equipment (was 0)
- Added Union Brigade in Rogersville TN

1864

- Increased Confederate starting level of Infantry and Cavalry Equipment to 4 (was 2)
- Increased Union starting level of Infantry Equipment to 4 (was 2)
- Added Union Brigade in Rogersville TN

1861, 1861/7, 1862, 1862/T, 1863

- The Mexican Empire will now annex and move its capital to Mexico City DF in the event that it enters the war before 1863/07/12 and then controls that city

1861, 1861/7, 1862, 1863, 1864

- Removed extra fifth British Corps that would deploy if answer to DE 201 was NO (Pocus)
- Canrobert and Lersundi HQs, and all event-spawned French and Spanish Corps, now arrive with 1 experience star to be consistent with British forces

1861, 1861/7

- Confederate Cavalry Brigade that spawns in El Paso is now guaranteed to arrive on or before 1861/08/01 (Duedman)

1861/7, 1862, 1862/T, 1863, 1864

- Richmond VA now a regular Capital instead of a Major Capital, to ensure consistency with 1861 campaign

1862, 1862/T

- Removed Union Nelson and Crittenden Divisions from starting deployments
- Union Cavalry Brigade will now begin the game in Dover TN instead of adjacent
- Grant HQ will now begin adjacent to Nashville TN
- Union II, III, IV Corps and Siege Artillery now begin the game in the production queue, to be deployed on turn 1
- Confederate I, IV Corps now begin the game in the production queue, to be deployed on turn 1
- Reduced starting Union Fighting Spirit to 95000 (was 98000)

1863, 1864

- Many starting units on the map now begin with higher levels of upgrades to reflect tech changes
- Added Confederate Brigade in Jonesboro TN

All CW Campaigns

- Increased land Defence stats of Divisions, Mountain Divisions, Marines, Cavalry Divisions and Cavalry Corps by 0.5
- Increased Naval Defence of Divisions and Mountain Divisions by 1
- Increased Naval Defence of Corps by 2
- Increased maximum level of Infantry and Cavalry Equipment technologies for all majors except Mexico to 4 (was 2)
- Increased UK, French and Spanish starting level of Infantry and Cavalry Equipment to 4 (was 2)
- Increased Confederate research cap to 3000 (was 2800)
- Reduced land Attack and Defence increments of Infantry and Cavalry Equipment technology to 0.5 (was 1) for Divisions, Mountain Divisions, Marines, Cavalry Divisions; and to 1 (was 2) for Corps
- Infantry Tactics research now increases the De-entrenchment level of Brigades by 0.5 per level
- Improved AI research strategy to incorporate tech changes
- Improved AI production strategy to give greater priority to the Eastern Theatre when deploying land units
- Improved Union AI positioning of river ships
- Improved Confederate AI naval strategy (Mithrilotter)
- Corrected date of Paraguayan War popup
- Confederate AI will now place greater priority on garrisoning Petersburg
- Union naval loops connecting Key West, Fort Pickens and New Jersey no longer require all Europeans to be neutral

- Reduced maximum Mexican Research MPPs to 500 (was 550)
- Halved the cost of all research for Mexico
- Improved French Production AI
- West Virginia joining the Union will now allow Union-aligned partisans to spawn in that state (atshii)
- Fixed a display error not showing all additional partisans that can spawn as a result of the Confederacy accepting DE 113 (rjh1971)
- Scripts evicting Confederate ships from Blockade Runner ports in Cuba, Bermuda, Bahamas and Belize will now apply to all Confederate-aligned nations (Mithrilotter)
- Union will now lose 200 FS points per turn due to war weariness (LoneRunner)
- Union will receive 1000 FS when each of the following are captured: Baton Rouge LA, Fredericksburg VA, Jackson MS, Little Rock AR, Shreveport LA, Staunton VA, Fayetteville AR, Arkansas Post AR, Corinth MS, Decatur AL, Murfreesboro TN, Dresden TN, Williamsburg VA, Culpeper VA, Meridian MS
- Union will receive 1500 FS when Memphis TN is captured
- Union will receive 2000 FS when each of the following are captured: Milledgeville GA, Petersburg VA, Columbia SC, Chattanooga TN, Augusta GA
- Union will receive 2500 FS when each of Nashville TN and Montgomery AL are captured
- Union will lose 2000 FS when each of the following are captured: Cumberland MD, Hagerstown MD, Gettysburg PA, Frederick MD
- More Gunboats on the map at game start will be set to Raider mode (Mithrilotter)

OTHER

- Added MX-map-1846 to the Extras folder
- Strategy Guides updated

v01.03.00 – 24th August 2022

GAME ENGINE

- Fixed a bug that had could have Long Range Transports unload with supply = 11 (Bill Runacre).
- Fixed a unit morale re-calculation relative to overall national Fighting Spirit error, when the Fighting Spirit value was $\geq 75\%$ and $\leq 125\%$ (Pocus).
- Fixed an issue where some units being destroyed under 5 supply did not provide the attacker with a Fighting Spirit bonus (Pocus).
- Fixed an HQ attachment range highlight error that did not properly reach all proper in range positions (LoneRunner).
- Fixed a FoW reveal error for enemy naval units hidden on neutral Major coastlines (Bavre).
- Oceanic Gunboats can no longer be deployed in River Ports.
- Windows scaling is now detected and reported in the SETTINGS screen, and listed resolutions will be relative to the current scaling setting as well.
- Forts can now be disbanded when supply ≥ 5 , no MPPs gained. (PvtBenjamin, battleonwar)
- Mouse hovering over major rivers now shows a +1 movement penalty in the Operational information panel (Professor Von-Wulfen).

CAMPAIGNS

1861

- Confederate Gunboats in North Carolina will now spawn one in each of Elizabeth City, New Berne and Wilmington (PvtBenjamin)
- Increased Missouri starting mobilisation to 35% (was 20)
- Saying NO to DE 501 will now shift Missouri 45-55% towards the Union (was 30-40%)

1861, 1861/7

- Marines now cannot be produced until 1861-09-01
- Union AI Marines that arrive in late 1861 are now replaced with Divisions

1862, 1862/T, 1863, 1864

- Corrected WAR ENTRY scripts preventing Mexico from entering upon French intervention (Berland)

All CW Campaigns

- Corrected several minor map typos
- Added missing railroads connecting Memphis TN-Corinth MS, La Grange TN-Grenada MS and New Albany IN-Louisville KY (eightroomofelixir, Boss Gnome)
- 155,71 (between Richmond and Petersburg) is now a land hex, with fortifications representing the Confederate defences at Drewry's Bluff (Patrat)
- Maximum strength of partisans reduced to 5 (was 8) (gdpsnake)
- Reduced Defence of Marines by 1 against all land unit types
- AI will now receive 100 FS points each turn after 1861-07-01 on Veteran difficulty or higher (Patrat)
- AI will now receive a further 150 FS points each turn after 1861-07-01 on Expert difficulty (Patrat, Pocus)
- Some blockade runner MPPs will now be directed to alternative ports when Confederate ports are captured or disabled via events
- Divisions and Mountain Divisions now receive a +1 defence bonus in Fortified Towns and Fortifications
- Corps now receive a +2 defence bonus in Fortified Towns and Fortifications
- Reduced Union AI prioritisation of Engineer production (Pocus)
- Land defence values of Indians and Cavalry Brigades increased by 0.5
- Increased base Confederate Fighting Spirit to 125000 (was 120000). Starting FS has also been increased in each campaign to reflect this change.
- Confederate FS falls from Union capture of New Orleans, Mobile, Charleston and Norfolk have been reduced. The difference is made up by new events that reduce Confederate FS when the forts in each of these locations are destroyed.
- Confederate FS will now fall when Forts Henry, Donelson, Blakeley, Fisher and Cobb's Point are destroyed.
- Petersburg VA is now an Industrial Centre (Berland)

OTHER

- Added German and French translation
- Strategy Guides updated

v01.02.00 – 13th July 2022

GAME ENGINE

- Fixed a Hotseat/PBEM++ replay crash when a river naval attacker is destroyed during the attack (MisterMuffles).
- Fixed a CTD that occurs at the end of your turn if you disable the 'Research' option (gmarco, flakhawk1).
- Fixed a full screen map scrolling issue when using the mouse to scroll the map via the screen edges.
- Optimized/improved AI unit upgrade logic (LoneRunner)
- Improved AI HQ unit distribution to prevent some of the grouping that has occurred with the larger Civil War maps.
- Improved AI amphibious landings logic.

CAMPAIGNS

1861

- Added Longstreet HQ to Confederate production queue, to deploy on 1861-10-07
- Garibaldi HQ will now spawn with 1.5 experience stars if made Commanding General (was 3)
- Garibaldi HQ will now spawn with 0 experience stars if made Army Commander (was 1)

1861, 1861/7

- Fort Donelson now begins the game with 1 experience (was 0)
- Confederate units associated with a YES answer to DE 101 ('Sibley's Army') or DE 102 ('Van Dorn's Army') will deploy in San Elizario or San Antonio if El Paso is unavailable
- Van Dorn HQ removed from Confederate build list to prevent duplicate name issue
- DE 101 and 102 will now appear if El Paso is Union-owned to ensure Confederacy still receives associated units

1861, 1861/7, 1862, 1862/T

- Added Atlanta Monitor to Confederate production queue, to deploy on 1862-11-22

1861/7

- Increased Confederate starting MPPs to 1000 (was 700)

1861/7, 1862, 1862/T

- DE 513 will no longer be associated with DE 525

1864

- Lincoln Re-elected popup will no longer display in this campaign by default

All CW Campaigns

- Corrected font of map text for Lake Chapala
- Corrected wording error in several popups
- Improved AI planning exclusions
- Improved Union AI amphibious behaviour
- Corrected error in notes for DE 511
- Improved AI research priorities
- Improved AI prioritisation in Eastern Theatre
- Added DEs 125 ("Pass the Tithe Act?") and 126 ("Abandon Cotton Strategy?")
- Added several fortifications around New Orleans, Mobile and Wilmington
- Improved AI planning exclusions
- Southwest Pass ports (at mouth of the Mississippi River) are now considered core Confederate territory under Union occupation, preventing the Union from deploying new ships at these locations
- Improved Union AI blockading behaviour
- Improved Union AI transport behaviour
- Improved Confederate AI handling of offensive towards Denver
- Automatic Union AI unit spawns in southern Mississippi River will now fire correctly
- Reduced MPPs from Montana, Idaho and Utah Territories following gold rush events to 25/turn each (was 50)
- Corrected typo in War Maps display map

OTHER

- Updated Strategy Guides

v01.01.00 – 30th June 2022

- Initial Release