

Empires in Arms, The Napoleonic Wars 1805-1815

Release Notes

Version 1.22.01 (11/1/2017)

Known Issues

Upgrading from 1.00 to versions 1.08.07 and beyond should be comprehensive and should not require any special upgrade methods to be utilized.

IMPORTANT NOTE FOR V1.22.01: This interim version is **NOT** a comprehensive update. Please upgrade to the official release v1.21.04 and then install v1.22.01. Additional bug fixes and other improvements, as well as new data files and setups for the 1812 Scenario, are planned for the next v1.22.xx comprehensive official release.

Upgrading an existing game while battle files are in the \Battles directory may cause unit location problems. Please delete files in your \Battles directory (after completing your battles) before upgrading.

Upgrading may cause intermittent font issues. This may look like you are missing text/buttons. To remedy this, please REBOOT after loading a patch!

Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.

There may be some issues with Microsoft Vista/Win7 (Screen sizing errors, game not running, etc.) and if you do see any difficulties then try the following:

1. Right click on the EiANW.exe file
2. Click properties
3. Click the compatibility tab
4. Check off the compatibility mode and then switch to something other than Vista (e.g., Windows XP Service Pack 3).

We have also found that Win7/Vista handles the Load Setups/Load Saved Game dialog boxes differently and may require manual navigation to proper directories. We are looking to fix this in a future release for Win7/8/10 compatibility.

Empires in Arms the Napoleonic Wars - 1.22.01

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- [0000061](#): **[Game Enhancement]** Optional rule Overwhelming Numbers - resolved, but 6:1 criteria and no defender withdraw exception.
- [0000157](#): **[Rules Deviation]** Unable to reinforce into a battle after the round in which the battle completes - closed, leave as is.
- [0000166](#): **[AI Enhancement]** AI doesn't defend its navy in port - resolved?
- [0000210](#): **[UI Enhancement]** Battle Casualty Selection Buttons are hard to see - closed, O/S in charge of displaying the face of speedbutton.

- [0000214](#): **[Rules Deviation]** Disbandment of the Holy Roman Empire should be required before forming Confederation of the Rhine - closed, leave as is.
- [0000257](#): **[UI Enhancement]** Put focus on corps after siege success - closed, players can set Auto Garrison Level.
- [0000304](#): **[UI Enhancement]** Battle Summaries not posted - resolved.
- [0000357](#): **[Rules Deviation]** Reinforcement rules - closed, leave as is.
- [0000381](#): **[Game Bug]** Ottoman Garrisons have issues not merging or not being able to add factors to them and in side by side display - closed, could not reproduce.
- [0000510](#): **[Game Enhancement]** Add optional rules for proportional naval losses - resolved (see new rule 9.2.2.2).
- [0000512](#): **[Rules Deviation]** More than 3 Provinces of Home Nation can be ceded; also capital province should be cedeable - closed, leave as is.
- [0000599](#): **[Rules Deviation]** Corps in Garrisons are not counted as part of a garrison to contest control of city upon DOW - closed, garrison forces only per rules.
- [0000628](#): **[Rules Deviation]** Corps in city areas should be able to withdraw into cities if there is capacity for them - closed, all retreats must be into an adjacent land area per rules.
- [0000691](#): **[Game Bug]** Unable to add Nelson to blockading fleet during reinforcement phase - closed, leave as is.
- [0000698](#): **[Rules Deviation]** Defeated fleet fled to enemy-controlled port - resolved.
- [0000699](#): **[Game Enhancement]** Make setting orders for one fleet in a stack automatically changes the orders for all fleets in the stack - closed, leave as is.
- [0000704](#): **[Game Bug]** Tie result does not register in game - closed.
- [0000717](#): **[UI Bug]** Selecting all forces from second page of outflank does not allow removal of casualties - resolved.
- [0000727](#): **[Game Bug]** Minor countries showing in log as winning or gaining political points - closed.
- [0000741](#): **[Game Bug]** Fleet can attack evil twin - closed, could not reproduce.
- [0000742](#): **[Game Bug]** When French and British ships are present in same area, Nelson is placed on French ships - closed, could not reproduce.
- [0000744](#): **[Rules Deviation]** Only one of many corps in an area able to besiege - closed.
- [0000771](#): **[Rules Deviation]** Capture of transports should require fleet to declare an attack - closed, leave as is.
- [0000788](#): **[Rules Deviation]** Implement Forced Naval Retreat Rule - resolved, also deleted -1 penalty for all light ships.
- [0000798](#): **[Game Bug]** Timing of naval evac is incorrect - resolved.
- [0000804](#): **[Rules Deviation]** Loser of trivial battles incorrectly losing political points - resolved.
- [0000829](#): **[AI Enhancement]** AI never attempts to reinforce - resolved?
- [0000830](#): **[AI Enhancement]** AI never commits guard - resolved?
- [0000835](#): **[Game Bug]** Poland not receiving money or manpower - resolved, added income and manpower collection at Kingdom creation.
- [0000844](#): **[Game Bug]** Transport fleets without escorts attacked in port fight back - resolved.
- [0000850](#): **[AI Bug]** Battle crash when selecting units to lose - closed, could not reproduce.
- [0000853](#): **[Game Bug]** Free States not at war with same enemy as controlling major - closed.

- [0000860](#): [Game Bug] Producing units in a Kingdom - closed, could not reproduce.
- Piracy rules improvements - resolved (see revised rule 12.2.1).

Empires in Arms the Napoleonic Wars - 1.22.00

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- [0000106](#): [Game Enhancement] Implement external combat option for naval battle - closed.
- [0000581](#): [UI Enhancement] Warning of extensive foraging losses - resolved, to provide more warnings for player confirmation.
- [0000619](#): [Game Bug] Cannot Specify a Surrender in 3rd Party Combat - closed, PPs are supposed to be awarded if corps or fortifications are involved.
- [0000670](#): [Game Bug] There is no 'draw but defender withdraws' option in 3rd Party Combat System - closed, only the attacker retreats in draw.
- [0000782](#): [PBEM Bug] Diplomacy Phase messages - resolved?
- [0000817](#): [PBEM Bug] Awaiting battle results pop up message is confusing - resolved.
- [0000846](#): [Game Bug] Lend money to Major Power - resolved?
- [0000849](#): [Game Enhancement] Can't use 3rd Party Combat Resolution when running a blockade - closed, running blockade forces an immediate combat resolution during naval move not naval combat phase.
- [0000859](#): [PBEM Enhancement] Clearing PBEM Battle Folder - resolved?
- Restore phase skip for simultaneous diplomacy - resolved?
- Add prompts for PBEM phase skips if no reinforcements arriving or no naval forces - resolved.
- Cosmetic improvements for View Turn Income Summary readability - resolved.

Version 1.21.04 (03/18/2017)

Known Issues

Upgrading from 1.00 to versions 1.08.07 and beyond should be comprehensive and should not require any special upgrade methods to be utilized.

IMPORTANT NOTE FOR V1.21.04: This version introduces new data files and setup files for the 1805 Grand Campaign. During this transition, older games likely will not work. Zipped backup files for old data files and setups is added, but players should also backup any custom data files and setups from prior versions. Renaming the old *eianw001.ged* and *eianw001.tpj* files to some other number (e.g., 011) may work and may allow older games in progress to continue. However, players are strongly advised to install a new and separate version of the game and upgrade to v1.21.03. Please do not use data file numbers 003 and 004, as these are being reserved for future data files for the 1812 Grand Campaign.

Upgrading an existing game while battle files are in the \Battles directory may cause unit location problems. Please delete files in your \Battles directory (after completing your battles) before upgrading.

Upgrading may cause intermittent font issues. This may look like you are missing text/buttons. To remedy this, please REBOOT after loading a patch!

Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.

There may be some issues with Microsoft Vista/Win7 (Screen sizing errors, game not running, etc.) and if you do see any difficulties then try the following:

1. Right click on the EiANW.exe file
2. Click properties
3. Click the compatibility tab
4. Check off the compatibility mode and then switch to something other than Vista (e.g., Windows XP Service Pack 3).

We have also found that Win7/Vista handles the Load Setups/Load Saved Game dialog boxes differently and may require manual navigation to proper directories. We are looking to fix this in a future release for Win7/8/10 compatibility.

Empires in Arms the Napoleonic Wars - 1.21.04

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- [0000541](#): **[Rules Deviation]** Incorrect interpretation of separate peace in the game - resolved.
- [0000576](#): **[Game Bug]** Enemy Depot in City blocks occupation - resolved.
- [0000646](#): **[Game Enhancement]** AAR battle marker - closed.
- [0000759](#): **[Game Enhancement]** Instead of an AAR battle marker, simply indicate number of factors involved in a battle in the log - resolved.
- [0000811](#): **[Game Bug]** Forces in city and out of city somehow switched - resolved.
- [0000839](#): **[PBEM Enhancement]** PBEM Admin Menu for Minor Country Diplomacy - closed.
- Game bug with port guns firing without enemy garrison present - resolved.
- Game bug with naval attack upon enemy fleets in a blockade box - resolved.
- Added political shading on/off toggle for main map based on mini-map selection.
- Added additional checks for besieged cities using sea supply to verify no blockades.
- AI Enhancement to restrict risky British and Russian amphib invasions into France and Holland prior to 1813 - resolved.
- Game bug with display of naval unit factors for heavy fleets with both heavy and light ships - resolved.
- Map data bugs with duplicate sea Area3 near Sveaborg that should be Area700, and duplicate land Area253 near Sevastopol that should be Area252 - resolved.
- Game bug with path and opening files related to loading PBEM gamestart file - resolved.
- Player view mode bug in PBEM - resolved.
- PBEM Admin Menu bug setting wars with minors - resolved.

Empires in Arms the Napoleonic Wars - 1.21.03

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- Resolved some access violation errors introduced with v1.21.02 code development that necessitated a new version build.
- Resolved a screen resolution issue for displaying combat results on smaller (laptop) screens.
- Resolved several issues with AI builds, reinforcements and placing new corps units.
- Added new data files (.ged and .tpj) and setups for a Classic 1805 Campaign based on EiA v3.1 (eianw001) and for an Alternate 1805 Campaign based on EiH v4.0 (eianw002).
- Added zipped backup files for old data files and setups (players should also backup any custom data files and setups from prior versions).

Empires in Arms the Napoleonic Wars - 1.21.02

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- [0000173](#): **[Rules Deviation]** Creating the Conf of the Rhine is wrong PP calculated - resolved.
- [0000531](#): **[Game Enhancement]** Cannot remove a depot with a depot garrison on it - closed.
- [0000636](#): **[Game Bug]** Game does not award defender of siege battle +1 PP if the attacker does not win - closed.
- [0000660](#): **[Minor UI Bugs/Enhancements]** Change color of the box in the top left corner of a besieging force to black (same as blockading fleet) - resolved.
- [0000736](#): **[Minor Rules Deviation]** Artillery casualties not being applied before battle die rolls - resolved.
- [0000740](#): **[Rules Deviation]** Winter movement option not working as it should - resolved.
- [0000766](#): **[Game Bug]** Combat die roll modifiers can be shown to be +2 - resolved.
- [0000819](#): **[AI Enhancement]** AI Garrisons - resolved.
- [0000827](#): **[AI Enhancement]** AI Builds for free states - resolved.
- [0000828](#): **[AI Enhancement]** AI never fights a second day of combat - resolved.
- [0000840](#): **[Rules Deviation]** Update manual to note that while morale is shown to 100th decimal, it is rounded to the 10th decimal - closed.
- [0000852](#): **[Rules Deviation]** Confederation of the Rhine PPs - resolved.

Empires in Arms the Napoleonic Wars - 1.21.01

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- [0000043](#): **[PBEM Enhancement]** Show money given from myself to other powers - resolved.
- [0000235](#): **[UI Bug]** City of Stralsund in S.Pomerania should be named Stralsund - resolved in map.
- [0000246](#): **[UI Bug]** Pomerania (Pommerania) spelled wrongly - resolved in new data files.
- [0000272](#): **[Game Bug]** In multi-player (no AI) PBEM Log describes "Country X to Country Y Relations better, Nuisance Rating Cleared" - resolved.
- [0000720](#): **[Game Bug]** Feudal units created from non-Turkish countries using the editor have morale of 0 - resolved in new data files.
- [0000722](#): **[Rules Deviation]** Syrian Cavalry at start up should be 6 factors instead of 5 - resolved in new data files.
- [0000723](#): **[Rules Deviation]** Syrian Cavalry at start up should be 6 factors instead of 5 - resolved in new data files.

- [0000767](#): [Game Bug] Depot and city garrison have incorrect leadership rating displayed - resolved in new data files.
- [0000781](#): [AI Bug] French corps at Paris chose withdraw (which should not have happened) - resolved.
- [0000810](#): [PBEM Bug] In-game editor does not allow removal of leaders - resolved.
- [0000814](#): [Rules Deviation] Unable to increase Austrian depots in game editor - resolved in new data files.
- [0000818](#): [AI Enhancement] AI Bonuses - resolved.
- [0000820](#): [AI Enhancement] AI DOWs on Minor Countries - resolved.
- [0000821](#): [AI Enhancement] AI Builds and Money for Supply - resolved.
- [0000824](#): [AI Enhancement] AI Ship Building - resolved.
- [0000837](#): [Rules Deviation] 1.8.07 rules on Guerillas deviate from how they play in the game - closed.

Empires in Arms the Napoleonic Wars - 1.21.00 (03/01/14)

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- Added ice display. When sea areas are iced over during winter, we are now filling the area in with a light gray shading. - resolved.
- Added land stack movement. This can be done by simply holding down the CTRL key AFTER selecting a unit in the stack then clicking the destination area while still holding the CTRL key. - resolved.
- Added home nation shading on large map. This shading is a cross hatch pattern which gives a little more darkness to it. - resolved.
- Fixed Victory screen alignment issues with larger screens. - resolved.
- Fixed memory issue that could cause stack movement to not work in certain situations. - resolved.
- Fixed issue that was locking cursor into move mode with a unit counter outline. - resolved.
- Fixed issue with AI surrender calculations. It was improperly evaluating forces on map versus enemy forces when trying to decide to sue for peace. Bottom line is that the AI will probably surrender a little earlier to save their forces. - resolved.

Version 1.20.04 (03/01/14)

Known Issues

Upgrading from 1.00 to versions after 1.05 require the following special upgrade method to be utilized!

Upgrade from 1.00 to 1.06.03

Upgrade to 1.07.02

Now load the latest patch!

Reboot!

NOTE: This is temporary!

Upgrading can cause intermittent font issues. This may look like you are missing text/buttons. To remedy this please REBOOT after loading a patch!

Upgrading an existing game while battle files are in the battles dir can cause unit location problems! Please clean your battles dir (After completing your battles) should solve this!

Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.

There may be some issues with Microsoft Vista/Win7 (Screen sizing errors, game not running, etc) and if you do see any difficulties then try the following:

1. Right click on the EiANW.exe file
2. Click properties
3. Click the compatibility tab
4. Check off the compatibility mode and then switch to something other than Vista.

We have also found that Win7/Vista handles the Load Setups/Load Saved Game dialog boxes differently and may require manual navigation to proper directories. We will be looking to fix this in a future release.

Empires in Arms the Napoleonic Wars - 1.20.04

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- Updated several images - resolved.
- Updated documentation - resolved.
- Added space filler panel in bottom right of screen which simply fills in all unused space on larger screens. Also shows flag of current nation. - resolved.

Empires in Arms the Napoleonic Wars - 1.20.00

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- [0000180](#): **[UI Enhancement]** Show more map in higher screen resolution (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.10.00

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- [0000848](#): **[Game Bug]** Can't Initiate Naval Combat when trying to lift a blockade (from outside) (marshall) - resolved.
- [0000851](#): **[Game Enhancement]** Need to port to newer compiler. (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.09.00

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- [0000799](#): **[Game Bug]** Blockade intercepts following different rules to open sea intercepts (marshall) - resolved.
- [0000778](#): **[Rules Deviation]** Trivial battles preventing reinforcement attempts (marshall) - resolved.
- [0000615](#): **[Game Enhancement]** Editor adding new leaders? (marshall) - resolved.
- [0000552](#): **[Game Bug]** Garrison Limit Reached and existing Garrisons deleted/demobbed to "Pool" (marshall) - resolved.
- [0000760](#): **[Game Bug]** AI Taking ALL cav losses on break for that round (marshall) - resolved.
- [0000662](#): **[AI Bug]** AI too generous giving away minors (marshall) - resolved.

Version 1.08.07 (09/12/11)

Known Issues

Upgrading from 1.00 to versions after 1.05 require the following special upgrade method to be utilized!

Upgrade from 1.00 to 1.06.03

Upgrade to 1.07.02

Now load the latest patch!

Reboot!

NOTE: This is temporary!

Upgrading can cause intermittent font issues. This may look like you are missing text/buttons. To remedy this please REBOOT after loading a patch!

Upgrading an existing game while battle files are in the battles dir can cause unit location problems! Please clean your battles dir (After completing your battles) should solve this!

Wide screen monitors with their DPI set to something other than 96DPI can cause viewing issues making the game unplayable. Please set your CRT DPI to 96.

Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.

There may be some issues with Microsoft Vista/Win7 (Screen sizing errors, game not running, etc) and if you do see any difficulties then try the following:

1. Right click on the EiANW.exe file
2. Click properties
3. Click the compatibility tab
4. Check off the compatibility mode and then switch to something other than Vista.

Fix List

Empires in Arms the Napoleonic Wars - 1.08.07

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- Found more scenarios that could create major conquered by minor situations and repaired these.

Empires in Arms the Napoleonic Wars - 1.08.06

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- [0000813](#): **[Game Bug]** Fleet must be evacuated, but not enough movement points (marshall) - resolved.
- [0000808](#): **[Game Bug]** Fleets disappearing and moving to reinforcement pool when entering allied port (marshall) - resolved.
- [0000751](#): **[Game Bug]** GB forced to auto DOW on Spain when French ships loaned to Spain (at cost of 4 pp) (marshall) - resolved.
- [0000805](#): **[Game Bug]** Naval battle results not appearing in game log (marshall) - resolved.
- [0000807](#): **[Game Bug]** Naval evac battles involving land leaders

(marshall) - resolved.

- [0000806](#): **[Game Bug]** Garrisons rolling for supply when they should not (marshall) - resolved.
- [0000763](#): **[Game Bug]** Loan a fleet to get rid of a blockade (marshall) - resolved.
- [0000797](#): **[Game Bug]** Naval evac battles applying losses incorrectly or not at all (marshall) - resolved.
- [0000795](#): **[Game Bug]** Defeated fleet in a naval evac taking land forces with it. (marshall) - resolved.
- [0000803](#): **[Game Bug]** initiating naval battle creates unable to find naval map image error message. (marshall) - resolved.
- [0000789](#): **[Rules Deviation]** Blockade box wind gauge bug (marshall) - resolved.
- [0000783](#): **[Game Bug]** Two Naval Evac bugs: rolling for windgauge, and evac delayed (marshall) - resolved.
- [0000794](#): **[Game Bug]** Naval fleets unable to blockade and disappearing upon interception (marshall) - resolved.
- [0000752](#): **[Game Bug]** GB not forced to DOW on Spanish ships carrying French troops when attacking (marshall) - resolved.
- [0000792](#): **[PBEM Enhancement]** PBEM Battle File Exchange (marshall) - resolved.
- [0000793](#): **[Rules Deviation]** Conquest of minor country violating written rule 10.7 (marshall) - resolved.
- [0000786](#): **[PBEM Bug]** Host unable to skip diplomacy or allow AI to play diplomacy (marshall) - resolved.
- [0000780](#): **[Game Bug]** Blockading fleets ignoring loaned fleets (marshall) - resolved.
- [0000776](#): **[Game Bug]** Combat bonus's in combat are not same in combat screen and game log, which is correct? (marshall) - resolved.
- [0000777](#): **[Game Bug]** Unable to complete diplomacy phase when Spain is played by AI in PBEM game (marshall) - resolved.
- [0000787](#): **[Game Bug]** Hanover not receiving any manpower (marshall) - resolved.
- [0000790](#): **[PBEM Bug]** PBEM Editor not saving the game in the same phase (marshall) - resolved.
- [0000773](#): **[PBEM Bug]** Some land Combat results not reflected in land combat save file (marshall) - resolved.
- [0000779](#): **[PBEM Bug]** In game host editor does not save changes to militia and cavalry - resolved.
- [0000367](#): **[Game Bug]** Diplomatic Messages from Previous Turns being replayed (marshall) - resolved.
- [0000757](#): **[PBEM Bug]** Insane number of pop up messages at start of PBEM reinforcement phase (marshall) - resolved.
- [0000756](#): **[Game Bug]** Intercept order results in fighting both moving and stationary fleets (marshall) - resolved.
- [0000761](#): **[Rules Deviation]** Phasing corps can not bypass garrisoned depots (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.08.05

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- [0000739](#): **[Rules Deviation]** Placement of minor controlled fleets during reinforcement. (marshall) - resolved.
- [0000747](#): **[Game Bug]** Poland receiving double manpower (marshall) - resolved.
- [0000728](#): **[Game Bug]** Russia under able to pace depots in Prussian controlled Polish free state Kingdom (marshall) - resolved.
- [0000750](#): **[PBEM Bug]** Call to allies does not clear skip settings

(marshall) - resolved.

- [0000748](#): **[Rules Deviation]** Ally of aggressor selected to control minor when non allies are available (marshall) - resolved.
- [0000743](#): **[Game Bug]** Make enemy fleet attack ghost fleet and retreat (marshall) - resolved.
- [0000693](#): **[Game Bug]** Corps is kicked out after temp access expires even if warring powers have since become allies and allowed access (marshall) - resolved.
- [0000721](#): **[UI Bug]** Unable to issue orders to besieging corps at end of land combat phase (marshall) - resolved.
- [0000635](#): **[UI Enhancement]** Standing orders in land phase (marshall) - resolved.
- [0000737](#): **[Game Bug]** Interception/evasion rules do not mesh (marshall) - resolved.
- [0000631](#): **[UI Bug]** Losses from naval battles not appearing in log (marshall) - resolved.
- [0000488](#): **[UI Enhancement]** Change UI for loaned units so they automatically renew (marshall) - resolved.
- [0000532](#): **[Game Enhancement]** Would like to have corps counters and depots that are different in size compared to leaders and garrisons (marshall) - resolved.
- [0000572](#): **[Game Enhancement]** Possible alternative upgrade to ship types (marshall) - resolved.
- [0000574](#): **[Game Bug]** Minor Country getting hit with PP losses (marshall) - resolved.
- [0000587](#): **[PBEM Enhancement]** Add button to skip menu to allow players to delay cav reinforcement by a month (marshall) - resolved.
- [0000604](#): **[UI Bug]** Game start video does not run under Windows 7 (marshall) - resolved.
- [0000640](#): **[Game Bug]** Battle file deleted on game load before battle starts (marshall) - resolved.
- [0000647](#): **[Game Bug]** 2 Bugs: No Spanish in area interception and Portuguese can not combine with Russian Fleet vs Spain (marshall) - resolved.
- [0000651](#): **[UI Enhancement]** Remove income and MP totals from top menu bar (marshall) - resolved.
- [0000690](#): **[Game Bug]** Selected text is replaced by the word "Label" followed by a number after updating to 1.07.01 (marshall) - resolved.
- [0000679](#): **[Game Bug]** Depot by Spanish player cannot be placed (marshall) - resolved.
- [0000677](#): **[Game Bug]** Relocation logic problem? (marshall) - resolved.
- [0000702](#): **[Game Bug]** Textlabels at top right part of screen during SETUP shown as "labelXX" (marshall) - resolved.
- [0000706](#): **[Game Bug]** Gmes is being saved in the "SETUP" directory in 1.08.02 (marshall) - resolved.
- [0000708](#): **[PBEM Bug]** Game can repeatedly reload PBEM diplomacy file (marshall) - resolved.
- [0000707](#): **[Rules Deviation]** Naval Blockade not working as it should (marshall) - resolved.
- [0000713](#): **[PBEM Bug]** Game does not finish at end of land movement (marshall) - resolved.
- [0000710](#): **[PBEM Bug]** Game does not advance out of January, and Russia must continuously replay January 1805 (marshall) - resolved.
- [0000714](#): **[Game Bug]** The game is incorrectly giving the +1 if Turkish rather than if commanded by a Turkish leader (marshall) - resolved.
- [0000697](#): **[PBEM Bug]** Reinforcement Bug (marshall) - resolved.
- [0000730](#): **[Game Bug]** Game out of sequence. Should load French land,

but loads French setup instead (which we already did) (marshall) - resolved.

- [0000726](#): **[Game Bug]** PBEM game rolled back an entire player set of phases (marshall) - resolved.
- [0000729](#): **[Game Bug]** Game out of sequence. Should load French land, but loads French setup instead (which we already did) (marshall) - resolved.
- [0000731](#): **[Game Bug]** Game out of sequence. Should load French land, but loads French setup instead (which we already did) (marshall) - resolved.
- [0000732](#): **[Game Bug]** Game out of sequence. Should load French land, but loads French setup instead (which we already did) (marshall) - resolved.
- [0000734](#): **[PBEM Bug]** Circular Dip Phase (marshall) - resolved.
- [0000733](#): **[Game Bug]** Game out of sequence. Should load French land, but loads French setup instead (marshall) - resolved.
- [0000735](#): **[Game Bug]** Friendly ports won't let me in (marshall) - resolved.
- [0000725](#): **[PBEM Bug]** Players and host unable to skip diplomacy in sim phase game (marshall) - resolved.
- [0000724](#): **[PBEM Bug]** No auto back up created during diplomacy phase (marshall) - resolved.
- [0000661](#): **[Game Bug]** Transfer of Money to Ally did not work; money disappeared (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.08.04

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- [0000080](#): **[Game Bug]** Single corps defending never gets reinforced or commits guard (marshall) - resolved.
- [0000434](#): **[UI Bug]** Garbage characters on an invalid reinforcement (marshall) - resolved.
- [0000440](#): **[PBEM Enhancement]** File Sizes reveal plans (marshall) - resolved.
- [0000438](#): **[UI Enhancement]** No indication of how much 'auto' forgoing rolls would be made by (marshall) - resolved.
- [0000566](#): **[Rules Deviation]** No voluntary Fleet scuttling allowed (marshall) - resolved.
- [0000745](#): **[PBEM Bug]** Using diplomatic broadcast when it is not your turn fails to put spaces between email addresses (marshall) - resolved.
- [0000261](#): **[UI Bug]** No details given of naval battle on port evacuation (marshall) - resolved.
- [0000715](#): **[Game Bug]** Naval battle pursuit incorrectly allowed and incorrectly executed (marshall) - resolved.
- [0000738](#): **[Rules Deviation]** Manual has not been updated to reflect new optional winter movement costs (marshall) - resolved.
- [0000675](#): **[UI Enhancement]** Suggested manual clarification: blockaded transports get scuttled, not captured (marshall) - resolved.
- [0000629](#): **[Game Bug]** Unable to transport Loaned Corps on Loaned fleet (marshall) - resolved.
- [0000719](#): **[Game Bug]** Simul economic phase causing game to pause and cannot advance (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.08.03

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- [0000692](#): **[Game Bug]** DOW blocked by blockading fleet (marshall) - resolved.
- [0000705](#): **[Game Bug]** Repeat die rolls for AI attackers (marshall) -

resolved.

- [0000703](#): **[Game Bug]** minor fleets unable to participate in open sea combat (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.08.02

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- [0000632](#): **[Game Bug]** 'Separate Peace' causing break of alliance when there is no mutual opponent (marshall) - resolved.
- [0000641](#): **[Game Bug]** Siege battle weirdnesses (marshall) - resolved.
- [0000680](#): **[Game Bug]** Reinforcing of allied armies (marshall) - resolved.
- [0000686](#): **[Game Bug]** Unable to create depot via Sea Supply in besieged Gibraltar (marshall) - resolved.
- [0000687](#): **[Game Bug]** Unable to reinforce a battle near Lisbon. (marshall) - resolved.
- [0000639](#): **[Game Bug]** Can't get past Jan 1805 SP reinf phase in PBEM game (marshall) - resolved.
- [0000683](#): **[Game Bug]** GB controlled Sweden loses all its forces when re-conquered (marshall) - resolved.
- [0000678](#): **[Game Bug]** Kushanz Alia Shows assigned to two different Cavalry Corps (marshall) - resolved.
- [0000676](#): **[Game Bug]** Unable to transfer factors from depot garrisons to corps (marshall) - resolved.
- [0000672](#): **[Game Bug]** Swiss I corps has capacity for militia? (marshall) - resolved.
- [0000669](#): **[Rules Deviation]** Winter Land Movement Option (marshall) - resolved.
- [0000643](#): **[Game Bug]** British guard corp able to be committed when loaned to Russia. Prussian guard can be over-committed when loaned (marshall) - resolved.
- [0000673](#): **[Rules Deviation]** Reinforcement into depot garrison seems to be treated like corps rules, not garrison rules (marshall) - resolved.
- [0000637](#): **[Rules Deviation]** Britain not receiving +1 in naval combats when having 1.5 times heavies (marshall) - resolved.
- [0000671](#): **[PBEM Bug]** When 3rd party combat is turned on in a PBEM game, normal EiA combat cannot be used for a battle (marshall) - resolved.
- [0000666](#): **[Game Bug]** Fleet allowed in w/o access or war (marshall) - resolved.
- [0000638](#): **[Rules Deviation]** Leader casualty error and minor supply error (marshall) - resolved.
- [0000654](#): **[AI Bug]** AI depot placement -- leaves extras lying around (marshall) - resolved.
- [0000657](#): **[Game Bug]** Info leak in hotseat game (counter pool) (marshall) - resolved.
- [0000642](#): **[PBEM Bug]** Depot Placement Denied in Allied Port City (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.08.01

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- [0000482](#): **[Game Bug]** Loaned corps losing "loaned" status (marshall) - resolved.
- [0000603](#): **[UI Bug]** In game help files do not work with Windows 7 (marshall) - resolved.
- [0000633](#): **[Rules Deviation]** Game not allowing blockade of hostiles in neutral port (marshall) - resolved.
- [0000634](#): **[UI Bug]** Able to loan any players fleets to their allies

(marshall) - resolved.

- [0000601](#): **[Game Bug]** Bizarre movement bug with Stralsund (marshall) - resolved.
- [0000591](#): **[UI Bug]** Game log reports GB naval and French land move order as 0 to 6 (marshall) - resolved.
- [0000605](#): **[Game Bug]** Allies not fighting together in blockade box (marshall) - resolved.
- [0000618](#): **[Game Bug]** Raising of Feudals into/out of cities allows and extra move (marshall) - resolved.
- [0000622](#): **[Game Bug]** During Reinforcement phase one can click on a depot in home nation and see other nation reinf totals (marshall) - resolved.
- [0000610](#): **[Game Bug]** Admiral Nelson can be placed in sea area without ships (marshall) - resolved.
- [0000616](#): **[Rules Deviation]** Able to force march after disembarking from ships (marshall) - resolved.
- [0000620](#): **[Game Bug]** Besieged force moves to rural area when depot is placed. (marshall) - resolved.
- [0000621](#): **[Game Bug]** Geurrilla Removal (marshall) - resolved.
- [0000623](#): **[UI Enhancement]** Transferring land leaders from one corps to another can now only be done in the naval phase (marshall) - resolved.
- [0000624](#): **[Game Bug]** Enemy fleets occupying same blockade box (marshall) - resolved.
- [0000625](#): **[AI Bug]** Port that retreating fleet chooses (marshall) - resolved.
- [0000535](#): **[Game Bug]** Luxemburg is shown as forest on the map but treated as clear during battles (marshall) - resolved.
- [0000626](#): **[Game Bug]** Attempt to create 3rd party battle file result in 'Invalid Floating Point Operation' error (marshall) - resolved.
- [0000627](#): **[Game Bug]** 3rd Party Combats cannot be drawn. (marshall) - resolved.
- [0000630](#): **[Game Bug]** unable to besiege in ceded province (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.08.00

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- [0000613](#): **[PBEM Bug]** Game refuses to recognize battle file (marshall) - resolved.
- [0000606](#): **[PBEM Bug]** PBEM battle die rolls repeated on second round of battle (marshall) - resolved.
- [0000595](#): **[Rules Deviation]** Austrian Insurrection Corps can not be placed in provinces that contain enemy factors (marshall) - resolved.
- [0000612](#): **[UI Bug]** prisoner release log error (marshall) - resolved.
- [0000608](#): **[Game Bug]** Ansbach does not appear as minor country to select as a surrender condition (marshall) - resolved.
- [0000553](#): **[Rules Deviation]** Freikorps Morale is 4.0; should be 1.0 (marshall) - resolved.
- [0000588](#): **[Game Bug]** Depots used for besieged port supply never move out (marshall) - resolved.
- [0000592](#): **[PBEM Bug]** 2 Tripolitanian corps (marshall) - resolved.
- [0000568](#): **[Game Bug]** interlopers steal conquest (marshall) - resolved.
- [0000589](#): **[Game Bug]** Besieged corps can move (marshall) - resolved.
- [0000596](#): **[Game Bug]** third party blockade chaos (marshall) - resolved.
- [0000569](#): **[AI Bug]** AI retreats to capital in fear of DoWed minor (marshall) - resolved.
- [0000577](#): **[Rules Deviation]** Stopping US Trade (marshall) - resolved.
- [0000463](#): **[UI Enhancement]** Skipping Turns Mechanism is not clearly

evident and duplicate Skip Turn log entries (marshall) - closed.

- [000068](#): **[PBEM Enhancement]** Make diplo, reinf and econ simultaneous in PBEM (marshall) - closed.
- [0000579](#): **[Game Bug]** Able to place minor fleets in any sea area or port on map that controlling major power has access to (marshall) - closed.
- [0000563](#): **[Game Enhancement]** Venetian Light Ships Omitted from OOB (marshall) - closed.
- [0000520](#): **[Game Bug]** relieved city forages in the following month (marshall) - closed.
- [0000565](#): **[Game Bug]** third party blockade bug (marshall) - closed.
- [0000580](#): **[Rules Deviation]** Rules violation allowed in minor country fleet reinforcement (marshall) - closed.
- [0000559](#): **[Game Bug]** free states not always lost in fiasco (marshall) - closed.
- [0000560](#): **[Game Bug]** Flanders doesn't become neutral when France (owner) reaches instability (marshall) - closed.
- [0000561](#): **[Game Bug]** Reinforcing leader incorrectly assumes control of the battle (marshall) - closed.
- [0000547](#): **[Game Bug]** Turkey can't cede Egypt see Save file. (marshall) - closed.
- [0000558](#): **[Game Bug]** simultaneous peace breaks alliance (marshall) - closed.
- [0000557](#): **[AI Bug]** GB breaks its own embargo (marshall) - closed.
- [0000522](#): **[Game Bug]** Danes can't capture transports (marshall) - closed.
- [0000567](#): **[Rules Deviation]** If a port area is occupied (not the port itself) by enemy troops, fleets make multiple attempts to break blockade (marshall) - closed.
- [0000523](#): **[Game Enhancement]** Forage and Autoforage Rolls reveal Corps Names in Log (marshall) - closed.
- [0000582](#): **[Game Enhancement]** Need an auto-garrison feature (marshall) - closed.
- [0000562](#): **[Game Bug]** garrison surrenders...to enemy reinforcements? (marshall) - closed.
- [0000575](#): **[Game Bug]** Game has changed tooltip heading. (marshall) - closed.

Version 1.07.01

Empires in Arms the Napoleonic Wars - 1.07.01

- [0000583](#): **[Game Bug]** Able to attack your own fleet's evil twin (marshall) - **resolved**.
- [0000564](#): **[Game Bug]** Naval retreat into enemy port ?? (marshall) - **resolved**.
- [0000569](#): **[AI Bug]** AI retreats to capital in fear of DoWed minor (marshall) - **resolved**.
- [0000570](#): **[Game Bug]** Victory condition "Remove 3 corps" not working (marshall) - **resolved**.
- [0000571](#): **[Game Bug]** only first peace condition allowed in unconditional surrender (marshall) - **resolved**.

Empires in Arms the Napoleonic Wars - 1.07.00

- [0000556](#): [**Game Enhancement**] Added AAR modes (marshall) - resolved.
- [0000550](#): [**Game Bug**] Informal Peace has no three month access period (marshall) - resolved.
- [0000551](#): [**Game Bug**] Austrian unable to place garrisons in Venetian free state (and GB depot inside Lisbon) (marshall) - resolved.
- [0000555](#): [**Game Bug**] Minor State becomes conquered upon Major Power entering the Fiasco zone (marshall) - resolved.
- [0000545](#): [**PBEM Bug**] Friendly fleets evacuated from friendly port (marshall) - resolved.
- [0000518](#): [**Rules Deviation**] Simultaneous Peace with multiple enemies not according to PS standing (marshall) - resolved.
- [0000548](#): [**Game Bug**] Can not cede a province (marshall) - resolved.
- [0000537](#): [**Game Bug**] Loaned corps and multi-national battles (marshall) - resolved.
- [0000539](#): [**UI Bug**] Mouse pointer prompts in PBEM are wrong / missing (marshall) - resolved.
- [0000543](#): [**PBEM Bug**] Setting skip turn causes game malfunction (marshall) - resolved.
- [0000525](#): [**Game Bug**] Victory points collected for AI controlled Major powers incorrect (marshall) - resolved.
- [0000285](#): [**AI Enhancement**] AI Taking ALL cav losses on break for that round (marshall) - resolved.
- [0000242](#): [**Game Bug**] Persian Corps Show that they can contain Militia (marshall) - resolved.
- [0000497](#): [**Game Bug**] Bankruptcy when Capital Occupied even when enough money has been saved (marshall) - resolved.
- [0000504](#): [**Rules Deviation**] France Land Movement Order Announcement Should be revealed in the Land Phase (marshall) - resolved.
- [0000505](#): [**Rules Deviation**] Peace condition C.1.b: Remove Garrisons. Must remove all home nation garrison army factors (marshall) - resolved.
- [0000507](#): [**Game Bug**] Breaking an alliance removes all access (marshall) - resolved.
- [0000509](#): [**Game Bug**] Losing minors to another country through instability costs a PP (marshall) - resolved.
- [0000508](#): [**Game Bug**] Assault after retreat (marshall) - resolved.
- [0000097](#): [**UI Bug**] France at war with Saxony after Confederation of the Rhine formed (marshall) - resolved.
- [0000473](#): [**PBEM Bug**] 'Skip once' phase checkboxes not being cleared (marshall) - closed.
- [0000478](#): [**Game Bug**] Guard commitment on both sides fails to break enemy, both sides should break (marshall) - closed.
- [0000468](#): [**Rules Deviation**] Defender not getting PPs for sieges (marshall) - closed.
- [0000467](#): [**Game Bug**] unused movement credited towards forage during siege (marshall) - closed.
- [0000465](#): [**Game Bug**] Guerillas removed as peace condition (marshall) - closed.
- [0000256](#): [**Game Bug**] Turkey cannot declare war on Georgia (in winter) (marshall) - closed.

Version 1.06.03 (08/11/09)

Known Issues

The Microsoft help system can lock up with the in game help system if you are doing a lot of fast scrolling. This may be due to the file size but the work around is to be careful scrolling and use page up/down when you can! Microsoft is no longer utilizing this help system and this may force us to utilize the HTML help system at a later date.

Upgrading an existing game while battle files are in the battles dir can cause unit location problems! Please clean your battles dir (After completing your battles) should solve this!

Wide screen monitors with their DPI set to something other than 96DPI can cause viewing issues making the game unplayable. Please set your CRT DPI to 96.

Some systems may give you the message "Not Enough Storage Space To Process This Command" when trying to begin a new game. This can be related to memory / hard drive space. Please exit as many apps as you can then restart. It can also be related to some virus protection software compatibility issues (Trend).

Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.

When unit ranges are always shown, intermittently sea units are not clearing their ranges when a land unit is selected.

There may be some issues with Microsoft Vista (Screen sizing errors, game not running, etc) and if you do see any difficulties then try the following:

1. Right click on the EiANW.exe file
2. Click properties
3. Click the compatibility tab
4. Check off the compatibility mode and then switch to something other than Vista.

New Updated Manual!

- We have updated the manual for both the in-game manual and actual game manual. The actual game manual is in PDF form in the DATA\DOCS dir.

New Scenario Editor Added!

- We have added the scenario editor so that you can now build your own scenarios. Change units, timeframes, leaders, etc. Check the new updated manual for operation details!

Fix List

Empires in Arms the Napoleonic Wars - 1.06.03

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- [0000549](#): [**PBEM Bug**] French 1st corps disappearing and other units

becoming corrupt (marshall) - resolved.

- [0000325](#): **[Game Bug]** slipping past blockade in land phase (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.06.02

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- [0000540](#): **[Game Bug]** Editor move functions not working properly (marshall) - resolved.
- [0000538](#): **[Game Bug]** French I corps magically annihilated (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.06.01

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- [0000534](#): **[Game Bug]** Can place depot in besieged port in enemy territory (marshall) - resolved.
- [0000533](#): **[Game Bug]** Can't surrender while in Civil Disorder (marshall) - resolved.
- [0000524](#): **[Game Bug]** Moving into Garrison is broken. (marshall) - resolved.
- [0000528](#): **[Game Bug]** besieged port supply broken (marshall) - resolved.
- [0000519](#): **[Game Bug]** Garrison Vanishes (marshall) - resolved.
- [0000325](#): **[Game Bug]** slipping past blockade in land phase (marshall) - resolved.
- [0000514](#): **[Game Bug]** Troops are left behind by retreating force after LOSING combat (marshall) - resolved.
- [0000516](#): **[Game Bug]** losing side retreats to enemy-occupied area (marshall) - resolved.
- [0000515](#): **[Game Bug]** siege without engaging enemy corps (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.06.00

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- [0000501](#): **[Rules Deviation]** Garrisoned Depot Screend (marshall) - resolved.
- [0000499](#): **[Rules Deviation]** Game allowing violation of Rule 7.2.2 paragraph "adding factors to garrisons" (marshall) - resolved.
- [0000485](#): **[Game Bug]** Guard Corps is full one turn later. (marshall) - resolved.
- [0000498](#): **[Rules Deviation]** Russia gains PPs but has only one Cossack unit in battle (marshall) - resolved.
- [0000493](#): **[Game Bug]** GB unable to reach (marshall) - resolved.
- [0000480](#): **[Rules Deviation]** Not allowed to take militia losses in sieges (marshall) - resolved.
- [0000483](#): **[Game Bug]** Corps moved back to battle site and Leaders on board after being removed. (marshall) - resolved.
- [0000490](#): **[Game Bug]** Corps CAN forage and assault under particular circumstances (marshall) - resolved.
- [0000481](#): **[Game Bug]** Anti Guerrilla Operations do not count Free State Corps (marshall) - resolved.
- [0000491](#): **[Game Bug]** Defender can choose outflank with only one corps (marshall) - resolved.
- [0000459](#): **[Game Bug]** Loaned units creates battle in spite of enforced peace between corps owner and opponent. (marshall) - closed.
- [0000461](#): **[Game Bug]** Nelson reappearing after capture (marshall) - closed.
- [0000476](#): **[Game Bug]** the black hole of Kutais (marshall) - closed.

- [0000452](#): **[Game Bug]** Trade Totals not adding up correctly (marshall) - closed.
- [0000450](#): **[UI Bug]** medium AI setting displaying VP bonus incorrectly (marshall) - closed.
- [0000474](#): **[Game Bug]** Paris Garrison can be overstacked but troops are relocated (marshall) - closed.
- [0000475](#): **[Game Bug]** Russia conquered Denmark - the Danish fleet is still there (marshall) - closed.
- [0000477](#): **[Game Bug]** minor corps can't build depot (marshall) - closed.
- [0000258](#): **[UI Enhancement]** Slight mod to "you have factors coming" message in the econ phase. (marshall) - closed.
- [0000439](#): **[Game Bug]** Spelling Mistake on the names of the cities Ciudad Rodrigo and Ciudad Real in Spain (marshall) - closed.
- [0000410](#): **[Game Bug]** Loaned Units' maintenance in Economic Month (March, June, Sept, Dec) Paid for by Receiving Nation (marshall) - closed.
- [0000446](#): **[Game Bug]** Turkish Smyrna Corps shows strength of 0 (marshall) - closed.
- [0000326](#): **[Game Bug]** Corps landing via amphibious assault does not capture depot (marshall) - closed.
- [0000443](#): **[Game Enhancement]** Naval Production (marshall) - closed.
- [0000414](#): **[Rules Deviation]** Ottoman Not receiving Trade Income (marshall) - closed.
- [0000140](#): **[AI Enhancement]** AI Turkey is overspending on supply (marshall) - closed.
- [0000139](#): **[UI Bug]** Log showing incorrect info (marshall) - closed.
- [0000109](#): **[Game Bug]** minor game log error (marshall) - closed.
- [0000223](#): **[PBEM Bug]** Skipping Spanish Diplomacy in a PBEM game also skips resolution of the diplomatic phase (marshall) - closed.
- [0000276](#): **[Game Bug]** Guard Commitment problem with Multiple Guard nationalities present. (marshall) - closed.
- [0000067](#): **[Game Enhancement]** PBEM anti-cheating measures (marshall) - closed.
- [0000455](#): **[Game Bug]** Poland not created correctly (marshall) - closed.
- [0000076](#): **[Rules Deviation]** Naval pursuit rule is missing (marshall) - closed.
- [0000075](#): **[Rules Deviation]** Naval evasion rule is missing (marshall) - closed.
- [0000456](#): **[Rules Deviation]** Egypt & possibly other Ottoman states can't be conquered or ceded (marshall) - closed.
- [0000460](#): **[Game Bug]** corps in city auto forages when it shouldn't (marshall) - closed.
- [0000113](#): **[AI Enhancement]** AI should not DoW in an economic month (marshall) - closed.
- [0000172](#): **[AI Enhancement]** AI Siege decisions (too small attacking force) (marshall) - closed.
- [0000144](#): **[UI Enhancement]** Inspecting a stack of enemy naval units (marshall) - closed.
- [0000237](#): **[Rules Deviation]** Spain Losing 2 PP per Phase when Madrid is occupied (marshall) - closed.
- [0000121](#): **[Rules Deviation]** Russia receives normal income, even though St. Petersburg is enemy occupied (marshall) - closed.
- [0000148](#): **[AI Enhancement]** AI doesn't run economics for its minors (marshall) - closed.
- [0000457](#): **[Game Bug]** Swedish navy doubled (marshall) - closed.
- [0000137](#): **[UI Enhancement]** Make units auto forage as default rather

than supply (marshall) - closed.

- [0000462](#): **[Game Bug]** Lend units breaks sieges and prevents forage rolls (marshall) - closed.
- [0000036](#): **[UI Enhancement]** Skip non-required naval phases (marshall) - closed.
- [0000014](#): **[UI Enhancement]** Need to add xfer messages for garrison transfers telling the player where they went. (marshall) - closed.
- [0000038](#): **[AI Bug]** Austria ineffectively DoW Lausitz (marshall) - closed.
- [0000134](#): **[Game Bug]** part of Anapa garrison camps in mountains (marshall) - closed.
- [0000084](#): **[UI Bug]** Alliance bug with text (marshall) - closed.
- [0000085](#): **[AI Enhancement]** AI knowing corps factor count (marshall) - closed.
- [0000086](#): **[AI Enhancement]** AI Russian attack on Sweden (marshall) - closed.
- [0000400](#): **[AI Bug]** Russian AI "cannot find path?" (marshall) - closed.
- [0000299](#): **[Game Bug]** GB Corps teleport back to London from France (marshall) - closed.
- [0000119](#): **[Game Bug]** Corps garrisoning city in enemy province is forced to fight a field combat by arriving enemy corps (marshall) - closed.
- [0000378](#): **[Game Bug]** DOW rules violation - Forced War Declarations 6.6.3 (marshall) - closed.
- [0000390](#): **[Game Enhancement]** PP Cost for DoWs should be reduced to 3pp (marshall) - closed.
- [0000409](#): **[AI Enhancement]** AI is staling out in long term wars and produces little aggression / action. (marshall) - closed.
- [0000407](#): **[AI Bug]** AI Bonus VP not quite right.. (marshall) - closed.
- [0000406](#): **[Game Bug]** Turkey Naval skipping Blockade ?? (marshall) - closed.
- [0000403](#): **[AI Enhancement]** AI needs to manage freestates with no corps better. (marshall) - closed.
- [0000309](#): **[Game Bug]** free state not recieving trade \$ (marshall) - closed.
- [0000405](#): **[Rules Deviation]** Depots have intrinsic Tactical Rating (marshall) - closed.
- [0000035](#): **[AI Enhancement]** France AI too timid, setup awry (marshall) - closed.
- [0000413](#): **[AI Enhancement]** Guard Commitment / Tactical Options (marshall) - closed.
- [0000399](#): **[Game Bug]** minor corps in certain situations withdraws but surrenders (marshall) - closed.
- [0000417](#): **[Game Bug]** Control of loaned corps not returned (marshall) - closed.
- [0000419](#): **[Game Bug]** France Conquers its own Minor (marshall) - closed.
- [0000424](#): **[Game Bug]** Transfer of Ottoman factors between Corps (marshall) - closed.
- [0000415](#): **[Game Bug]** Minor Country conquered by an Ally (marshall) - closed.
- [0000422](#): **[Game Bug]** Editor not saving scenarios properly (marshall) - closed.
- [0000384](#): **[Game Bug]** Toulon Port in undergunned (marshall) - closed.
- [0000089](#): **[Game Enhancement]** Scenario Editor Request (marshall) - closed.
- [0000316](#): **[UI Bug]** Talk to AI Allies button (delatbabel) - closed.

Version 1.05.05 (02/17/09)

Known Issues

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3. Click the compatibility tab
4. Check off the compatibility mode and then switch to something other than Vista.

Fix List

Empires in Arms the Napoleonic Wars - 1.05.05

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- [0000454](#): [Game Bug] Game Looping in Naval Phase (marshall) - resolved.
- [0000464](#): [Game Bug] Loaned corps being repatriated before battle (marshall) - resolved.
- [0000471](#): [Game Bug] Insurrection Corps Not restoring after December Levy (marshall) - resolved.
- [0000469](#): [Game Bug] No Insurrection corps areas selected but game insists three (maximum) are (marshall) - resolved.
- [0000300](#): [Game Bug] Austrian light fleet carrying way beyond capacity (marshall) - resolved.
- [0000466](#): [Game Bug] foraging mods off by 1 (marshall) - resolved.
- [0000470](#): [Game Bug] guard commitment no longer possible (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.05.04

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- [0000449](#): [Game Bug] free states not going straight to neutral in fiasco zone (marshall) - resolved.

- [0000444](#): **[PBEM Bug]** Minor navy prohibited from blockading fleets of attacking major power (marshall) - resolved.
- [0000445](#): **[Game Bug]** navy intercepts itself (marshall) - resolved.
- [0000448](#): **[Game Bug]** Minor conquered states spontaneously becoming neutral. MP fleets ignoring blockading minor fleets. (marshall) - resolved.
- [0000451](#): **[Game Bug]** Forage bonus in home nation does not exist. (marshall) - closed.

Empires in Arms the Napoleonic Wars - 1.05.03

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- [0000429](#): **[Game Enhancement]** When a Allied Minor joins a MP as Free State due to a DOW on the MP, No PP is gained by the MP (marshall) - resolved.
- [0000435](#): **[Game Bug]** Held Prisoner by No One (marshall) - resolved.
- [0000433](#): **[Game Bug]** Problems with Instability and Player getting turned into AI (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.05.02

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- [0000426](#): **[Game Bug]** When going to surrender parms screen, "Unable to insert line" error appears (marshall) - resolved.
- [0000427](#): **[Game Bug]** Prisoners being released after one turn of being captured even if still at war! (marshall) - resolved.
- [0000423](#): **[Game Bug]** Polish Manpower not provided again (was Mantis 229) (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.05.00

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- [0000402](#): **[Game Enhancement]** Manual edits! (marshall) - resolved.
- [0000254](#): **[UI Enhancement]** Can't sandbag leader rating (marshall) - resolved.
- [0000141](#): **[AI Bug]** AI SeaMove oddity (marshall) - resolved.
- [0000047](#): **[PBEM Enhancement]** Issue with determining the commander of Allied armies (marshall) - resolved.
- [0000088](#): **[AI Enhancement]** AI minor diplomacy (marshall) - resolved.
- [0000287](#): **[AI Enhancement]** AI major powers not taking minor power or province capitals (delatbabel) - resolved.
- [0000401](#): **[Game Bug]** besieged enemy-occupied minor falls (marshall) - resolved.
- [0000397](#): **[Game Bug]** Not allowed to move into Papacy (at war issues?) (marshall) - resolved.
- [0000292](#): **[Game Enhancement]** Austrian Insurrection Corps Placement mechanism makes these corps a liability rather than an asset (marshall) - resolved.
- [0000398](#): **[AI Bug]** AI Surrendering when enemy MP is not even in territory (and kindof winning war?) (marshall) - resolved.
- [0000395](#): **[Game Bug]** Freestate creation giving pp to creator (marshall) - resolved.
- [0000394](#): **[Game Bug]** magical landing from Bay of Biscay to Algeria (marshall) - resolved.
- [0000383](#): **[AI Enhancement]** Fleets in port are not being protected by AI with any real intelligence (marshall) - resolved.
- [0000372](#): **[Game Bug]** Clicking on French I Corps Generates an error (marshall) - resolved.
- [0000389](#): **[Game Bug]** All Cavalry force does not get Strategic bonus of

+1 when withdrawing (marshall) - resolved.

- [0000388](#): **[PBEM Bug]** France cannot attack Russian corp in Grodno (marshall) - resolved.
- [0000379](#): **[PBEM Bug]** Fleets evacuated from Port of Ally's Minor (marshall) - resolved.
- [0000368](#): **[Game Enhancement]** Upon Formation of a Kingdom, Consituent Free States Production Queues are deleted (marshall) - resolved.
- [0000375](#): **[Game Bug]** russian fleet continues to be kicked out of area 697 (marshall) - resolved.
- [0000377](#): **[Game Bug]** Queued ships disappear (marshall) - resolved.
- [0000370](#): **[Game Bug]** Loaned Fleets (marshall) - resolved.
- [0000298](#): **[Game Bug]** Enemy corps loaned to neutral power cannot be attacked (marshall) - resolved.
- [0000385](#): **[Game Bug]** Some attempts to relieve blockade create random retreats (marshall) - resolved.
- [0000380](#): **[Game Bug]** minor goes neutral, not transferred to occupier, garrison ends up in rural area (marshall) - resolved.
- [0000376](#): **[Game Bug]** Cant declare war on Tripolitania (marshall) - resolved.
- [0000350](#): **[Game Bug]** British units cannot enter Cairo to attack enemy Turks (marshall) - closed.
- [0000373](#): **[Game Bug]** game crashes while trying to get through French diplomacy phase (marshall) - closed.
- [0000241](#): **[Rules Deviation]** Commanders of the same seniority need a way to be assigned as the Army Leader (marshall) - closed.
- [0000365](#): **[Game Bug]** Turkish fleet relocated inexplicably (marshall) - closed.
- [0000356](#): **[AI Bug]** Turks landing corps where they shouldn't be able to (marshall) - closed.
- [0000342](#): **[Game Bug]** prisoners not returned after lapse of war with minor (marshall) - closed.
- [0000343](#): **[AI Bug]** AI withdraws too often (marshall) - closed.
- [0000364](#): **[Game Bug]** Ottoman corps cannot transfer cavalry factors (marshall) - closed.
- [0000344](#): **[AI Bug]** Prussia DOWs Denmark (marshall) - closed.
- [0000359](#): **[Game Bug]** Prussian Income Summary bug (marshall) - closed.
- [0000349](#): **[Game Bug]** middle Danish island draws supply at distance 1 from Kiel (marshall) - closed.
- [0000351](#): **[Game Bug]** Free state changes control to an ally (marshall) - closed.
- [0000352](#): **[Game Bug]** Forage bonus improperly applied (marshall) - closed.
- [0000346](#): **[Game Bug]** Options changing not allowed (marshall) - closed.
- [0000348](#): **[Game Bug]** supply and reinforcement across interdicted crossing arrow on Danish island (marshall) - closed.
- [0000340](#): **[Game Bug]** forces wrongly repatriated, war lapses (marshall) - closed.
- [0000337](#): **[Game Bug]** ending of temporary access will sometimes cause invalid evacuations. (marshall) - closed.
- [0000335](#): **[UI Enhancement]** Clicking areas when not in move mode and a unit is selected can cause selection confusion (marshall) - closed.
- [0000334](#): **[AI Bug]** AI's minor diplomacy attempts on a nation that another MP is issuing a DOW on can negate the DOW (marshall) - closed.
- [0000158](#): **[AI Bug]** AI Austria purchasing insurrection corps (marshall) - closed.
- [0000244](#): **[UI Bug]** Attempting to reinforce a non-eligible garrison displays garbage characters (marshall) - closed.

- [0000347](#): [**Game Bug**] Russian fleet is inexplicably moved (marshall) - closed.
- [0000327](#): [**UI Bug**] unbesieged garrisons "out of supply" (marshall) - closed.
- [0000315](#): [**Game Bug**] Ottoman Empire has an extraTRI troop (marshall) - closed.
- [0000314](#): [**Game Bug**] Unnecessary scuttling of transport (marshall) - closed.
- [0000313](#): [**Game Bug**] Militia is prevented from taking losses even when there is no other factors left (marshall) - closed.
- [0000291](#): [**Game Bug**] 'Allow seperate peace' check box not working (marshall) - closed.
- [0000333](#): [**Game Bug**] when moving fleet to "area 15", get booted (marshall) - closed.
- [0000330](#): [**Game Bug**] When France selects Outflank in Combat, losses are posted on top of screen but not refelcted in battle log (marshall) - closed.
- [0000308](#): [**UI Bug**] major fleets don't bring minor fleets in stack move (marshall) - closed.
- [0000329](#): [**Game Bug**] Cannot properly move by stack (marshall) - closed.
- [0000302](#): [**Game Bug**] Siege in Tunis has no PP for victor (marshall) - closed.
- [0000328](#): [**Game Bug**] Loaned Swedish Corps can not move where it should be able to (marshall) - closed.
- [0000055](#): [**Game Bug**] Saxony corps loses morale when Confederation of the Rhine is created (marshall) - closed.
- [0000297](#): [**UI Bug**] Incorrect reporting of city garrison out of supply. (marshall) - closed.
- [0000295](#): [**Game Bug**] Besieged corps still causes adjacent river to cost +1 MP (marshall) - closed.
- [0000227](#): [**AI Bug**] AI not picking which combination of minors it can prevent lapse of war state (marshall) - closed.
- [0000293](#): [**UI Bug**] Too much clicking to select an area and deselect a corps (marshall) - closed.
- [0000040](#): [**UI Bug**] Game inadvertently places Swedish fleets in Prussian territory with selected corps. (marshall) - closed.
- [0000079](#): [**Game Bug**] Winter zone bug (marshall) - closed.
- [0000281](#): [**AI Enhancement**] AI should surrender to multiple opponents at the same time (marshall) - closed.
- [0000267](#): [**Game Bug**] Winter zone movement restriction not applied to Corsica/Sardinia (marshall) - closed.
- [0000286](#): [**PBEM Bug**] Some PBEM sieges are not loading properly thus creating random battle settings from previous battle sin the same area. (marshall) - closed.
- [0000240](#): [**Rules Deviation**] Turkish Feudal Corps Assignments to Anatolia (marshall) - closed.
- [0000289](#): [**AI Bug**] AI should not intercept-ALL when the weaker force (marshall) - closed.
- [0000290](#): [**Game Bug**] Transport capture in port is inconsistent (marshall) - closed.
- [0000288](#): [**Rules Deviation**] port evacuation does not follow correct procedure (marshall) - closed.
- [0000283](#): [**UI Enhancement**] No way for a third party to determine who controls a loaned corps (marshall) - closed.
- [0000171](#): [**Game Enhancement**] The victory point bonus to AI has an unintended sideeffect (marshall) - closed.

- [0000282](#): [Game Bug] Besieged port still gives supply (marshall) - closed.
- [0000277](#): [UI Enhancement] Would like to be able to move entire stack to an assault (marshall) - closed.
- [0000271](#): [Game Bug] Upon Creation of Egyptian Freestate, Egypt shows that it is at war with minors that it is not at war with. (marshall) - closed.
- [0000250](#): [UI Bug] Islands don't show forage value (marshall) - closed.
- [0000273](#): [Game Bug] Can use the assault button in the land combat phase even for forces that have not won a field combat. (marshall) - closed.

Version 1.04.07 (10/13/08)

Known Issues

Wide screen monitors with their DPI set to something other than 96DPI can cause viewing issues making the game unplayable. Please set your CRT DPI to 96.

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When unit ranges are always shown, some times sea units are not clearing their ranges when a land unit is selected.

There may be some issues with Microsoft Vista (Screen sizing errors, game not running, etc) and if you do see any difficulties then try the following:

1. Right click on the EiANW.exe file
2. Click properties
3. Click the compatibility tab
4. Check off the compatibility mode and then switch to something other than Vista.

Fix List

Empires in Arms the Napoleonic Wars - 1.04.07

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- [0000345](#): [Game Bug] free state becomes conq upon surrender of major owner (marshall) - resolved.
- [0000341](#): [UI Bug] ceded territory not displaying correctly (marshall) - resolved.
- [0000338](#): [Game Bug] secondary district changes hands from minor to major when capital is occupied by friendly forces (marshall) - resolved.

- [0000342](#): **[Game Bug]** prisoners not returned after lapse of war with minor (If minor has prisoners only) (marshall) - resolved.
- [0000339](#): **[Game Bug]** some conquering forces being repatriated after minor conquest (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.04.06

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- [0000321](#): **[Game Bug]** After losing to France in Berlin, Prussia retreats to enemy-occupied Stettin (marshall) - resolved.
- [0000320](#): **[Game Bug]** Unable to move Corps due to enemy ghost corps in same area (marshall) - resolved.
- [0000323](#): **[Game Bug]** turkish manual set up (marshall) - resolved.
- [0000325](#): **[Game Bug]** slipping past blockade in land phase (marshall) - resolved.
- [0000324](#): **[Game Bug]** unable to reach for DOW (marshall) - resolved.
- [0000311](#): **[Game Bug]** Blockade of empty port forces evacuation and causes crash (marshall) - resolved.
- [0000319](#): **[Game Bug]** Naples/Sweden game crash (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.04.05

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- [0000310](#): **[Game Bug]** Diplomatic phase causing crash when ports needing to be evacuated. (marshall) - resolved.
- [0000305](#): **[Game Bug]** Game can not set PP loss/gain after battle (marshall) - resolved.
- [0000306](#): **[Game Bug]** Fleet forced to evacuate owned city (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.04.04

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- [0000087](#): **[AI Enhancement]** Prussia supporting Austria against France (delatbabel) - resolved.
- [0000284](#): **[AI Bug]** Austria attacking Venice (its own navy) (delatbabel) - resolved.
- [0000270](#): **[AI Bug]** AI fails to use manpower in Spanish PBEM economic phase (marshall) - resolved.
- [0000278](#): **[Game Bug]** Relieving a siege leaves the corps stuck (marshall) - resolved.
- [0000239](#): **[AI Bug]** AI cheating.. Moving Naval units After Combat Phase before Diplomacy Phase ?? (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.04.03

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- [0000275](#): **[Game Bug]** Can not attack port (tobin) - resolved.
- [0000274](#): **[Game Bug]** Turkish Manpower does not include Conquered Minors ?? (tobin) - resolved.

Empires in Arms the Napoleonic Wars - 1.04.02

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- [0000243](#): **[UI Bug]** Seazone border not visible (delatbabel) - resolved.
- [0000266](#): **[Game Bug]** Free State cannot build (marshall) - resolved.
- [0000265](#): **[Game Bug]** Supply bug: allowing supply from depot when enemy corps in intervening province. (marshall) - resolved.
- [0000269](#): **[Game Bug]** Freikorps units being placed on map with 0 factors (marshall) - resolved.
- [0000232](#): **[Game Bug]** Nelson tries to reinforce land battle (marshall) - resolved.

- [0000233](#): [Game Bug] France not receiving American Trade \$ (marshall) - resolved.
- [0000229](#): [Game Bug] Polish Manpower not provided (marshall) - resolved.
- [0000231](#): [UI Enhancement] Need to refine the alliance selection process (marshall) - resolved.
- [0000230](#): [Rules Deviation] Not allowed to remove depot with garrison. (marshall) - resolved.
- [0000225](#): [Game Bug] In a battle in Khotin, there's supposed to be a river combat; there is not (marshall) - resolved.
- [0000226](#): [Game Bug] Swedish fleet leaves blockaded Stockholm unmolested (marshall) - resolved.
- [0000224](#): [AI Bug] general naval fecklessness (marshall) - resolved.
- [0000220](#): [Game Bug] France combat vs Russia, calls reinforcements and can select Austrian Corp? (marshall) - resolved.
- [0000221](#): [Game Bug] DOW Bug (marshall) - resolved.

Empires in Arms the Napoleonic Wars - 1.04.01

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- [0000069](#): [Game Bug] Surrender issue with ceding provinces (marshall) - resolved.
 - [0000219](#): [Game Bug] I can't besiege Tunis (tobin) - resolved.
 - [0000203](#): [Rules Deviation] Minor drops War when politically recombined (marshall) - resolved.
 - [0000017](#): [AI Enhancement] Still leaving some forces unblockaded even when they outnumber the opposing navy! (tobin) - resolved.
 - [0000169](#): [AI Enhancement] AI Aus makes a very unintelligent attack (tobin) - resolved.
 - [0000104](#): [Rules Deviation] Leader captured when the corps he is attached to is eliminated (tobin) - resolved.
 - [0000184](#): [Game Bug] Depot in besieged port is in the rural zone, thus out of supply (tobin) - resolved.
 - [0000170](#): [UI Bug] Area info box is not showing all counters/leaders (tobin) - resolved.
 - [0000103](#): [Game Bug] MP being forced to break an alliance for an informal peace attempt that did not succeed (delatbabel) - resolved.
 - [0000030](#): [PBEM Bug] PBEM games are simply enabling ALL alliances where boxes are checked! (delatbabel) - resolved.
 - [0000159](#): [AI Bug] AI MPs underestimating army strength (delatbabel) - resolved.
 - [0000041](#): [AI Bug] Russia will not attack empty Finland (delatbabel) - resolved.
 - [0000054](#): [Rules Deviation] Game doesn't correctly transfer minors lost to instability to occupying nation (delatbabel) - resolved.
 - [0000198](#): [UI Bug] PP tally is visible in the middle of the diplo phase (delatbabel) - resolved.
 - [0000213](#): [PBEM Bug] Backups in land combat phase loses battles (delatbabel) - resolved.
 - [0000194](#): [UI Bug] movement tracking jumpy (delatbabel) - resolved.
 - [0000205](#): [PBEM Bug] Manual Forage Random Number Generator (delatbabel) - resolved.
 - [0000187](#): [Game Bug] Can't pick up corps counter with blockaded fleet (delatbabel) - resolved.
 - [0000206](#): [Rules Deviation] Building depots in neutral minors is possible, but against the rules. (delatbabel) - resolved.
 - [0000215](#): [Game Bug] enemy free state corps not attackable (delatbabel) - resolved.

- [0000048](#): **[Game Bug]** Problem with blockading neutral ports containing enemy fleets (delatbabel) - resolved.
- [0000188](#): **[Game Bug]** Siege bug with ottoman corps (delatbabel) - resolved.
- [0000042](#): **[PBEM Enhancement]** Change save game name convention to game_name + player .sav (delatbabel) - resolved.
- [0000033](#): **[Rules Deviation]** Loaned corps not allowed to move into an original MPs freestate (delatbabel) - resolved.
- [0000049](#): **[Rules Deviation]** Sweden income not being calculated correctly (delatbabel) - resolved.
- [0000105](#): **[UI Bug]** The log incorrectly shows a +1pp gain when a minor ally is called (delatbabel) - resolved.
- [0000120](#): **[Rules Deviation]** You can disembark to an adjacent area from fleet with corps sailed into a friendly port. (delatbabel) - resolved.
- [0000209](#): **[Game Bug]** Econ & dip phase weirdness with bankrupt major power and negative money (delatbabel) - resolved.
- [0000208](#): **[AI Bug]** AI Britain forgets to retain London depot on second amphibious strike (delatbabel) - resolved.
- [0000147](#): **[AI Enhancement]** Britain gets paralysed when its fleets and corps are not stacked together (delatbabel) - resolved.
- [0000174](#): **[Game Bug]** minor conquest of minor (delatbabel) - resolved.
- [0000193](#): **[Game Bug]** Double click to get the Ally Request screen is not working properly. (delatbabel) - resolved.
- [0000207](#): **[Game Bug]** strange repatriations (delatbabel) - resolved.
- [0000165](#): **[Game Bug]** Getting kicked out of ceded home provinces (delatbabel) - resolved.
- [0000108](#): **[Game Bug]** depot is removed auto at the ends of temporary access (delatbabel) - resolved.
- [0000098](#): **[Game Bug]** Confederation of Rhine troops vaporise besieged garrisons (delatbabel) - resolved.
- [0000031](#): **[Rules Deviation]** Sieges are being relieved EVEN when relieving force does not win the field combat! (delatbabel) - resolved.
- [0000060](#): **[Game Bug]** Fleet attempts intercept despite being told to intercept only weaker force (delatbabel) - resolved.
- [0000059](#): **[UI Bug]** France in danger of Eminent Collapse (delatbabel) - resolved.
- [0000216](#): **[Game Bug]** NO enemy besieging corps is attackable (delatbabel) - resolved.
- [0000217](#): **[Game Bug]** AI sometimes is allowed to place a depot in a port that was just taken. (marshall) - resolved.
- [0000191](#): **[UI Bug]** Forces returned to an unowned area (delatbabel) - resolved.
- [0000053](#): **[AI Bug]** France AI marches Napoleon into battle with 1 guards corps (marshall) - resolved.

Version 1.03.13 (07/25/08)

Known Issues

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Some systems may give you the message “Not Enough Storage Space To Process This Command” when trying to begin a new game. This can be related to memory / hard drive

space. Please exit as many apps as you can then restart. It can also be related to some virus protection software compatibility issues (Trend).

Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.

When unit ranges are always shown, some times sea units are not clearing their ranges when a land unit is selected.

There may be some issues with Microsoft Vista (Screen sizing errors, game not running, etc) and if you do see any difficulties then try the following:

1. Right click on the EiANW.exe file
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Fix List

- [0000175](#): **[Rules Deviation]** Capturing a city doesn't cause the fleets in port to evacuate (delatbabel) - resolved.
- [0000082](#): **[Game Bug]** Loan leader still bugged (jansorensen) - resolved.
- [0000181](#): **[Game Bug]** Granted access to an ally is not removed when alliance is broken (delatbabel) - resolved.
- [0000149](#): **[PBEM Enhancement]** Would like a host editor to adjust PPs etc for PBEM game (delatbabel) - resolved.
- [0000182](#): **[Game Bug]** Alliance code not working consistently when alliances were successful (marshall) - resolved.
- [0000118](#): **[AI Bug]** AI relies on foraging far too much (marshall) - resolved.
- [0000107](#): **[Game Bug]** Lille Sea Crossing enabled, but is selected as disabled. (marshall) - resolved.
- [0000177](#): **[PBEM Bug]** May not be able to cede provinces in PBEM games. (marshall) - resolved.
- [0000178](#): **[PBEM Bug]** Some freestates are not getting income. (marshall) - resolved.
- [0000031](#): **[Rules Deviation]** Sieges are being relieved EVEN when relieving force does not win the field combat! (marshall) - resolved.
- [0000162](#): **[Game Bug]** Game hangs during AI reinforcement phase (marshall) - resolved.
- [0000073](#): **[UI Enhancement]** Seeing map from combat screen (delatbabel) - resolved.
- [0000077](#): **[Game Bug]** bug when attacking a fleet in a blockade box (delatbabel) - resolved.
- [0000037](#): **[AI Enhancement]** AI Austria reluctant to ally with Prussia (marshall) - resolved.
- [0000155](#): **[Game Bug]** Regression bug -- can't declare war on some minors, despite being in range (delatbabel) - resolved.
- [0000132](#): **[AI Bug]** AI spending money on militia (delatbabel) - resolved.
- [0000145](#): **[AI Enhancement]** AI doesn't purchase cavalry at all (delatbabel) - resolved.
- [0000153](#): **[PBEM Bug]** France phase reinforcement looking for battle

file (marshall) - resolved.

- [0000143](#): **[Game Bug]** Siege possible after foraging with unused movement. (delatbabel) - resolved.
- [0000123](#): **[Game Bug]** Game crashes when AI attacks in field combat. (delatbabel) - resolved.
- [0000136](#): **[AI Bug]** AI sometimes not landing troops after selecting an amphibious invasion (delatbabel) - resolved.
- [0000146](#): **[AI Enhancement]** AI doesn't declare war at all (delatbabel) - resolved.
- [0000048](#): **[Game Bug]** Problem with blockading neutral ports containing enemy fleets (marshall) - resolved.
- [0000057](#): **[Rules Deviation]** Second attacker of a controlled / at war minor stealing the conquest. (delatbabel) - resolved.
 - [0000003](#): **[Game Bug]** Bristol not allowing the movement of ships into / out of port (marshall) - resolved.
- [0000018](#): **[AI Bug]** Presence of one unit in hostile minor can prevent other units from moving in, thinking the first unit is another neutral MP! (delatbabel) - resolved.
- [0000129](#): **[AI Bug]** AI spending too much on cav, needs better build strategy (delatbabel) - resolved.
- [0000114](#): **[Game Bug]** Unplaced land factors during reinf are not lost. (delatbabel) - resolved.
- [0000126](#): **[Game Bug]** After foraging with zero movement remaining, cannot besiege city (delatbabel) - resolved.
- [0000124](#): **[Game Bug]** Can't move corps or forage (delatbabel) - resolved.
- [0000116](#): **[Game Bug]** AI British manpower calculations incorrect (delatbabel) - resolved.
- [0000027](#): **[Game Bug]** Armenian provincial capital is set to Alexandretta making it switch control when it should not! (delatbabel) - resolved.
- [0000029](#): **[Game Bug]** Some battle wait states are blocking the game from moving forward in the diplomacy phase (delatbabel) - resolved.
- [0000028](#): **[Game Bug]** Some blockade resolutions were causing human players to become AI thus kicking them out of the game. (delatbabel) - resolved.
- [0000032](#): **[Rules Deviation]** Loaning units function will not allow leaders to be loaned (delatbabel) - resolved.
- [0000025](#): **[AI Bug]** AI is trying to manipulate minors that they are DOWing! (delatbabel) - resolved.
- [0000044](#): **[Game Bug]** besieged port supply still not working right (delatbabel) - resolved.
- [0000058](#): **[Game Bug]** Civil disorder can lockup game when MP in civil disorder must surrender to multiple MPs (delatbabel) - resolved.
- [0000034](#): **[Game Bug]** Successful withdraws from an area with a defending depot (delatbabel) - resolved.
- [0000012](#): **[Game Bug]** When doing unit to unit transfer in PBEM, the results of the destination unit are not carried over in the turn file. (delatbabel) - resolved.
- [0000010](#): **[Game Bug]** When first loading a game and selecting Ally rural units the unit display will fill with French corps (delatbabel) - resolved.
- [0000009](#): **[UI Bug]** Erroneous messages "None controlled by" are happening in text log during PBEM games (delatbabel) - resolved.
- [0000021](#): **[Rules Deviation]** Need to change pp gain/loss (delatbabel) - resolved.
- [0000011](#): **[Game Enhancement]** Need to add new alliances and broken

alliances as headline news events (delatbabel) - resolved.

- [0000015](#): **[AI Enhancement]** Need to change AI diplomacy to be more aggressive and more intelligent in DOWs. (delatbabel) - resolved.
- [0000051](#): **[Game Bug]** depot at Lisbon is not in a valid supply chain (delatbabel) - resolved.
- [0000013](#): **[UI Enhancement]** Need to add starving messages for garrisons (delatbabel) - resolved.
- [0000050](#): **[Game Bug]** Unable to detach garrison from corps inside city with enemy corps outside (delatbabel) - resolved.
- [0000002](#): **[Game Bug]** Game allowing depots with factors to transfer factors to itself (delatbabel) - resolved.
- [0000081](#): **[Game Bug]** Game hangs during AI placement of units (delatbabel) - resolved.
- [0000101](#): **[Game Bug]** Game hang after surrender with blockaded fleet (delatbabel) - resolved.
- [0000078](#): **[Game Bug]** Landing from a fleet in the blockade box (jansorensen) - resolved.
- [0000052](#): **[AI Bug]** Prussia MIL production is very wrong. (jansorensen) - resolved.

Version 1.02k (05/28/08)

Known Issues

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Standard Fixes

Fixed in 1.02

MP1 is surrendering to MP2 two months in a row.

Fixed in 1.02	“Stavropol” on map is coded as “Stavrapol” in Selected Area Info window. This is fixed in new games only
Fixed in 1.02	Trade values for GBR need to be switched in order to show GBR first.
Fixed in 1.02	Need to make the highest map scroll value no scroll
Fixed in 1.02	Repatriation needs to be changed to go to closest supply source as opposed to closest controlled area
Fixed in 1.02	Text in current reinforcements window is overlapping
Fixed in 1.02	Unit view screen is missing artillery column
Fixed in 1.02	Program is forcing feudal units to be in supply or forage when returning to the map.
Fixed in 1.02	French controlled minors who have their MA increased are losing it when they use the undo button
Fixed in 1.02	When an MP's minor has forces coming up in the next qtr, they are not being advised to buy a corps unit
Fixed in 1.02	French IV cav corps is mislabeled as "IV" but should be "IVC".
Fixed in 1.02	Polish cav counter has wrong graphic
Fixed in 1.02	Program allowing leaders to become unattached when moving to a city in the setup phase
	Also added a random wounding (1-6 months no killing) of a detached leader that cannot be attached to a unit to avoid lock up!
Fixed in 1.02	Program not allowing the adding of ships adjacent to a port for minors who are being setup
Fixed in 1.02	Program is allowing an enemy corps to transfer factors with an opponent's depot / garrison
Fixed in 1.02	Program not allowing Lille to be supplied from Mainz
Fixed in 1.02	Danzig not being included in the creation of Poland
	Fixed in new games only
Fixed in 1.02	MPs that lose their minor states due to instability are not repatriating garrisons
Fixed in 1.02	Sea supply depots are not dynamic in their status
Fixed in 1.02	Loaned corps that are not at war are participating in battles. (Defender only)
Fixed in 1.02	Game locks up when attempting to evacuate a port
Fixed in 1.02	Lifting as siege is not resetting a nation's capital status (Minor is being conquered too early)
Fixed in 1.02	AI is violating 6.2.2
Fixed in 1.02	Leaders not being returned after a lapse of war with a sponsored (No war with MP) minor.
Fixed in 1.02	Corps cannot conquer a minor when the conquering MP has forced access to the MP sponsor.
Fixed in 1.02	Game crash when Russian Corps in Acre Palestine is clicked.

Fixed in 1.02	When MP captial is taken by hostile MP then after suing for peace, game is still not allowed to advance
Fixed in 1.02	Cannot build a depot in a valid area for a sponsored FS when hostile MP is present in nation. Also, supply is invalid 2 areas away from a source in a sponsored MP
Fixed in 1.02	Cossacks making corps spend extra MP when moving across rivers.
Fixed in 1.02	Naval retreats not always going to the closest port. Distance is measured in pixels and not areas.
Fixed in 1.02	When one major power attacks another in a neutral minor country, there was no land combat phase. To duplicate: have Austrian corps attack French in area 429, Bavaria. Added function that should scan for the existence of formerly friendly units in the same area and should set a battle for the area.
Fixed in 1.02	AI still crossing channel illegally. Fleet actually in LeHavre blockade box. Moved blockade location down closer to land (New games only).
Fixed in 1.02	Freestates not receiving money from trade. This value is only reflected for the owning MP's FS display. Other MPs will only see the original money/manpower values
Fixed in 1.02	Program is removing invasion depots for no reason
Fixed in 1.02	Multi district minors are only giving 1pp to the major who gains control during the minor control step
Fixed in 1.02	Program not giving windgauge consistently in auto port evacuations.
Fixed in 1.02	Supply chain problems in Switzerland.
Fixed in 1.02	1/2 Trade income as surrender term is not working in next eco phase. Happening when capital is enemy occupied. Changed to reflect half of the trade * 4 which should equal 1/2 trade for one year.
Fixed in 1.02	If minor does not place all factors in eco phase then it is warned to buy a unit.
Fixed in 1.02	Reinforcement text for freestates is overlapping
Fixed in 1.02	MP surrendering to allied and neutral MPs
Fixed in 1.02	PBEM games are losing player settings. There were 4 cases where the code could turn an email client into an AI player!
Fixed in 1.02	Game lockup when AI forced to evac a sponsored minor and there is no port available
Fixed in 1.02	MP not allowed to blockade an enemy contolled home port.
Fixed in 1.02	When a side that controls a city does not also control the territory the program reports each side's location in the Selected Area Info box incorrectly (e.g. the actual besieger labeled as "unit in city") and compounding problems ensue.
Fixed in 1.02	Reinforcements in view mode are not accurate and are reflecting the current player that is playing!

Fixed in 1.02	Program dead-ends in a 2way pbem game when using AI to play a player's turn and other AI players are involved.
Fixed in 1.02	Program not honoring reported date that a leader will become reactivated after leader had been removed due to wounds. PBEM games only
Fixed in 1.02	Need to change Crete manpower to 0. Fixed in new games only!
Fixed in 1.02	Lone leaders allowed to stay on board after losing a siege
Fixed in 1.02	Game locks up when Sweden is trying to evacuate Stockholm.
Fixed in 1.02	Game locks up when AI is trying to retake capital
Fixed in 1.02	Game lockup when ending reinforcement phase!
	Holland garrison had too many factors! This was a result of an old setup where Amsterdam used to be a city sized at 5?? Setup files have been changed. Function also added to trim excess factors in any existing game!
Fixed in 1.02	AI still going into ceded MP province and being allowed to conquer.
Fixed in 1.02	MPs with temp access still being allowed into provincial capitals.
Fixed in 1.02	Colberg shown as provincial capital for Stettin. Fixed in new games only!
Fixed in 1.02	Need to prevent game from creating backup files for AI players.
Fixed in 1.02	Freshly placed depots in valid supply locations are not providing supply
Fixed in 1.02a	Complicated path issues. Minor at war not allowed to move into territory of hostile MP.
Fixed in 1.02a	Minor conquest going to wrong nation
Fixed in 1.02a	Valid supply paths not being allowed across sea crossings when 3 areas away from depot.
Fixed in 1.02h	Egyptian corps able to move in and/or out of city when under siege. Turkey controls the city and is in the city in this game.
Fixed in 1.02h	Cannot relieve a siege
Fixed in 1.02a	nation being allowed to move into provincial capital with temp access.
Fixed in 1.02b	Battle screen coming up when a port auto evacs
Fixed in 1.02b	Leader surrendering when losing a battle in a minor secondary district but still has forces.
Fixed in 1.02b	New depot in minor secondary district is not being recognized.
Fixed in 1.02c	MPs allowed to put enemy leader (Held prisoner by other neutral MP) into exile.
Fixed in 1.02d	Minors with common owners not allowed in each others territory.

Fixed in 1.02d	MP being repatriated out of sponsored minor
Fixed in 1.02d	MP not allowed to move into a prov capital that was just ceded to it.
Fixed in 1.02e	Unable to downgrade a conquered minor
Fixed in 1.02e	Improper surrender conditions being allowed to be selected (Unconditional options during conditional surrender).
Fixed in 1.02e	Program not displaying headline when multiple MPs dowing one minor.
Fixed in 1.02k	Program allowing full corps to be removed
Fixed in 1.02e	When defender wins siege, siege is stopped and city seems to be over garrisoned
Fixed in 1.02f	Program is allowing the placement of corps in an area with enemy besieging existing corps
Fixed in 1.02f	Ports being blockaded by one fleet can lose control to blockading fleet (fleet exerting control).
Fixed in 1.02f	Able to undo move on fleets that have participated in battle
Fixed in 1.02f	Not allowed to place invasion supply depot when valid port with depot in supply chain is present.
Fixed in 1.02f	Units that may have have participated in combat that months BUT not in the current MP sequence are not being allowed to reinforce.
Fixed in 1.02g	Reinf button now bringing up combat charts!
Fixed in 1.02g	Ports not evacuating when they should be!
Fixed in 1.02g	Port cities under siege are not allowing city friendly naval units in port move out of the port
Fixed in 1.02g	Port cities under siege are preventing the evacuation of forces in the city to an unblockaded fleet in port
Fixed in 1.02h	Not capturing lone transports when lifting a blockade with only transports!
Fixed in 1.02h	Program allowing interception from Plymouth into sea area 9. Area DB design does not account for port position and which sea areas are available to port only!
Fixed in 1.02h	Program not automatically moving fleets into port when port turns control over to blockading nation
Fixed in 1.02h	Units allowed to move through insurrection corps
Fixed in 1.02h	Sea supply depots not allowed to be placed
Fixed in 1.02h	Sea area 18 not adjacent to La Rochelle. Fixed for new games only!
Fixed in 1.02h	Port cities are allowed to be adjacent to ALL sea areas of the land area!
Fixed in 1.02h	Program is allowing Cossack units to be transported
Fixed in 1.02h	Program adding neutrals into battle. Actually should have prevented movement of Prussia into the city since Holland neutral is besieging Mecklenberg. This has been changed going forward so that two neutral at war with the same

	minor are allowed in on a first come first serve basis i.e. first nation to besiege has rights to the assault and the other hostile nation must stay out of the city.
Fixed in 1.02h	Unit retreating into wrong direction when only garrison in best available area.
Deviation	ALL Reparations surrender option not giving proper amount in the next eco phase. Must divide this into 4 phases to even a payment schedule and allow 1/2/ trade option to also be chosen.
Fixed in 1.02h	Fleets allowed to enter Palermo from sea area 730
Fixed in 1.02h	Ottoman units not participating in battle
Fixed in 1.02h	Trivial combats generating battle files!
Fixed in 1.02h	leaders not being allowed to move into a city with their units!
Fixed in 1.02j	Can setup more than 20 factors in Corfu for Russian setup. Game will not advance with >20 factors in Corfu. Changed in new games only!
Fixed in 1.02j	St Petersburg is showing to be part of karelia province This is actually correct. Map was changed to reflect proper provincial borders for new games only!
Fixed in 1.02j	Game does not have second Piedmont corps. Fixed in new games only!
Fixed in 1.02j	FS income not displayed correctly.
Fixed in 1.02j	MP1 able to call an MP2 ally to war when MP2 has an enforced peace period with the prospect MP target
Fixed in 1.02j	When removing depot in setup phase, using remove counter button, depots do not go back to pool
Fixed in 1.02j	Program is not allowing the Austrian Insurrection corps or Spanish guerillas to be loaned Now allowing ALL units (Including sea) to be loaned!
Fixed in 1.02j	program is allowing AI to stay in ports where they should NOT be allowed to!
Fixed in 1.02j	game is allowing Turkey to bring back feudal units in the reinf phase.
Fixed in 1.02j	In PBEM games, the banners come up twice for a major power (once at the start of the reinforcement phase and another at the end). Meanwhile, the next major power in sequence never sees any banners. Order will be lt ships (minor then major) then hvy (minor then major). This could cause lt fleets from the MP to be taken before heavies of a minor. This could also solve problems with all text messages not making the transfer from player to player.
Fixed in 1.02j	order in which the program takes ship losses during PBEM games is incorrect (i.e. major is coming before minor)
Fixed in 1.02j	Naval retreat not selecting eligible adjacent ports

Fixed in 1.02j	Some minor FS ports are being evacuated in error
Fixed in 1.02j	Unable to lift blockade and save fleets when city is captured. This fix is due to the fact that ALL ports should be scanned at the end of land / reinf and sea phases so a sea phase should never start with fleets trapped in a hostile port
Fixed in 1.02j	Nelson is not being recognized in blockade lifting battles
Fixed in 1.02j	Depots are being included in supply warning before ending land phase. Changed message to warn that depot is out of the supply chain.
Fixed in 1.02j	"Three known bankruptcy bugs: 1. Program allows player to transfer a negative balance to controlled Free States. 2. Program will not allow player to use available manpower to build militia. 3. Program will not allow player to make purchases for their controlled Free States." #3 could never be duplicated. This worked fine
Fixed in 1.02j	Need more descriptive message when in setup and factors are left to place!
Fixed in 1.02j	R214 has caused compatibility problem with games older than 1.02h
Fixed in 1.02j	Some ships that are off the map may be seen as in a port and are trying to be evacuated
Fixed in 1.02j	NdRose Battles after some larger battles were not showing units due to the fact that the battle page of units was still on page 2!
Fixed in 1.02j	Eliminated status text showing of diplomatic intent when trying alliances.
Fixed in 1.02k	Naval movement is still botched when moving to a port that is more than 2 spaces away.
Fixed in 1.02k	Besieged port supply not working. This looked like it was isolated to minor ports that were capitals
Fixed in 1.02k	Still having problems finding proper retreats to Adjacent ports in the channel. Seemed to only be happening when multiple available ports were adjacent
Fixed in 1.02k	Text log data getting to large in PBEM games! Added the delete ability to log data BUT this must be done before any messages are created by the current player in the current phase.
Fixed in 1.02k	Date tag is being duplicated when loading PBEM turn files
Fixed in 1.02k	Player QA window is a little larger than background creating a white line at the bottom.
Fixed in 1.02k	Need to change all end phase warnings so that answering YES will proceed through the phase to be consistent

Fixed in 1.02k

Playback buttons in PBEM games are allowing corruption of unit positions. That can vanish be seen in two places, not be seen in the right place or vanish when clicked.

AI Fixes / Enhancements

Fixed in 1.02

AI: Need to make sure that the AI only gives the amount of money that is being asked.

Fixed in 1.02

AI: Reporting move changes at the end of the diplomacy phase.

Fixed in 1.02

AI: Need to make priority that AI clears capital area of any enemies even if they are not besieging the capital!

Fixed in 1.02j

AI: Fleets not acting in large enough numbers

Fixed in 1.02j

AI: Fleets not combining in best ports properly enough to defend well.

Fixed in 1.02j

AI: Fleets making suicide attacks (Need more force in attacks).

Fixed in 1.02j

AI: Need to improve channel guarding

Fixed in 1.02j

AI: AI was being allowed to place forces in units that were not in the current scenario

Enhancements

Added in 1.02

Need to auto backup PBEM games every month

Added in 1.02

Need to give 3 month temporary access to winning and losing nations and nations that have had access cutoff for corps to get out of island areas that are cut off at surrender and time for allies to evacuate. At the end of a war, all units in provincial capitals will be transferred to the closest source city.

Added in 1.02

Need to indicate temp access in access displays

Added in 1.02

Need to secure game setup files from being able to be tampered with in hex editors. Will only work on standard game setup files and files created with 1.02 and greater. I am grandfathering all current custom setup files until they are altered and saved using the game!

Added in 1.02f

Added city control message (France controls Paris) in status panel any time a city changes control. This is mostly for troubleshooting

Added in 1.02h

Need to move "Lend Unit" button to the reinforcement phase.

Added in 1.02h

Need to remove the "Request Access" button and totally rely on granting access check boxes in dip screen.

Version 1.01 (01/10/08)

○ Known Issues

- Wide screen monitors with their DPI set to something other than 96DPI can cause viewing issues making the game unplayable. Please set your CRT DPI to 96.
- Some systems may give you the message “Not Enough Storage Space To Process This Command” when trying to begin a new game. This can be related to memory / hard drive space. Please exit as many apps as you can then restart. It can also be related to some virus protection software compatibility issues (Trend).
- Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.
- When unit ranges are always shown, some times sea units are not clearing their ranges when a land unit is selected.
- There may be some issues with Microsoft Vista (Screen sizing errors, game not running, etc) and if you do see any difficulties then try the following:
 1. Right click on the EiANW.exe file
 2. Click properties
 3. Click the compatibility tab
 4. Check off the compatibility mode and then switch to something other than Vista.

○ Standard Fixes

- Must be able to intercept neutral fleets carrying enemy forces
 - Changed so that any stack carrying a hostile force (loaned forces org owner also applies) can be intercepted and attacked BUT you must issue a DOW costing 4pp before this can be done.
- "LAND PHASE (high priority): Add to section 10.4.1 General Land Movement Rules, Subsection: Movement Allowances:
 - The following minor countries will have their infantry corps movement allowance increased to “4” when they become French controlled Free States or components of a French controlled Confederation of the Rhine: Baden, Bavaria, Denmark, Hanover, Hesse, Holland, Lombardy, Naples, Piedmont, Poland, Portugal, Saxony, Sweden, Switzerland, Venetia, and Wurttemberg"
 - NOTE: This is fixed in new games started at 1.01 and later
- When Spain loaned a corps that had Castanos was attached to, the program allowed it even though there were no other corps to take Castanos. There was a depot but that should not be allowed. Now

Castanos will be left alone (violation of 13.8). To duplicate: loan the Spanish corps in Cadiz to the British and advance game to land phase.

- Also eliminated error message that seemed to always happen to units without a leader "Unit has no leader"
- Factors can be illegally added by subtracting factors in setup phase then loading the default setup
- Game lockup in diplomacy phase. Seems to be related to MP being in the fiasco zone.
 - This actually was linked to being at war with certain minors being checked to see if a surrender is eminent
- Game lockup when Eco manipulation is not being used!
- Receiving a "Could not CKEY in TB_GET_EIA_TABLES" error in trivial combats with depot garrisons
- When in the Setup Phase, if you attempt to remove a unit from the map using the appropriate button, but then in the confirmation window, you change your mind and click the "No" button; the program incorrectly responds and takes the factors from that unit, leaving you with an empty counter on the map. It should remove the unit too.
- Receiving divide by zero error when trying to lend money to an MP
- Naval combats where a force loses all of its ships BUT loses less than the opponent should be draws
- While ceding a province in eco phase, the garrison was repatriated to a city that was already full!
 - Could never duplicate BUT did identify problem with code.
- While besieging Kamenetz (on the map), the log said the besieged forces in Nemirov foraged successfully. Of course, Nemirov is the name of Podolia's capital on the original EiA map.
- Depots placed in the setup phase are not being credited with starting in this thus are not being shown as a part of a valid supply chain.
- Spanish gold modifier is being set wrong.
 - NOTE! Could never duplicate BUT did identify problem with code.
- Silesia provincial capital was set as Glogau and not Breslau
 - NOTE! This will only be reflected in new games going forward
- Need to spell "elidgible" proper way which is "eligible"
- Able to empty a corps unit in the land combat phase!
- Linz not allowing depot to be placed when it is a valid are in a supply chain
- Cannot downgrade Sweden when it has its own or allied forces present.
- Getting RKEY error GET_NATION_MOD in a field combat AFTER a trivial combat
- Game lockup in reinforcement phase when reinforcing a corps in a city allows you to over-garrison the city.

- When more than 2 nations are stacked in sea area, this could cause problems when selecting your stack to attack an enemy. The message could come back as "You do not control this stack"
- Naval battles loading some stats from previous naval battles
 - This will only be available in games started with version 1.01 or later
- AI not taking militia casualties when they are all that is left
- GBR trade values not correct (Looks to not be adding both values of her conquered minors.
- Need to eliminate "undo placement of factors message" and also streamline PC messages (AI playing diplomacy etc.)
- Ottoman morale needs to be 1 inf 2 cav for all MP owners EXCEPT Turkey at which point the morale readings should be 2 inf and 3 cav.
- Need to update in game manual and addendum.
- Need to automate insurrection restoration in the eco phase in December
- Access is denied message is happening when AI asking for access to a human ally.
- Leader casualties moved to 1 in 36
- Not able to place depots in conquered minor districts
- Also not being allowed to assault after winning a field combat in minor conquered district with minor forces
- Manpower is being collected from ceded MP provinces
- Cannot take casualties from units past the top left location on the second page of units in combat.
- Cav factors not being added when checking for an under garrisoned city.
- GBR receiving an extra 1\$ in trade
 - This was in Norway's port which had its trade values backwards. Fixed in new games forward!
- Cannot move across sea crossings in Winter months
- Receiving error message "Cannot insert line" in surrender screen
 - There were a few more issues dealing with formal request and accept conditional check boxes being swtiched!
- All loaned corps need to be returned when alliance is broken
- Unconditional was mis-spelled in prompt to accept Unconditional surrender.
- Need to change the prompt to accept unconditional surrender so that it does not cancel all others, when denied.
- Need to disable the loaning of a loaned corps
- Hot seat passwords not being created in hot seat games with some AI players and one ore more human players.
- Passwords appear to not be resetting when starting new game during a current game.
- Game crash in AI diplomacy phase!

- This happened when two allies were present in one ally's cede major province AND that area was being looked at by the AI to see if a move could make it through
- Game lockup when advancing from reinf phase!
 - This was due to an overgarrisoned city (Amsterdam) Corps is being booted then replaced!
- Freestate spinner actually rolling backwards around 1814
- Cavalry bonus being given when no cav units available!
 - This was also adding mods in assault vs defend that were wrong (Happens in ALL non cav combat)
- Turkish Crimea corps needs to be cav corps
 - This is only fixed in new games started with 1.01 or later.
- Getting error "Not enough storage space to process command"
 - This is due to a lack of free memory. Added error message that will indicate the mem issue and exit the program
- Hint text needs to be changed in top nation label to read "Right Click - Zoom to capital"
- Getting invalid return error when building forces in a minor FS with no corps
- A Major Power already at war with another Major Power may not declare war on other Major Powers if unbesieged enemy corps are inside its home nation. Need to remove the ability for cossacks/freikorps to act as corps.
- Multiple PBEM battles are being allowed to be executed at the same time
- Need to have minor nations release MP prisoners back to their conquering MP
- Need to eliminate the possible purchase of leaders in the eco phase!
- Passwords becoming corrupted in extended games.
- Program allowing MP1 to surrender to MP2 and MP2 to surrender to MP1 in the same month!
- Changed so that the higher PS MP will get the surrender
- Neutral MP that is blockading a hostile port that get's assaulted and lost to another neutral MP is losing their blockading ships
 - Programmed so that they goto sea to an adjacent area
- Engine is allowing hostile MP to move into and steal a minor from a neutral MP that is already in nation
 - Making AI stay away from areas that have neutral MP forces attempting to conquer a minor FIRST.
- Not being allowed to build a depot in a cede MP province (Had to be cede to an ally that you have access to)
- Garrison being evacuated without a siege after rural forces lose a battle
- Fleets are being allowed to move after declaring an attack of a stack in a sea area
- Amphib operations in PBEM games can leave land units back in starting land area

- PBEM combat with AI will have to be resolved by computer to allow AI to finish its turn and avoid complex 3rd party added file exchanges.
- Need to add ally calling into news headlines
- Cossack and Freikorps are costing in unit maintenance
- Complicated path message coming from having another MP in your freestate
- Cannot see unit graphics when dbl-clicking a loaded unit
- Conditional and unconditional are misspelled
- Fleets going to wrong location after successfully lifting a blockade.
- Some units not being allowed to move out of a city where a freestate corps is positioned.
- Damietta has the wrong forage mods in Winter
 - Was defaulted in the wrong weather zone. This is fixed in new games going forward.
- There doesn't seem to be any way to retract access from an ally; once you allow them in, that seems to be it, even if you uncheck the box. It also seems to continue even if the alliance is broken.
- The program has a conflict with Mecklenburg when it is a component of the CoR. France was able to declare war on it and in the Prussian Current Nation window under "Free states", Mecklenburg shows up there, even though the program also recognizes it as a component of the CoR.
- If a major power has one of its controlled minor country corps inside of its enemy's homeland (but no other corps), the program will incorrectly prompt the player suing the invader, that they must sue for peace to all nations that they are at war with.
- The program only retreats fleets to the owner's controlled port when other ports are available. When there is a naval retreat, the losing side should also consider an allies port if access had been granted (section 9.4.1 Sea Area Retreats).
- To duplicate: Observe war between France and Russia then have France create Poland and notice that the war between France and Russia was cancelled.
- Access violation at address 005876F3 in module 'EiANW.exe'. Read of address FFFFFFF00
- Lockup when AI is forced to evac an iced in port
- Need to allow feudals to be loaned!
- EiANW apparently DOES allow for invasion supply without a supply source in violation of EiANW 10.5.4.
- AI is in the instability and yet, not losing their controlled minors that have no unbesiged corps present
- Game is allowing naval units that capture transports to undo their move
- AI France is surrendering conditionally to herself
- Minor garrisons not being allowed to be fully reinforced
- Informal peace setting clears when leaving the screen

- Ottoman morale is not correct
- Minor fleets being allowed to setup in a blockade box
- Program is giving error message: "Unable to move unit in send_blockade runners" File: blockade box battle.sav
- AI Fixes and Enhancements
 - AI illegally DOWing minor with MP's own forces present!
 - AI illegally reinforcing garrison in capital city
 - AI: Need to pay more attention to MP's strategic value when DOWing (Prussia DOWs GBR way too much)
- Enhancements
 - Need to add sound effects and music controls for enabling and disabling
 - Would be easier to see moves left at the bottom of the units if it were a darker color text
 - Changed to Black
 - Need to flag cavalry leaders!
 - Added a (CAV!) message after the leader's name in the selected unit box
 - Need to add a warning if a player has factors coming due in the next quarter BUT has no corps purchased to place them in.
 - Need to set the Lille channel crossing as optional
 - Good in new games going forward
 - Need to add the fog of war as an option which will regulate the amount of AI vs AI battle info that players see
 - Good in new games going forward
 - Need to add a news event banner at the beginning of the reinf phase to show surrenders and DOWs. Also need to add ally calling into news headlines
 - You can replay these headlines as banners by rt clicking on the status text window then selecting "replay headlines"

- **Version 1.00 (Became Self-aware at 12-02-07 3:24 PM CT)**
 - Known Issues
 - Pressing a key to skip the Matrix movie from playing may not always work, depending on the machines video card buffer size.
 - When unit ranges are always shown, sometimes sea units are not clearing their ranges when a land unit is selected.
 - There may be some issues with Microsoft Vista (Screen sizing errors, game not running, etc) and if you do see any difficulties then try the following:
 1. Right click on the EiANW.exe file
 2. Click properties
 3. Click the compatibility tab
 4. Check off the compatibility mode and then switch to something other than Vista.