

## Mantis Bug List as of v1.22.01

### Major Issues

- 544 Varick **major Game Bug** 1.05.05  
Loaned Prussian (To Austria) Corps and Leader (Blucher) not usable
- 695 Varick **major Game Bug** 1.07.01  
Ottoman Corps (Only) cannot be loaned to Great Britain
- 772 delatbabel **major Game Bug** 1.08.04  
Naval woes with loaned fleets and corps
- 842 ereiser **major Game Bug** 1.08.07 resolved?  
Fleets leaving blockade box after inconclusive land battle withdrawal
- 856 gazfun **major Game Bug** 1.08.07  
Corps being lent by other nations do not show up in Battle
- 841 bongina **major PBEM Bug** 1.08.07  
unexplained reclaimed units
- 785 Dancing Bear **major Game Enhancement** 1.08.06  
Surrender Tweak #1: require an "offer conditional, if opponent also sues for peace to following allies at war"

### Minor Game Bugs

- 506 Trax trivial Game Bug 1.05.05  
Display of die roll modifier changes on battle report
- 696 Trax trivial Game Bug 1.07.02  
Turn Austrians into Prussians
- 716 dcwhitworth minor Game Bug 1.08.03  
Creating a scenario using the editor the French III Corps is corrupted when an Algerian garrison is placed.
- 812 Dancing Bear minor Game Bug 1.08.06  
Game not closing corps selection screen at end of eco phase
- 709 Dancing Bear minor Game Bug 1.08.02 reopened?  
Game locks up if help menu is used during combat feedback
- 712 Varick minor Game Bug 1.07.01  
France and Turkey are at Peace but Kushanz Ali is captured by France
- 722 Dancing Bear minor Game Bug 1.08.04  
Feudal units created from non-Turkish countries using the editor have morale of 0
- 770 Dancing Bear minor Game Bug 1.08.05 reopened?

Fleets loaned to Britain getting +1 to wind gauge and combat rolls, British fleets loaned to others are losing their +1 bonus

- 843 Dancing Bear minor Game Bug 1.08.07  
Troops teleported home before end of temporary access, even though forced access selected as peace term
- 855 pzgndr minor Game Bug 1.08.07  
Scenario Editor Later Campaign Issues
- 861 Pans minor Game Bug  
Cossack unit loaned to Austria appears in Austrian army pool after combat loss
- 862 Pans minor Game Bug  
Admin cannot move ships into harbor of conquered minors or Free States

### **Minor PBEM Bugs/Enhancements**

- 91 delatbabel feature PBEM Enhancement  
Add: TCP/IP play
- 154 dcwhitworth feature PBEM Enhancement  
PBEM Backups can be produced with invalid or duplicate email addresses
- 609 Trax feature PBEM Enhancement 1.07.02  
Add group email options
- 694 Dancing Bear minor PBEM Bug 1.07.02  
Allied access not being resolved if Spain skips reinforcement
- 816 Sorta minor PBEM Bug 1.08.05  
French corps Teleport in Reinf Phase
- 834 bongina block PBEM Bug 1.8.07 resolved?  
France became Portugal during setup phase
- 838 bongina minor PBEM Bug 1.08.06 resolved?  
in 1.8.07, a corps was put in the city by its owner, but everyone saw it as outside the city
- 847 Dancing Bear block PBEM Enhancement 1.09.00  
Allow any player to create a backup
- 858 dcwhitworth minor PBEM Bug 1.21.04  
Nations cannot load their own skipped turns in PBEM

### **Minor Rules Deviations**

- 151 Jimmer feature Rules Deviation  
Add end-of-game manpower to VP total

- |     |  |         |                 |         |
|-----|--|---------|-----------------|---------|
| 521 | Varick   | feature | Rules Deviation | 1.05.05 |
|     | Victory Rules not according to original game's intent and make coalitions much harder to maintain      |         |                 |         |
| 584 | skanvak  | feature | Rules Deviation | 1.06.03 |
|     | Incorrect interpretation of rule 12.4, failure to leave after the 3-month peace treaty limited access. |         |                 |         |
| 774 | Dancing Bear   | minor   | Rules Deviation | 1.08.06 |
|     | Garrisoned depots are not blocking enemy supply lines  |         |                 |         |
| 845 | pzgndr   | minor   | Rules Deviation | 1.08.07 |
|     | Fleet Maintenance Cost   |         |                 |         |

### **Minor AI Bugs/Enhancements**

- |     |   |         |                |         |
|-----|---|---------|----------------|---------|
| 655 | Grognot   | minor   | AI Bug         | 1.07.02 |
|     | Algerian corps death march?                             |         |                |         |
| 656 | Grognot   | minor   | AI Bug         | 1.07.02 |
|     | AI has strange priorities for stacks                    |         |                |         |
| 152 | ndrose  | feature | AI Enhancement |         |
|     | AI vs. AI combat now trivial / change to chits assigned |         |                |         |
| 167 | robovllman  | feature | AI Enhancement |         |
|     | Foolish Spanish AI                                      |         |                |         |
| 649 | Grognot   | minor   | AI Enhancement | 1.07.02 |
|     | AI leader choice is sometimes quite suboptimal.         |         |                |         |
| 650 | Grognot   | minor   | AI Enhancement | 1.07.02 |
|     | Turkish AI arguably places/keeps feudals too much       |         |                |         |
| 659 | Grognot   | feature | AI Enhancement | 1.07.02 |
|     | GB AI: 'Dead Frenchmen' bounty?                         |         |                |         |
| 822 | pzgndr  | minor   | AI Enhancement | 1.08.06 |
|     | AI Operations with Allies                               |         |                |         |
| 823 | pzgndr  | minor   | AI Enhancement | 1.08.06 |
|     | AI Great Britain Economics                              |         |                |         |
| 825 | pzgndr  | minor   | AI Enhancement | 1.08.06 |
|     | AI Austria Insurrection Corps                           |         |                |         |
| 826 | pzgndr  | minor   | AI Enhancement | 1.08.06 |
|     | AI Cossacks and Guerillas                               |         |                |         |

## Minor UI Bugs/Enhancements

- 253 ekendrick trivial UI Bug  
Naval Builds listed in funny order
- 262 ekendrick trivial UI Bug  
Message wrong when loading fleet
- 658 Grognot tweak UI Bug 1.07.02  
In 'hot seat' game, "talk to AI allies" lists HUMAN allies, too
- 71 jansorensen minor UI Enhancement  
Hot keys
- 72 jansorensen minor UI Enhancement  
Leader movement
- 74 jansorensen minor UI Enhancement  
Better info on combat chart / modifiers adjusted for current battle
- 100 delatbabel feature UI Enhancement  
Better info on Unit Report screen. Show current/max factors.
- 111 dcwhitworth feature UI Enhancement  
Need a warning if free state economic phases are not actioned
- 112 dcwhitworth feature UI Enhancement  
No method of tracking or changing what has been purchased in the economic phase
- 245 ekendrick feature UI Enhancement  
Sort Unit Report and show depots
- 247 ekendrick trivial UI Enhancement  
Detail trade listing
- 404 Jimmer feature UI Enhancement  
Add a horizontal line through the victory point chart
- 425 Varick minor UI Enhancement  
Game Log Readability
- 526 enlar trivial UI Enhancement 1.05.05  
Corp and fleet viewport shows unnecessary sliders, does not show excess counters  
although second line is empty
- 648 Grognot feature UI Enhancement  
Prisoner information
- 652 Dancing Bear minor UI Enhancement 1.07.02  
Show current manpower and revenue for other nations when the "show selected nation"  
button is used

- 653 Dancing Bear minor UI Enhancement 1.07.02  
Display Prussian saved manpower
- 800 Dancing Bear minor UI Enhancement 1.08.06  
Second page of buttons in reinforcement phase is not required
- 831 pzgndr minor UI Enhancement 1.08.06  
Game Editor Nation Box
- 863 DCWhitworth minor UI Enhancement  
User Preferences, set under Option on the intro screen, seem to attach to the save game files.

**Minor Game Enhancements**

- 99 delatbabel feature Game Enhancement  
Please add the ability to add newly captured / ceded provinces or minors to New Political Combinations
- 578 Varick minor Game Enhancement 1.06.03  
Pay for Supply button
- 598 Dancing Bear minor Game Enhancement 1.07.02  
Add column to text report that lists the orders given to each unit and other standing order questions
- 600 larrywrose minor Game Enhancement  
Economic Phase Improvements
- 700 Dancing Bear minor Game Enhancement 1.07.02  
Make transfer of money to minor states automatic
- 718 Dancing Bear minor Game Enhancement 1.08.03  
Game should provide warning text box when corps are halted by insurrection corps placement
- 749 Dancing Bear tweak Game Enhancement 1.08.04  
Add letter-number codes to list surrender conditions to make it easy to look up
- 754 Dancing Bear tweak Game Enhancement 1.08.05  
VP totals for other powers hard to estimate
- 765 Dancing Bear minor Game Enhancement 1.08.05  
Naval pursuit arrows are hard to read, use signal flags from Nelson at Trafalgar "engage enemy more closely" instead.
- 784 Dancing Bear minor Game Enhancement 1.08.06  
Surrender Tweak #2: add checks boxes to allow additional allow separate peace options
- 815 pzgndr minor Game Enhancement 1.08.06  
Unable to create new cavalry corps or heavy fleet in game editor

- 832 pzgndr minor Game Enhancement 1.08.06  
Scenario Editor Peace Conditions
- 833 pzgndr minor Game Enhancement 1.08.06  
Scenario Editor Prisoners
- 836 pzgndr minor Game Enhancement 1.08.06  
Loaned Unit Behavior
- 854 pzgndr minor Game Enhancement 1.08.07  
Scenario Editor Leaders
- 90 delatbabel feature Game Enhancement  
Add: British training optional rule
- 92 delatbabel feature Game Enhancement  
Add: Optional rule for alternate dominant powers / gaining / losing dominance.
- 93 delatbabel feature Game Enhancement  
Add: Additional Political combinations (Kingdom of Italy)
- 94 delatbabel feature Game Enhancement  
Add: Additional Political combinations (Kingdom of Westphalia)
- 95 delatbabel feature Game Enhancement  
Add: Additional Political combinations (Kingdom of Bavaria)
- 96 delatbabel feature Game Enhancement  
Add: Additional Political combinations (Kingdom of The Two Sicilies)
- 110 delatbabel feature Game Enhancement  
Add: Restrictions on Losses rule
- 511 Taijian feature Game Enhancement 1.05.05  
Allow selection of corps to remove as part condition B1/C1a by name rather than by province
- 530 oto02 feature Game Enhancement 1.05.05  
Computer not choosing the optimal path when moving multiple areas.
- 614 ereiser feature Game Enhancement 1.07.02  
Excel economic spreadsheet developed for original boardgame.

**Resolved or closed out in v1.22 – 42 [25%] (89 Remain OPEN)**

- 61 jansorensen minor Game Enhancement  
Optional rule Overwhelming numbers.
- 106 marshall feature Game Enhancement  
Implement external combat option for naval battle

- 157 Jimmer trivial Rules Deviation  
Unable to reinforce into a battle after the round in which the battle completes.
- 166 robvollman feature AI Enhancement  
AI doesn't defend its navy in port
- 210 dcwhitworth feature UI Enhancement  
Battle Casualty Selection Buttons are hard to see
- 214 delatbabel feature Rules Deviation  
Disbandment of the Holy Roman Empire should be required before forming Confederation of the Rhine
- 257 Jimmer tweak UI Enhancement  
Put focus on corps after siege success
- 357 wbm4x feature Rules Deviation  
Reinforcement rules
- 381 Varick tweak Game Bug  
Ottoman Garrisons have issues not merging or not being able to add factors to them and in side by side display
- 510 pzgndr feature Game Enhancement 1.06.00  
Add optional rules for proportional naval losses
- 512 Varick feature Rules Deviation 1.05.05  
More than 3 Provinces of Home Nation can be ceded; also capital province should be cedeable
- 581 eske minor UI Enhancement 1.06.03  
Warning of extensive foraging losses
- 599 Varick minor Rules Deviation 1.07.02  
Corps in Garrisons are not counted as part of a garrison to contest control of city upon DOW
- 619 dcwhitworth minor Game Bug 1.07.02  
Cannot Specify a Surrender in 3rd Party Combat
- 628 Varick minor Rules Deviation 1.07.02  
Corps in city areas should be able to withdraw into cities if there is capacity for them
- 670 dcwhitworth minor Game Bug 1.07.02  
There is no 'draw but defender withdraws' option in 3rd Party Combat System
- 698 Grognot major Rules Deviation 1.07.01  
Defeated fleet fled to enemy-controlled port
- 691 Dancing Bear minor Game Bug 1.07.02

Unable to add Nelson to blockading fleet during reinforcement phase

- 699 Dancing Bear minor Game Enhancement 1.07.02  
Make setting orders for one fleet in a stack automatically changes the orders for all fleets in the same stack
- 704 gazfun major Game Bug 1.08.02 reopened?  
Tie result does not register in Game
- 717 godohell major UI Bug 1.08.02  
Selecting all forces from second page of outflank does not allow removal of casualties
- 727 Dancing Bear trivial Game Bug 1.08.04  
Minor countries showing in log as winning or gaining political points
- 741 Dancing Bear minor Game Bug 1.08.04  
Fleet can attack evil twin II
- 742 Dancing Bear minor Game Bug 1.08.04  
When French and British ships are present in same area, Nelson is placed on French ships
- 744 Dancing Bear trivial Rules Deviation 1.08.04  
Only one of many corps in an area able to besiege
- 762 Dancing Bear major Rules Deviation 1.08.05  
Unable to blockade neutral port with neutral fleets and enemy corps present
- 771 Dancing Bear minor Rules Deviation 1.08.05  
Capture of transports should require fleet to declare an attack
- 782 Dancing Bear minor PBEM Bug 1.08.06  
Popup message upon ending diplomacy phase should say "Country X playing diplomacy (or Spain playing diplomacy in PBEM game)"
- 788 pzgndr feature Rules Deviation 1.08.06  
Implement Forced Naval Retreat Rule
- 798 Dancing Bear minor Game Bug 1.08.06  
Timing of naval evac is incorrect
- 804 Dancing Bear minor Rules Deviation 1.08.06  
Loser of trivial battles incorrectly losing political points
- 817 Dancing Bear minor PBEM Bug 1.08.06  
Awaiting battle results pop up message is confusing
- 829 Dancing Bear minor AI Enhancement 1.08.06  
AI never attempts to reinforce
- 830 Dancing Bear minor AI Enhancement 1.08.06

AI never commits guard

- |      |                      |       |                  |         |   |
|------|----------------------|-------|------------------|---------|---|
| 835  | Dancing Bear         | major | Game Bug         | 1.08.06 | Poland not receiving money or manpower                        |
| 844  | Dancing Bear         | minor | Game Bug         | 1.08.07 | transport fleets without escorts attacked in port fight back  |
| 846  | pzgndr               | major | Game Bug         | 1.08.07 | Lend Money to Major Power                                     |
| 849  | Kai                  | minor | Game Enhancement | 1.08.07 | Can't use 3rd Party Combat Resolution when running a blockade |
| 853  | pzgndr               | minor | Game Bug         | 1.08.07 | Freestates not at war with same enemy as controlling major    |
| 859  | pzgndr               | minor | PBEM Enhancement | 1.21.04 | Clearing PBEM Battle Folder                                   |
| 860  | iamspamus            | minor | Game Bug         |         | Producing units in a kingdom                                  |
| Misc | Revised Piracy Rules |       |                  |         |   |
- Resolved or closed out in v1.21 – 35 [21%]**
- |     |            |         |                  |         |   |
|-----|------------|---------|------------------|---------|---|
| 43  | delatbabel | minor   | PBEM Enhancement |         | Show money given from myself to other powers.   |
| 173 | Pans       | tweak   | Rules Deviation  |         | Creating the Conf of the Rhine is wrong PP calculated   |
| 235 | eske       | trivial | UI Bug           |         | City of Straslund in S.Pomerania should be named Stralsund  |
| 246 | ekendrick  | trivial | UI Bug           |         | Pomerania (Pommerania) spelled wrongly  |
| 272 | Varick     | trivial | Game Bug         |         | In multi-player (no AI) PBEM Log describes "Country X to Country Y Relations better, Nuisance Rating Cleared" |
| 304 | Varick     | tweak   | UI Enhancement   |         | Battle Summaries not posted   |
| 513 | Varick     | trivial | Game Bug         | 1.05.05 | Turkish Depots show they can hold militia   |
| 531 | oto02      | feature | Game Enhancement | 1.05.05 |   |

	Cannot remove a depot with a depot garrison on it			
541	oto02	trivial	Rules Deviation	1.06.01
	Incorrect interpretation of separate peace in the game			
576	dcwhitworth	minor	Game Bug	1.06.03
	Enemy Depot in City blocks occupation			
636	delatbabel	minor	Game Bug	1.08.01
	Game does not award defender of siege battle +1 PP if the attacker does not win			
646	Grognot	feature	Game Enhancement	1.07.02
	AAR battle marker			
660	Dancing Bear	minor	UI Enhancement	1.07.02
	Change colour of the box in the top left corner of a besieging force to black (same as blockading fleet)			
667	Grognot	major	AI Bug	1.07.02
	AI remarkably stupid about suing the wrong people for peace			
720	Dancing Bear	minor	Rules Deviation	1.08.04
	Poland forces should be 0-0 when Poland is first made a free state			
723	Dancing Bear	trivial	Rules Deviation	1.08.04
	Syrian Cavalry at start up should be 6 factors instead of 5			
736	ereiser	minor	Rules Deviation	1.08.04
	Artillery casualties not being applied before battle die rolls.			
740	Dancing Bear	minor	Rules Deviation	1.08.04
	Winter movement option not working as it should			
746	Dancing Bear	tweak	Game Bug	1.08.04
	Log message for Ottoman money transfer to Turkey missing \$ sign			
759	Dancing Bear	major	Game Enhancement	1.08.05
	Instead of an AAR battle marker, simply indicate number of factors involved in a battle in the log			
766	Dancing Bear	minor	Game Bug	1.08.05
	Combat die roll modifiers can be shown to be +2			
767	Dancing Bear	trivial	Game Bug	
	Depot and city garrison have incorrect leadership rating displayed			
781	bongina	major	AI Bug	1.08.04
	French corps at Paris chose withdraw (which should not have happened)			
810	Dancing Bear	major	PBEM Bug	1.08.06
	In game editor does not allow removal of leaders			

811	Dancing Bear	minor	Game Bug	1.08.04	Forces in city and out of city somehow switched
814	pzgndr	minor	Rules Deviation	1.08.06	Unable to increase Austrian depots in game editor
818	pzgndr	minor	AI Enhancement	1.08.06	AI Bonuses
819	pzgndr	minor	AI Enhancement	1.08.06	AI Garrisons
820	pzgndr	minor	AI Enhancement	1.08.06	AI DOWs on Minor Countries
821	pzgndr	minor	AI Enhancement	1.08.06	AI Builds and Money for Supply
824	pzgndr	minor	AI Enhancement	1.08.06	AI Ship Building
827	Dancing Bear	minor	AI Enhancement	1.08.06	AI Builds for free states
828	Dancing Bear	minor	AI Enhancement	1.08.06	AI never fights a second day of combat
837	bongina	major	Rules Deviation	1.08.06	1.8.07 rules on Guerillas deviate from how they play in the game
839	pzgndr	minor	PBEM Enhancement	1.08.06	PBEM Admin Menu for Minor Country Diplomacy
840	Dancing Bear	minor	Rules Deviation	1.08.07	Update manual to note that while morale is shown to 100th decimal, it is rounded to the 10th decimal
846	pzgndr	major	Game Bug	1.08.07	Lend Money to Major Power
850	chief_chemist	crash	AI Bug	1.08.07	battle crash when selecting units to lose
852	pzgndr	minor	Rules Deviation	1.08.07	Confederation of the Rhine PPs
857	PythonMagus	block	PBEM Bug	1.21.03	Cannot start a PBEM game