

Mantis Bug List as of v1.22.01

Major Issues

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|-----|--|-------------------------------|---------|-----------|
| 544 | Varick | major Game Bug | 1.05.05 | |
| | Loaned Prussian (To Austria) Corps and Leader (Blucher) not usable | | | |
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| 695 | Varick | major Game Bug | 1.07.01 | |
| | Ottoman Corps (Only) cannot be loaned to Great Britain | | | |
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| 772 | delatbabel | major Game Bug | 1.08.04 | |
| | Naval woes with loaned fleets and corps | | | |
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| 842 | ereiser | major Game Bug | 1.08.07 | resolved? |
| | Fleets leaving blockade box after inconclusive land battle withdrawal | | | |
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| 856 | gazfun | major Game Bug | 1.08.07 | |
| | Corps being lent by other nations do not show up in Battle | | | |
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| 841 | bongina | major PBEM Bug | 1.08.07 | |
| | unexplained reclaimed units | | | |
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| 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

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

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|-----|--|---------|----------------|---------|
| 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

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|------|---|-------|------------------|---------|
| 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%]

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|-----|---|---------|------------------|---------|
| 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