



RELEASE NOTES

Age of Empires III: Napoleonic Era 2.1.7b

Released on 21th of November 2014

This is a full version of Napoleonic Era for PC & Mac. With NE 2.1.7 we are proud to present our Mac fans the new Mac installer. This version puts an emphasis on rebalancings and bug fixes. Due to the development time of only one month since NE 2.1.6 not all civs could receive the same attention and care. Even though there are a couple of reworked units, techs and HC cards, the formerly broken German civ occurred to be the spotlight of our reworking concerns in this version and therefore experienced a series of unique changes. Further spotlights were the necessary nerfs of the overpowered Swedish units, mercenary techs as well as harmonizing the Prussian unit roster and getting rid of a series of nasty reoccurring visual bugs.

This version will keep your native language settings and only add text for new or reworked content in English. If you encounter any problems with this version, please report them at the [Official NE forum](#). You may also follow us on [Facebook](#), [Twitter](#), [Google+](#) or [ModDB](#).

NE 2.1.7b

by NE team

General fixes:

- A major bug that made the game not load new graphics was fixed
- The object-per-minute mechanisms of the techs *Knights of Rhodes* (Maltese) and *Oktoberfest* (Bavarians) were updated to match the 3-minutes-cycle
- Building hotkey added for US Houses and Swiss tents

Americans:

- New textures for Capitol, Consulate, Factory and Fort
- HC Mounted Riflemen card icons fixed
- Flags updated according to the top building flag
- New Consulate icons in high quality

British:

- Unit count on British Longbowmen HC cards fixed

Germans:

- Ultimate tech *Thirty Years War* reduces train time by -60% instead of -75%.
- Politician *Grand Duke of Mecklenburg* fixed (granted update to Dragoons instead of Hussars)
- 1 Doppelsöldner added to the 8 Hand Cannoneers card
- Gold costs reduced for the HC cards *Archduchy of Austria* (-600) & *Electorate of Brandenburg* (-200)
- Reichstag circle armies rebalanced:



- Reichssöldner: -1 Black Rider -1 Landsknecht, pop costs reduced to 5 **(-5)**, costs reduced to 500c **(-600)**, train time reduced to 30 seconds **(-6)**
- Sächsische Garde: Tooltip fixed, train time changed to 80 seconds **(+30)**, costs increased to 1250c 1250f **(+100)**, pop costs increased to 20 **(+4)**
- Hessisches Jaegercorps: -1 Jaeger, pop costs reduced to 11 **(-1)**, costs reduced to 450c 450w **(-700)**
- Württemberger Eskadron: -1 Chevauxleger, -2 Fusiliers, pop costs reduced to 10 **(-8)**, costs reduced to 200c 2000c **(-140)**, train time reduced to 36s **(-14)**
- Bayerische Landesarmee: -2 Gebirgsschützen, -4 Grenadiers, pop costs reduced to 22 **(-6)**, costs reduced to 1000f 1000w **(-1200)**, train time reduced to 40s **(-10)**
- Reichsarmee HC card now reduces train time by -25% instead of -20%.

Polish:

- Included the new complete Polish voice set made by Wojtek
- Orthodox church replaced with catholic church

NE 2.1.7

by NE team

Austrians:

- Austrian Grenzer damage multipliers are now 0.5x vs Heavy Inf, 2.8x vs Infantry, 3x vs Artillery instead of 0.6x vs Heavy Inf, 2.5x vs Light Inf, 3x vs Artillery.
- Settlers cost now 60 food **(+20)**

British:

- British Rifleman rebalanced:

	NE 2.1.6	NE 2.1.7
Velocity	4.5 – 6.5	4 - 6
Hitpoints	160	105
LOS	28	26
Train time	33s	50s
Costs	120f 120c	95f 95c
Armour	30% ranged	40% ranged
Range	4 - 24	2 - 19
Melee damage	9	10
Ranged boni	3x HI, 2x LC+Eagle, 0.75x Cav+Coy	3x HI, 1.5x LC+Eagle, 0.75x Cav+Coy
Melee boni	3x HI, 2x LC+Eagle, 0.75x Cav+Coy	3x Inf+Art, 0.25x HI+LI+Cav

- British factory bonus nerfed:
 - Replacement Factory tech costs increased from 650w 650c to 1000w 1000c 1000f **(+1700)**
 - The Advanced Industry tech, that granted an additional factory has been removed



- The costs for the Imperial Queen Age 5 politician that grants an additional factory has been raised to 5000f 5000c (+2000)

French:

- Confusing shipment costs for Grogards and Chasseurs resolved by making them train in blocks of 4 and 5 units

Germans:

- **Unit & building changes:**

- Saloon re-activated
- Tross removed
- Katzbalger and Crossbowman replaced by Hand Cannoneers with Royal Guard upgrade
- Saxon Cavalry replaced by new late game unit: Garde du Corps, a heavy anti-infantry cavalry with high melee armour and splash damage
- Reichstag now offers 6 „Kreisarmeen“ (German for *circle armies*) from historically relevant states from within the Holy Roman Empire. These are banner armies containing units that can usually not be built by Germans, i.e. Grenadiers, Dragoons or Fusiliers. New German HC cards and politicians cover content also from further historical German states such as Franconia, Mecklenburg or Brandenburg (see below).
This new "Reichsarmee" system can be used to build large powerful armies or to just complement the regular German troops. It's really all up to you and your choices!
- Reichstag build time increased to 60 seconds (+30), XP reward greatly increased to 300 (+250) for destruction through enemies and 150 (+125) for building, counts as military building now
- Chevauxleger techs removed from Reichstag (as they can be built with by circle armies now)
- Settler Wagons can now only be trained from Town Centers (still requires the Germantown Farmers HC card)
- The Age IV politician „Grand Duke of Mecklenburg“ permits and cheapens Royal Guard Hussars and replaces the „The Cavalry Marshal“ that used to send 7 Hussars.
- The new Age V politician „British Major“ upgrades Musketeers and Dragoons in the Kurhannover army to Imperial, increases their build limit and sends 4 Riflemen.

- **Homecity changes:**

- TEAM 10 Cree Allies → 16 Wurttembergian Horse Grenadiers (Infinite), costs +500 gold
- Mediterranean Mercenary Army → Italian Mercenary Army
- 7 Elmeti HC card → Swiss Mercenary Army
- Cavalry Hitpoint and Combat cards now correctly improve Hussars and not Uhlans
- Unit count displays fixed for several cards (shows only base units, ignores additional Doppelsoldners)
- Long-range Infantry Hitpoints → Counter Infantry Hitpoints, that improves hitpoints of Skirmishers and Hand Cannoneers
- Royal Saxon Guard & 10 Crossbowmen card → Archduchy of Austria & Electorate of Brandenburg, that send Austrian and Prussian troops
- Dance Hall → Fränkische Reichsritter, that upgrades and enables Black Riders
- Garde du Corps → Reichsarmee, that upgrades the Reichstag armies to Guard status and



- decreases their train time, but makes barracks troops also more expensive
- Dependencies reworked for Military Academy and Harbour

- New AI personality: *Augustus the Strong*.
- Ultimate tech *Thirty Years War* reworked: Makes your archaic infantry sacrifice some hitpoints for damage. It will cost slightly more wood and coin than food and train quicker. - No longer decreases train time and pop costs of the abandoned Saxon Cavalry and Katzbalgers.

Italians:

- Merchants can now finally build all wall parts
- Architect overhaul:
 - Got the hero minimap icon, so it's easier to spot him
 - Can pick up treasures, gather wood and crates and will show up as idle villager again
 - Since architects love buildings, they will no longer be able to attack them and instead get a melee bonus against building destroyers such as artillery and grenadiers. :)
 - No longer fisting, but fencing
- String fixed for Italian Citizens to Arms tech in Town Center
- Master Architects HC card moved to Age 4 from Age 2 and costs **+500** wood, build rate boost reduced to 200% **(-50%)**

Portuguese:

- Free Town Center wagons spawn again after reaching Fortress and Industrial Age

Prussians:

- New **Prussian AI** personality: *Frederick the Great*.
- Skirmishers added to Barracks
- Self-healing of Prussian units reduced **(-25%)**
- Prussian Lange Kerl has now 4.5 speed **(+0.5)**, 220 hitpoints **(+45)**, 12 melee damage **(+4)** with 2x vs Infantry instead of 2x vs Heavy Inf. Ranged armour reduced to 40% **(-10%)**, costs raised to 100c **(+10)** and 95f **(+15)** and train time increased to 50 seconds **(+9)**
- Prussian Schütze has now 160 hitpoints **(+10)**, 25 siege damage **(+3)** and got its melee armour reduced to 20% **(-10%)**

Swedish:

- Swedish damage and HP bonus of military units lowered to 15% **(-5%)**
- Northern Warriors card does no longer boost HP and damage, but reduces Swedish Fusilier and Hackapell costs by -20%
- Swedish Advanced Artillery card costs increased with **+400** food
- Swedish Advanced Infantry card costs increased with **+300** gold
- Swedish Advanced Cavalry card costs increased with **+300** wood
- Savolax Jagerregimente: Speed bonus for Skirmishers nerfed to 20% **(-5%)**
- Cronstedt Reforms: Speed bonus for Artillery & Grenadiers nerfed to 15% **(-5%)**
- The Swedish 'Advanced Frontier Defenses' HC card for 4 outposts has been fixed



General changes:

- **Visual:**
 - A major bug that caused NE textures not to load in late game has been fixed (AoE3 bug)
 - Invisible units and buildings fixed
 - Building rotation mod added
 - Missing icons for Reyk's Editor are now available
 - Light reflection fixed on Utili horse and Imperial Gendarme (AoE3 bug)
 - Black Imperial Dragoon texture fixed
 - Wurttembergian settlement reworked
 - Native Embassy ground texture fixed (AoE3 bug)
- **Unit rebalancings:**
 - Hand Cannoneer has now 4.5 speed (+0.5), 10 melee damage (+4) and 175 hitpoints (+25), Heavy Inf class removed and costs now 40f 40w (-10f), got new portrait and icon. Attack boni are now 1.5x vs. Light Cavalry & Eagle Warriors (-0.5) and 2x vs. Heavy Infantry (-0.5).
 - Chevauxleger has now 7.0 speed (+0.25) and 450 hitpoints (-50), area damage has been removed
- **Mercenary tech rebalancings:**
 - The costs of *Wild West* were increased to 500f 500w (+100)
 - The *Elite Mercenaries* tech has been removed
 - The costs of *Imperial Mercenaries* were doubled to 1600w 1600c (+1600) and the hitpoints + damage boost for Mercenaries was nerfed to 20% (-10%)
 - The costs of *Imperial Outlaws* were changed to 1600w 1600f (+1400) and the hitpoints + damage boost for Outlaws was nerfed to 30% (-20%)
- **AI changes:**
 - Better handling of island invasions
 - AI rules added for the new German Reichstag armies and politicians
- The *Legendary Native Warriors* Capitol tech and *Blood Brothers* HC card now also cover the new NE natives, the *Native Lore* card continues to be limited to Native American and Asian natives though.
- Tooltips of *Wallenstein's Contracts* (German Church tech) and *Mercenary Loyalty* (HC Card) updated in order to clarify that only mercenary cards are free and cheaper.
- Missing and inappropriate random names for Explorers and other units fixed



NE 2.1.6

by NE team

Random Maps:

- Loading screenshots updated
- NE Alpine Pass: Westphalians replaced with Bavarians, Bisons+Mooses exchanged with Ibex and Big Horn Sheeps with Deers, improved glacier texture
- NE Alps: Has now Bavarian natives, Pronghorn exchanged with Ibex
- NE America Random: new name of „Random Land“ , TWC natives added
- NE Atlas Mountains: Egyptians & updataced with Barbary Pirates
- NE Barbary Coast: Egyptians replaced with Barbary Pirates
- NE Black Forest: Terrain & light updated
- NE Nile Delta: Map size decreased
- NE Nile Flood: new name of „Flood of the Nile“, crocodiles added, cliffs removed, light updated
- NE Nile River: new name of „River Nile“
- NE Sahara Large: new name of „Giant Sahara“, lightsets updated
- NE Sinai: Hashashins replaced with Tuareg
- NE Syrian Desert: Hashashins replaced with Egyptians
- NE Reservations: number of Native TPs reduced, TWC natives added
- NE Ural: Broken winter lightset fixed

Bug fixes:

- Abus Gun building attack fixed
- Rifle Rider ROF fixed
- Dutch Politician name fixed
- Invisible Livestock Pen fixed
- Fire sounds fixed for Mounted Rifleman and Utili
- Missing gun of attacking Sansculottes fixed
- Missing or wrong voices for several natives and NE units fixed
- Aggressive Sharpshooter attack behavior fixed

Visuals:

- Russian Tsar flag reverted
- New icon for Bivouac, Tuareg & Schutze
- New Age 2 design for Schutze
- Fixed native settlements for Egyptians and Mongols
- New native settlements for Tuareg, Westphalians and Wurttembergians
- Reyk's Editor mod added
- Switched gun for Hand Cannoneer, Utili and Settlers
- Switched cavalry sabre for multiple cavalry units



Balance changes:

- Builder limits on buildings removed
- Italian house build limit raised from 10 to 15
- Berry Pickers tech moved from Farm and Mill to Market, costs decreased to 75w 30c
- Gatling Gun costs increased for Americans from 300c 100w to 600c 150w
- Native Embassy can be built in Age 1 now
- Prussian Schütze: +0.5 faster, classified as HeavyInf, costs changed from 95f 30c to 75f 60c, 20%rr changed to 30%mr, counters now Cav in melee, ranged boni reduced by -0.5, but faster ROF (2.5), range increased from 12 to 13
- Prussian Teutonic Knight: Siege damage reduced from 72 to 50
- Austrian Grenzer: ranged armour reduced from 40% to 30%, siege damage and attack speed increased (bonus vs. Mills), Melee dmg increased, Anti-Artillery bonus reduced from x4 to x3
- Hand Cannoneer: Costs changed from 60f 20c to 40w 50f, siege dmg +2
- French Garrison removed and units moved to Academy
- French Academy: +1000 HP, costs +100w, can not be built in Age 1 anymore
- Capitol now again available for French
- Portuguese Cartographer: speed +0.5, +40 HP, 20%mr changed to 20%rr, Melee dmg +4, counters now Guardians and not Cav+LightInf
- Swashbuckler now classified Infantry
- Fire Galley: Unit transport capacity reduced from 50 to 20
- Wild West, Elite Mercenaries and Imperial Mercenaries techs nerfed
- Dutch Fusilier moved back to Age 3
- Great Revolution boost for Colonial Militia nerfed
- Explorers can build either Outposts or Castles now
- Swiss Everlasting Neutrality tech costs now +100 of each resource
- Polish Sobieski's Janissaries Church tech sends now 10 Veteran Janissaries instead of 9 Janissaries for 1000f instead of 800f

Known Issues:

- Inappropriate guardians, mercenaries and trade sockets will appear on NE maps
- Incomplete tech roster for Post-Industrial and Post-Imperial playmode
- Nuncio can not be targeted directly

NE AI Fix 6.1.2 Notes

by kangcliff

Based on Felix Hermansson's Draugur AI 7.01

Version 6.1.2:

- **Explorers and architects** will be ransomed by the AI
- **Improved unit picking** in late game (less artillery pieces)
- Further NE buildings and units were added to AI balance calculations
- **Austrians** will now research Watch tower upgrades



- Bug fixes

Version 5.1.1:

- Better handling of **NE politicians** and **NE capitol techs**
- **Randomized strategies** for NE civs
- **Italians** will call Architects back to base after building TPs
- **Americans** will build more plantations in order to use Miners
- Several bug fixes

Version 5.0:

- Fixed Swiss **Follower** tactics allow the player and the AI to hunt animals in Stealth
- Improved handling of the **Asian consulate** techs and units
- Bug fix for **Japanese** shrines
- AI will take greater use of **NE native techs** now
- AI will now use **American** Miners correctly only gold
- Improved **usage of stealth** for several units

Version 4.0:

- AI handles **military upgrades** better (if the unit amount is over a certain number, it will be upgraded)
- The AI can now upgrade **naval units** to Imperial
- **Americans** will train Ironclads and Corvettes
- **Japanese** shrines will build near huntables to gather resources faster

Version 3.05:

- **Royal decree** techs have been added for NE civs
- Various bug fixes

Version 3.02:

- Bug fixes for **Swedish**
- **Swiss** will send supply wagons from homecity if their headquarters was destroyed
- Better handling of wagons for the **Swiss**
- Added military upgrades at bivouac and tent for **Swiss**
- **Americans** won't train rams from consulate anymore (doesn't work properly)
- **AI won't resign** if there are buildings that can auto spawn units (a problem that the resigned AI will still use these units to attack)
- **Chat problems** solved

Version 3.01:

- **Italians** will now train Nuncios and Inquisitors from the Basilica
- **Factories** will train cannons only when population isn't over population cap
- **German** AI can train Settler wagons from Reichstag
- **Austrians** will build Keeps near the main base
- Moneylending enabled for **Italians**



- Bug fixes

Version 2.0:

- **American** consulate units can be trained and techs can be used
- **American** Frontiersmans will be trained

Version 1.0:

- **Swedish** will use torp upgrades to increase all units' attack and hitpoints
- **Swiss** and **Ottomans** will upgrade the limit of their villagers
- **Italian** basilicas will be built
- **Italian** Architects will be trained and can be used to build buildings
- Supply wagons can be trained by **Swiss**
- Whole new **university rule** for all european civs and Americans (include NE civs) making them train Chevauxlegers, Conscript, Sharpshooters, Swashbucklers, Rockets, Cannons, Bombards and use unique techs for each civ
- Miners removed from AI rules (to solve problems with the **American** AI)
- Improved functionality for wagons
- AI deck changes
- **Italian** market upgrades to make their houses support more population and increase build rate of architects have been added
- **Polish** explorer can explore now

NE Hotfix 7.1 Notes

byYomgui

I have included two boni in this fix:

- The possibility to play the proto version of Persian and Incan version. They are ultra-bugged, but still funny to try.
- The lost NE's RM, i.e. those displayed on the site but which weren't included in the beta 2.0.

Bug fixes:

- Dutch can now age up to fortress age again.
- Polish starting resources bug fixed
- Polish can't hunt anymore unless they use a card to do so.
- German Reichstag Settler Wagon's fixed
- Austrian Watchtower and Keep can now fire at ships.
- Fixes the one hit deer killing bug of Swedish settlers
- Fixes the Chinese consulate issue
- Fixes the 6 infinite longbowmen HC card
- Fixes the Swedish horse artillery's exploit

Features:

- Restores Portuguese's Velas Brancas (instead of usual fishing ships)
- Restores the French's Grande Armée : this means Garrison, Academy, University, Grogard,



Chasseur. I got rid of the barracks temporary solution. Now Grogards and Chasseurs shipment can be done in the academy. Those units aren't available before age 3 because they are quite unbalanced. Moreover they have limit of 10 each. I might modify this later if someone find a better way to balance them.

- Westernization and Petrine's Reforms now update the poleaxemen
- No more German university (because they had a double with Reichstag)
- Restores the Voltigeur Royal Guard for French
- Restores the French Red Lancers. Ship them with the Church.
- Restores Aztecs and Iroquois units in the native embassy (don't know why they were missing though...)
- Restores the Japanese natives
- Restores the Manchurians natives
- Suppresses the stone mine until another solution is found (who used it anyway?)
- Suppress the French capitol's blocus available in the Towncenter (they have another one in the university)
- Implement the NE Revolution for all occidental civs. (Only NE new civs were granted this revolution before)
- Implement the .bar beta solution

Visuals:

- The swiss bivouac has a new icon. No more filthy black square
- New icon for the Polish Kozak allies card
- New icon for the Swiss Follower recruitment card
- Austrian Royal Guard Hussar's name fixed
- Restores the Imperial swashbuckler shipment's icon
- Correct the string of the Native embassy travois
- Restores the Advanced Industry British university tech icon
- Restores the Heavy Artillery British university tech icon
- Restores the Reichstag's appearance
- Change French garrison appearance : looks like a blockhouse now
- Restores the US Great Revolution's Icon
- Restores the US post revolution cavalry and skirmisher shipments' icons
- Restores the Imperialism's icon
- Restores the Polish Farming landscapes university tech icon
- Restores Kozak lancers and archers' icon, portrait and stringtable
- Restores Austrian Dual Monarchy university tech icon
- Restores the Outpost's defense of Austrian watch towers string
- Fixes the architect's sound
- Fixes the Polish female's wood cutting's sound
- Fixes the Military Wagon's sound
- Fixes the Rifleman's sound
- Fixes the Bivouac's sound
- Fixes the Swiss tent's sound
- Fixes the Italian explorer attack sound
- Restores the Napleonic Era flags



- Restores the Imperial Sharpshooter shipment icon
- Fixes the kozak lancer and kozak archer's sound
- Fixes the mine wagon's sound
- Fixes the colonial militia's sound
- Fixes the Gatling's sound
- Fixes the Pilgrim's sound
- Fixes the Slave's string
- Fixes the Priest's sound
- Fixes the aventuros' sound
- Restores Napoleon's name in the AI personality's selection
- Fixes the fishing boat's sound
- Fixes the Russian politicians
- Restores the Tram System tech icon
- Fixes the sharpshooter's sound
- Fixes the Fireship's sound
- Fixes the Corvette's sound
- Fixes the Ironclad's sound
- Fixes the cartographer's sound
- Restores the moneylending's description
- Fixes the native Maltese name
- Fixes the Torp's sound
- Fixes the Stadhouder's sound
- Fixes the Grenadier's sound
- Fixes the Academy's sound
- Fixes the Garrison's sound
- Fixes the watchtower and keep's sound
- Remade the Native Embassy Travois' string
- Swedish female settler now express themselves in Swedish. (Special thanks to twinneedle for the files and SAOL for picking the good ones.)
- Fixes the Lookout's sound
- Fixes the Native Embassy's ground (no more filthy brown ground) and it is not a NE's bug but a TWC's one lol.
- Fixes the Reichstag's sound
- Royal hunting Polish HC now grants the hunting upgrades for free
- Fixes the Registered Cossack' sound
- Fixes the minuteman' sound
- Fixes the Coureur's string (you won't save them anymore because they are Sansculottes now)
- Fixes the smuggler ship's sound
- Fixes the Danube tribute's string
- Fixes the foundry wagon's sound
- Added a tip for Polish in the TC, it helps you to understand how they age up
- Fixes the cannon's sound
- Fixes the Far east mysticism university tech
- Changed the Red Lancers's skin
- Fixes the Soquili Rider's sound



- Fixes the Cree Rifleman's sound
- Fixes the Knight of Rhodes's sound
- Fixes the Livestock pen wagon's string
- Restores the visual update of the Imperial winged hussar
- Stringtable tweak
- Changes the Chevaux Legers' strings
- Restores the New canton's icon
- Fixes other stringtable conflicts
- Fixed Chinese adept's selection

Restored Random Maps

- NE Appalachians
- NE Alps
- NE Black Forest
- NE Malta
- NE Malta Lrg
- NE Random Land
- NE Reservations
- NE Vinland