

Jul 31, 2020 Total War: Rome II– The Emperor’s Divide – Patch Notes 1.6.14 has been released. What’s New: • Fix for issue where Civil War events were not triggered from the Lithuanian scenario. • Fix for issue where names of native units were incorrect. • Fix for issue where Civil War factions would not be available in the Missions screen. • Fix for issue where AI Civil War events would not have any Civil War factions to use. • Fix for issue where factions affected by the line of Trajan would not be available in the Missions screen. • Fix for issue where the "Net Works" and "Aviation" branches of Naval tech trees would always start at the same tech level. • Fix for issue where certain naval faction flags would not be visible to the player. • Fix for issue where the “Featuring” string for projects was not being correctly displayed. • Fix for issue where the “Slavery” modifier would always return “None”. • Fix for issue where the “Active Diplomatic Relations” event would return a value of “None”. • Fix for issue where the Army Account Nationalism would always return “All”. • Fix for issue where the “Tribal Overrides” modifier would always return “None”. • Fix for issue where the modifiers “Vassalized”, “Featured” and “Credited” would only apply to positions where the King would also have the modifier, but they would apply to all positions where the King had the modifier. • Fix for issue where the modifiers “Fellow Country” and “Battle Conflicts” would not apply to subjects. • Fix for issue where the “Native Factions” modifier would not apply to “View All” on the campaign map. • Fix for issue where the modifiers “Fellow Country”, “Battle Conflicts”, “Native Factions”, and “Native Wars” would sometimes only apply to certain types of provinces. • Fix for issue where some provinces would not appear as eligible in the “Native Factions” popup menu. • Fix for issue where the “Native Factions” popup menu would sometimes misbehave.



