This update includes the following improvements, added features, and tech support updates:

- Improved Sail Repaid
- Improved Multiplayer Game Speed
- Improved Fires on ships
- Information about ship speed updated
- Crew tasks assignment updated
- Ship control in multiplayer mode updated
- Speed control in multiplayer mode updated
- Fort damage improved
- Side B fire control feature added
- Turn time calculation improved
- Campaign defeat briefing feature added
- status arcs on ships have new order, the same as on Helm window
- forts in gun range feature added
- Gun range on ships with carronades updated
- Grapple function improved
- Boarding action improved
- Nest of Pirates campaign 3rd scenario improved
- Players names in multiplayer game feature added
- Prize crew can be put on ships
- Improved fort functionality
- Fog of war - additional info about enemy ships updated
- Campaign save game improved
- Crew can be assigned when game is on pause - new feature
- Marines can be transferred - new feature
- Speed of Melee improved
- AI improved
- Improved Voodoo 3 support
- improved weather sound effects
- other minor improvements (lot's of them!)