

**WARNING – This module is significantly different from the old 1.7/2.0 versions.**

### **Overview of 3.0 Significant Changes**

(see version history for additional details & changes)

Dedicated Force Pools (FP) for each major combatant and Axis Minors. Axis Minor FP, shows status of each Axis minor (neutral, Axis Minor, etc.)

All fixed inventory units are pre-defined and clone/delete is disabled. Accordingly, the full piece palette is not available during the game (it is available in the editor) and only a limited piece palette of unlimited markers is available in game.

Automated (i.e., button push) deployment of Neutrals

Automated deployment of New Year (e.g., 1941) Force Pool adds/deletes

Automated deployment of Axis Minors, Vichy, and Free French

Implemented counters for Info track (e.g., U-boats), Nation Economics, & Fleet Maintenance

Added Turn counter to track Player-Month-Year. This automatically does several actions (flip fleets, place weather markers, reset per turn build limit, reset build availability). Expect a ~10s pause when advancing the turn to a new 2-month turn (i.e., advance to Axis turn). Don't click multiple times...

Automated weather calculation and weather marker placement

Added 8 GROUPS (A-H) Maps for handling large groups. Each group includes a GROUP counter to put on the main map, which can be cycled (only in its home map) to indicate the owning nation and will display the number of blocks contained (push the update button to update). Group maps will also display block count and (only for non-hidden blocks) details on infantry & armor totals.

Automated France, Italy, and Axis Minors surrenders

Automated tracking of Industry. Does not account for isolation. Reliant on correct control marker placement. Will track need for mandatory garrisons, where required.

Automated tracking of Production WERP spends for builds from Force Pools and Step Increases. Maintains a single running total, but this is automatically cleared when selecting a nation for production.

Added a variety of Inventory options to survey unit locations. WARNING - until sides are added, only the INV-Location (first inventory option) and player countries Inventories are "safe" to use, others will reveal hidden info.

Added official optional rules implementation – 6<sup>th</sup> German SA; Expert Force Pool changes; France Fights On (For implementation simplicity these deploy to the USA FP); Patton's Fantasy scenario prerequisites

Map fixes for Scottish Highlands, Southern Iraq, Bucharest, Bohemia. Added map zones for each number on info track to enable better tracking.

Implemented additional die roll buttons

Automated check for Russian up-front (official) & 2-deep front (variant), doesn't check GSUs

Added a few non-offical "variants" – just for fun and experimentation

Added National Power (NP) Map that measures forces by total WERP value. Added a NP Track Map to track NP during a game, which includes buttons for both manual snapshot and toggle automatic measurement. A "Save Text" button allows saving to a file for offline spreadsheet analysis.

**ALERT** - the NP update takes ~15 seconds to complete. If using automatic tracking, expect an extra-long pause when advancing the turn to a new 2-month turn (i.e., advance to Axis turn). Don't click multiple times...

### **Overview of 3.1 Significant Changes**

(see version history for additional details & changes)

Implemented new die roller features

- Display total # of hits (single = 6, double = 5,6, triple = 4,5,6, quad = 3,4,5,6)

Implement ability to gray out toolbar buttons when not allowed or already used (if single use)

- Various Nation Force Pool Toolbar Buttons (e.g., Italy Surrender); Deploy Neutrals; Deploy Annual Force Pool Adds; Optionals & Variants

Added automatic trigger of Force Pool additions when turn advances to Jan-Feb of new year

Builds - Italy/USA/Russia - Added visual flag and check to ensure Fleets Maintenance is not deducted while at PEACE

### **Overview of 3.2 Significant Changes**

(see version history for additional details & changes)

Automate Russian Winter Effects and Reporting

- This will also look inside GROUPS located in Russia and apply damage

Change NP value of Russian Heavy Forts from 10 to 15 (net cost of field fort + heavy fort)

BUG Fixes

- Fix Expert German INF-4s not reporting return to FP as part of 1942 deployment
- Fix Expert USA ARM-4s not returning to FP (or reporting) as part of 1944 deployment
- Delete leftover Polish unit in Brest-Litovsk in 1941 scenarios

### **Overview of 3.3 Significant Changes**

(see version history for additional details & changes)

Changed Mask (i.e., Hide) to show black "?" on white background in 4 corners of blocks

Add OPEN/CLOSE to GROUP Blocks right-click context (makes it easier to open existing group)

Added Scenario Options to track use of Optional & Variant rules

Units will no longer set movement flag or report to chat if they move only in their original area. This prevents minor "adjustment" moves from spamming the chat log and false flagging moves.

Added Color Coded Tags to Chat log for New Turn

Added Build Flag - can be manually cleared (right click), all clear when turn changes. Helps to enforce rules limits on builds (a. 2 new units/area; b. can't build in battle w/o SA). This provides the same visibility that carefully watching an opponent's builds in face-to-face provides.

- Can be turned off - Scenario Option [MISC] Display Build Flag

Simplified DICE display Main Map Toolbar, eliminate redundant 2d6,3d6,4d6 buttons

Add Reduced Luck d6 button, for players that want less swingy Sub/ASW rolls

#### **BUG Fixes**

- Inventory - change "sum\_Unit" to "count\_Subtype" so the function properly counts how many of each type exists
- Fix Hidden units not showing move flag (change trait order)
- Updated 1939 scenarios to properly show Poland having deployed
- Move Russian Winter trigger from Russian Force Pool to German Force pool (only works correctly if Axis player triggers it, because it will not affect hidden units, unless it is triggered by same player who hid the units)