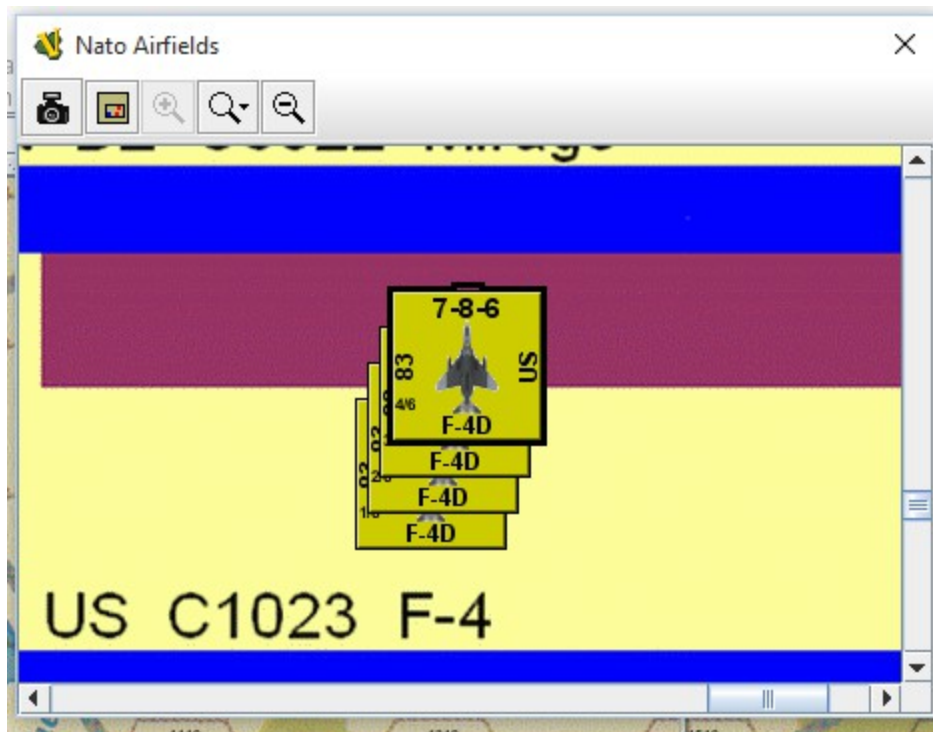
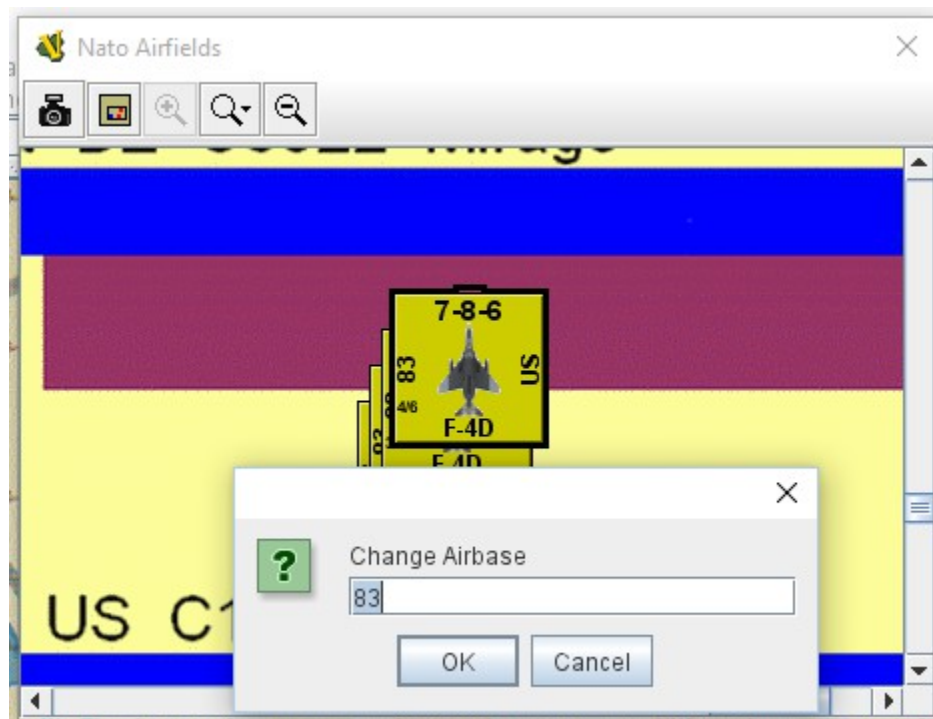


Changes in version 2.5 The Next War.

Air units can now be sent to assigned air base with right click menu and Air display menu option.



In the image above the stack of F-4 are all assigned to Airbase 83. Right click on the counter and you get the option to change the Airbase.



On the Air display there is an option to “Return Air” and on the right click menu on air units there is a “Return to Base-Alt 4” option. The first returns all air units from any location in the game, EXCEPT those in the graveyard, to the Airbase assigned via the counter. A single unit or a selected group of air units can use the right click menu to only return those specific units to the air base display.

Air units MUST be assigned a Airbase in order for the return command to work. The Airbase must be one of the numbers from the respective sides airbase display. When starting a new scenario set up, i.e. a non-defined start up scenario, the scenario creator will have to define the Airbase for all starting air units.

In the predefined Campaign game set up Air unit reinforcements have a game turn of arrival instead of an airbase. When the reinforcement is moved to the airbase display on the appropriate game turn the player must use the right click menu to assign a valid airbase. Failure to do so will result in the 'return to base' option failing to work.

The Show ADA coverage is a little different than the 2.2 version. I'd already done the Air re-basing work and did not want to redo it all. So I implemented the version 2.2 ADA stuff manually. Different colors and slight different effects. NO range one units display an air fan. Players can see them plainly without it. Added some lower level ADA if it had a range of more than one. WP has A,B,C and NATO has A and D. The individual buttons were 'collected' into a menu that opens to let the player pick what ADA coverage to display.

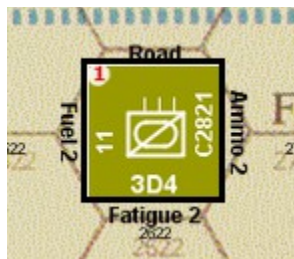
New unit options:

Right clicking a ground combat unit produces new options for the unit. The text image that appears is part of the unit, the are NOT a clear counter behind or above the unit. Nothing needs to be done to keep them together, just move the unit.

Fatigue, Fuel lvl, Ammo, Mode for NATO and Accel Asslt for WP, and step losses are now displayed with back ground text or in the cases of steps a small number in the upper left corner displaying how many steps have been lost. In the example below the NATO unit's mode is “Road” Fuel level is two, ammo level is two and fatigue is two. Clicking on the 'Cycle' button ups the level until the highest is reached and then the next display is blank.

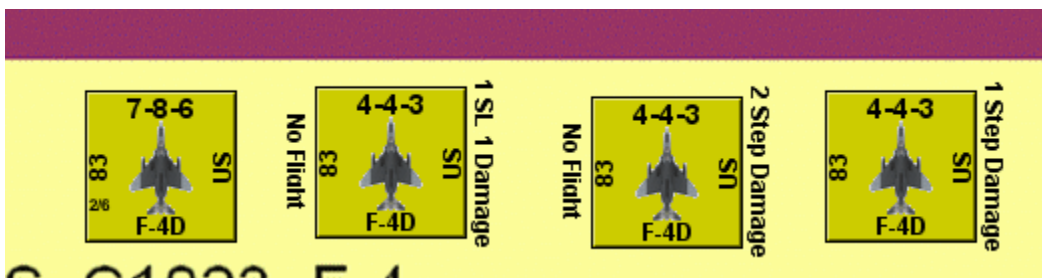


Step loss example:



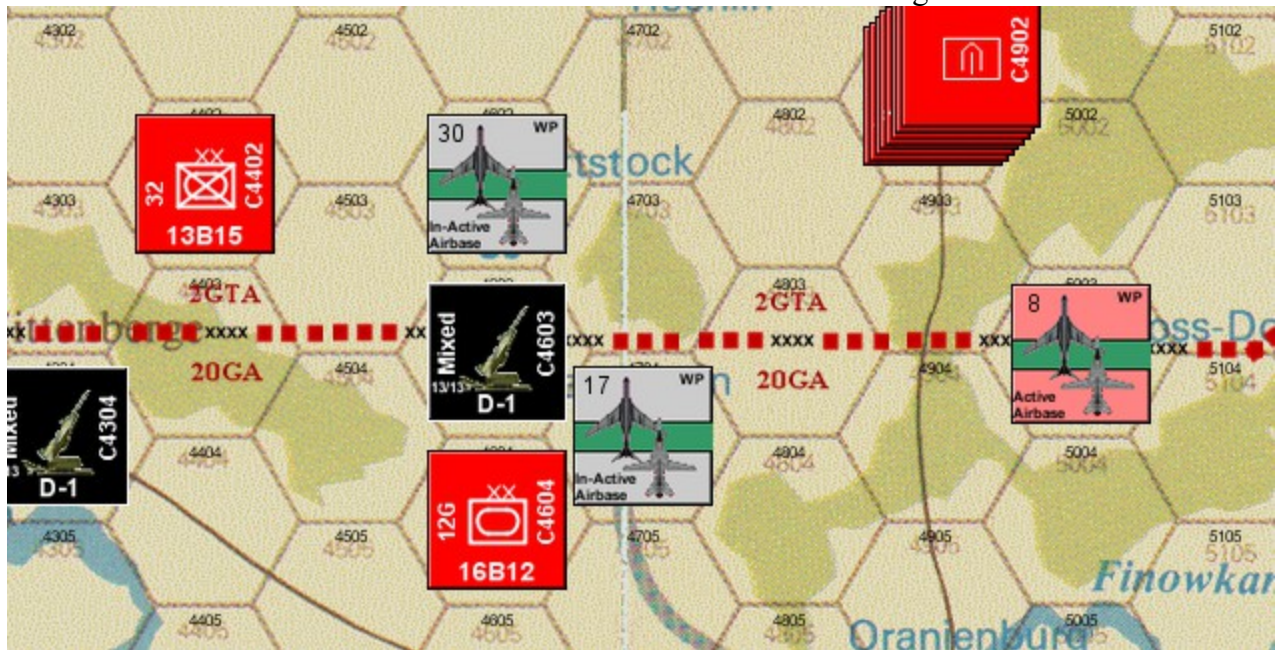
Eleventh ACR has one step loss in the image above.

Air unit losses are also done with text images. Player must flip the unit to the reverse side but it is now clear what state the unit is in.



As an option I've included 'counters' that can represent Army Boundaries for WP and Corps boundaries for NATO. These have no effect on play and are for use as players see fit. The do NOT stack and so

units can move over them, they do not have to conform to hex grid so can be placed without restriction and using the right click menu they can rotate to allow angled boundaries and players can add text to show what formation 'owns' that Area of Operations. Menu button allows either player the ability to make the other sides boundaries invisible so as not to interfere with seeing their own boundaries.



Unit Assignments:

Both players can select a higher HQ to assign a unit to. Right click on the option and pick a Army for the WP units and a Corps for NATO units. This has no effect in the game. For player interest only.

