Paths of Glory – Vassal Module 9.2 – Change List

- Deluxe 2018 edition art incorporated
    - Reinforcement Card: all units on Reinforcement Cards have valid right-click direct deployment options, including neutral country units. E.g. French Armies have "To Paris" and "To Orleans"; etc. Can still be dragged manually to desired locations, of course.
    - Updated 2018 card deck art incorporated (e.g. yellow highlights for Over There, etc)
    - 2018 art for Fire Tables and other player aids incorporated
- Support for "Classic Map" and vanilla "Campaign Scenario" restored. "Historical Scenario" can be played on either the Classic Map or Deluxe Historical Map.
- Stacks activated to move or attack no longer generate multiple Move/Attack Markers.
- Consistency of hotkeys across the module addressed (e.g. Ctrl+F always to flip)
    - Move/Attack markers can be "flipped to the other side" with Ctrl+F or right click menu
    - Control markers can be "flipped to the other side" with Ctrl+F or right click menu
    - Missed MO markers can be "flipped to the other side" with Ctrl+F or right click menu
    - General work on making Ctrl+F the consistent way to flip units, trenches, forts, etc.
- Manual access to "French Mutiny" side of AP MO counter restored for e.g. all the ACTS people who manage their cards elsewhere.
- Units no longer report movement in the log if they've simply been adjusted within their current space (i.e. no more "GE 1st Army Budapest to Budapest" spam)
- Various misbehavior in the card decks cleaned up
    - Liman Sanders card is now recognized properly as a combat card and a * card.
    - Combat Cards can now be discarded from the Combat Card stack
    - Combat Cards with * can now be removed from play from the Combat Card stack
    - Discard piles and Removed piles easier to cycle through cards and examine
    - Draw piles now support the Draw 1/6/7/8 commands on right-click menu
- Trench functionality improved
    - Trench right-click cleaned up
    - Trenches now properly report creation, movement, capture, deletion, etc to the log (but not adjustment within the same space)
    - NE-sized Trenches are now appropriately replaced with NE-sized Trenches when captured
- "Trench Roll" counters now have "does not stack" property so that they do not glue themselves over top of units and activation markers, making selection difficult.
- Fort Markers (besieged & destroyed) menus cleaned up and log reporting added.
- Reinforcements have been cleaned up to appear on the map properly when cards are played
    - Several British Reinforcements weren't working properly due to name mismatches
    - MEF and MEF Beachhead now auto-deploy to Mediterranean area
    - Russian CAU army now deploys to the map near the Russian boundary of the Near East
    - Army of the Orient is now deployed in Salonika
    - Sinai Pipeline is now auto-placed on the Sinai space when the event is played.
- Permanent Elimination reporting to logfile is fixed
- For players who use VASSAL to manage their hands and card plays, card-play automation improved:

- Neutral countries activate and forces moved to the map to deploy when their card is played.
- Turkey's "Neutral Country" marker is automatically removed when CP reaches Limited War
- All reinforcements properly deploy either to their appropriate destination or an appropriate and nearby staging area when their card is played (this partially worked before but many of the more esoteric units were omitted; also unit staging areas are now nearer their respective countries, e.g. no more Russian Armies in the North Sea)