# WORLD AT WAR '85 VASSAL CHANGE LOG

Version 2.2

1. **Fixed:** HQ units no longer show End Ops, Disrupted, or Out of Command markers.
2. **Fixed:** Smoke markers move to the bottom of the stack, to avoid interfering with other game pieces. The visual density of the smoke was increased slightly as well.
3. **Fixed:** The reduced M-3 Bradley did not show movement trails.
4. **Fixed:** Helicopters report changing between Hover and Flight modes.
5. **Fixed:** Units report being reduced/unreduced.
6. **Fixed:** Overlay markers correctly flip to opposing sides correctly now.
7. **NEW:** Changed the Armies selection window to be a free floating window (similar to the markers window)
8. **NEW:** Indirect Fire units (gray triangle) have a right click option to place a Fire for Effect marker on the board, instead of looking it up in the Markers window.
9. **NEW:** Smoke markers have a "Lay Smoke" option on the right-click menu. This will copy two more smoke markers to the board to complete the smoke pattern.
10. **NEW:** For those scenarios that offer pre-registered strikes, a new artillery marker is available.
    a. When placed from the Markers window, the marker on the left is available. Select "Change Grid Location" from the menu to note the map/hex location.
    b. Then, select "Hide Grid Location" from the menu to obscure it, resulting in the middle marker. This marker can be placed on the record track as normal.
    c. Select the "Fire for Effect" option to reveal the strike as an FFE marker. Scatter options are also available to use. There are markers for HE, Chemical, Smoke, MLRS, ADM, and DPICM rounds as well.

11. **NEW:** Two buttons have been added to the main toolbar. These provide accuracy and drift results for paratroops. (See rule 16.7.2). Also **NEW** is a Drop Zone marker, with three different drop zones (1, 2, & 3 hex radius) that can be displayed as an overlay.
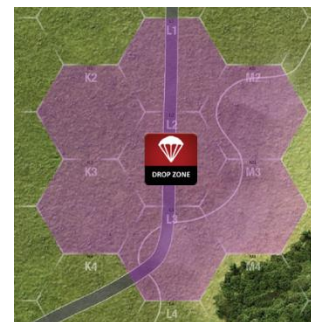
12. **NEW:** Units with the yellow triangle designation have a sub-menu named Paratroop Drop added to their right click menu. This menu accesses the new drop zone buttons. This applies to the West German CDO and INF(Para) units (in StG, SaS), the Russian INF(Spetznaz) (StG) and the Czech INF(Para) units (in SaS).

13. **NEW:** When using the artillery battalion rules presented in Defense of Frankfurt (rule 4.3), artillery battalions may have counterbattery fire missions. Using the right-click menu, this new label tag ("COUNTERBATTERY") can be turned on for these pieces, to show this special fire mission.
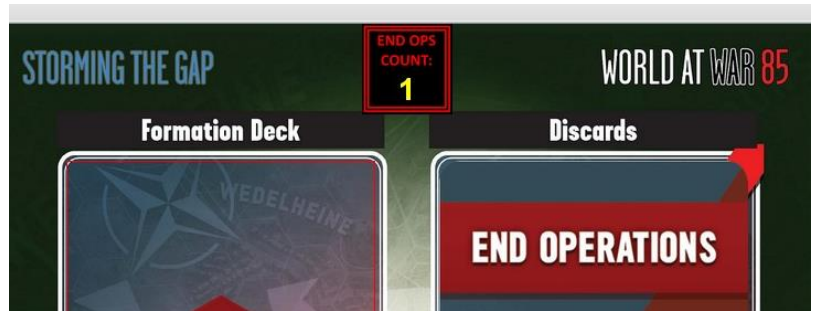

Version 2.1

1. Fixed: Corrected the US gray asset infantry to allow it to be assigned to a unit HQ.
2. Fixed: West German units that were reduced in strength did not maintain their HQ assignment.
3. Fixed: The West German Blue infantry did not reduce in strength.
4. Fixed: The West German Gray Jaguar-2 did not have the 'NATO Vehicle' classification, so it couldn't have the End Ops/Disrupted/Out of Command markers assigned to it.
5. Fixed: End Operations cards have a command to send them back to the Formation Deck (when set aside due to rule 2.3.7)
6. Fixed: The HQ range on the US Red HQ did not display properly.
7. Fixed: The Chemical Attack area of effect also automatically goes away when using the "Delete Admin Markers" button.
8. Fixed: US gray assets did not preserved the HQ color assignment when reduced.
9. Fixed: US gray assets did not show the US Movement Trail.
10. Fixed: Soviet BRDM-2 correctly maintains status when reduced.
11. **NEW: Movement trails** can be toggled on/off via the Alt+M hotkey.
12. **NEW: Smoke markers:** The smoke admin marker can be placed on the map and used to determine scatter and secondary drift. Once the strike hex is confirmed, select "Place Smoke on Map" and you'll get a smoke marker. The smoke marker is replaced by a "Smoke Thinning" marker at the start of the turn, when you press the "Delete Admin Markers" button.

13. **NEW: End Ops Counter:** On the turn track window, a counter has been placed between the *Formation* and *Discards* deck. It will count how many *End Operations* cards have been drawn in the round.

Version 2.0

Overall, this version strives to reduce the number of individual game pieces that were moved on and off of a stack of units. This is accomplished by adding markers or tokens to the game piece by adding various tagged layers. Now, the markers can be assigned directly to a unit, either by right click, or from hotkeys.

Ctrl+T changes the label on the bottom (formation name, or any other desired text)

Ctrl+Shift+C changes the command status.

Ctrl+Shift+I for the Infantry status (cycles through showing full strength or reduced infantry)

Ctrl+Shift+F for the Disrupted status.

Ctrl+Shift+E for the End Ops marker. These are also removed when pushing the Delete Admin Markers button.

Ctrl+Shift+J changes the electronic warfare jamming status on HQ units, cycling between full and reducing markers.
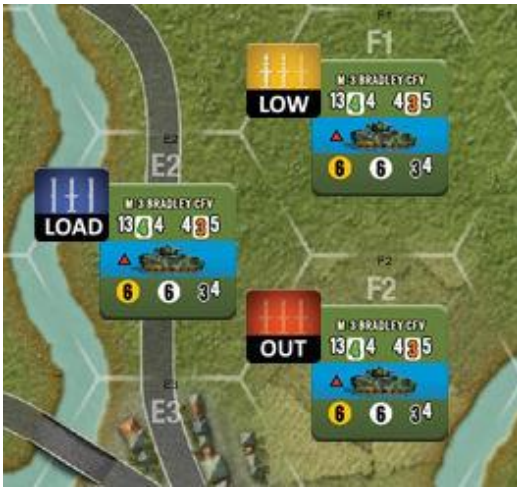
If the unit has some kind of missile ammo, Ctrl+Shift+M cycles between Loading, Low Ammo, and No Ammo flags.

For Helicopters, an additional tag for Landed and Nap-of-Earth flying modes is available by a right click, or using Ctrl+Shift+N

For gray asset units (those that have a solid gray formation band), these can now be formally assigned to a color formation. This helps to keep track of which units belong to a formation, and also when removing admin markers during an activation. This is a two-step process.

First, press Shift+I (or right click) to assign the color of the formation. A small color bar will appear at the top of the unit, showing the color assigned. **Second**, right click on the unit, and choose "HQ Assignment" to match the color. It is important to note that the color bar shown on the unit is only cosmetic; this assignment is what matches the unit piece to the formation color.

When adding a wreck marker, selecting Ctrl+W will add a wreck marker to the map, and automatically send the dead unit to the casualties holding box. The wreck marker is also offset lower than other units, to aid in identifying terrain effects. Note that the wreck can only be selected by holding down the *Shift* key when selecting with your mouse

Each unit has a right click option to perform a Morale / Training checks. This can also be done by using Alt+Shift+#, or by clicking the value button at the top of the map window.


When using battlefield events or friction, one side needs to be determined for application of the dice result. The choose sides button will randomly produce this result for you.

When using the layer tags, admin markers can be removed by right-click on the HQ (Alt+Shift+D). This allows for a faster reset when the formation card comes up. All *End Ops* and *Out of Command* markers that belong to that formation color band (including gray assets, if assigned) are removed with this command.

Objectives can be named. Use **Ctrl+T** to change the text label.
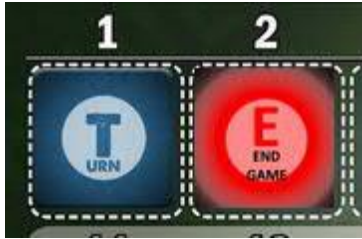
A new marker showing the end round of the game has been added.

Game pieces with AP or HE attacks can have an overlay applied to show their Point Blank, Normal, and Long Range attacks. Use Ctrl+Shift+A or Ctrl+Shift+H to show the corresponding attack overlay, and to turn it off again. Spotting range (for recon units) can also be shown via Ctrl+S.

Close Air Support aircraft have options to determine if the CAS is intercepted before arriving on board (rule 4.1) and also to see if ordnance has been expended (rule 4.4).
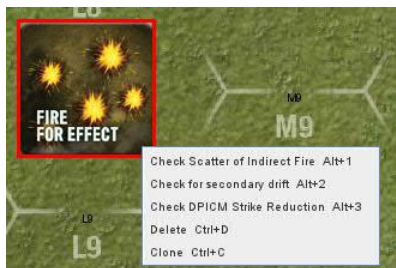
The Fire-for-Effect marker has options for checking scatter (rule 14.5) and for direction of scatter if the salvo is off target. Secondary scatter (also rule 14.5) is checked on a separate roll.

Checking for the DPICM (rule 14.11.1) strike reduction is also available.

A new marker showing the area of effect of a chemical strike has been added. The marker is also slightly over-sized to show up under other unit pieces better

Bridges have new markers. The marker itself is oversized; the bridges line up with the roads that cross, creating a more seamless appearance. Like other 'permanent' markers, hold the **Shift** key to select them once on the board. Press **Ctrl+[** and **Ctrl+]** to rotate.

Fire markers have additional roll options for status checks. Note that the fire marker itself has been set to not stack with other markers. Press the **Shift** key to select this piece.