

Fitna V2 :

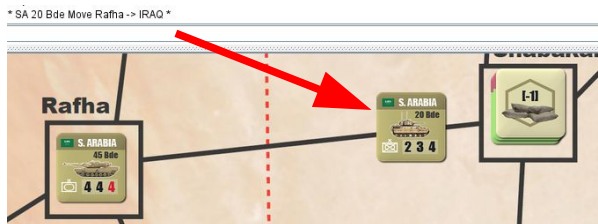
modifications from version 1 :

bug fixes :

- Fix Al bagdadi, counter now double sided.
- Correction card 102, in asset and not in event.
- Fix missing map 76.
- Correction printing counters (missing flags)

improvements/changes :

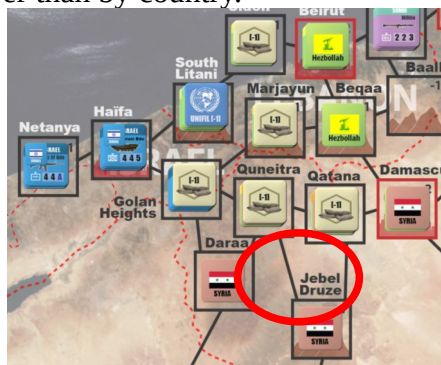
- the squares are now magnetized, the pieces are more easily positioned in the squares. But, if you place a counter outside the squares, the counters are not attracted to the nearest square. This makes it possible, for example, to prepare reinforcements or to detach attacking units from units that are still behind.



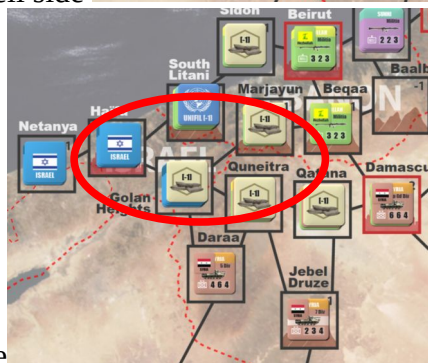
- It is possible to retrieve asset and event maps directly from the private maps of each country, without having to go into the asset or event map.



- It is possible to create a fog of war, each player can hide units, the choice of hiding by player is influenced by the fact that we do not know how many players are playing each scenario, so it is easier to hide by player than by country.



- Fog of War from Israeli side



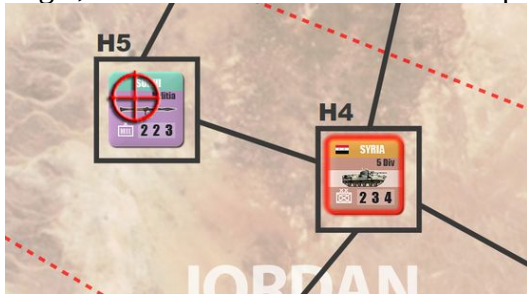
- Fog of Wa Syrian side
- At the bottom left of the central map, a movement/combat point counter has been put in place of the international turn and tension, which are managed elsewhere.

COMBAT POINTS							
Cmbt Points	1	2	3	4	5	6	7

MOVEMENT POINTS							
Mvts Points	1	2	3	4	5	6	7

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- When the turn reaches the values 3, 6, 9, 12, the played asset and event piles are automatically returned to their respective piles.
- Each counter can be identified as "active" (highlighted in red), or "target" (a superimposed target, to facilitate discussion between players who cannot see or hear each other).



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- When a player plays his joker, the joker is placed on the main map in the corresponding slot, so that the other players know which jokers are already played.



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