

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

Overview of 3.0 Changes

Dedicated Force Pools (FP) for each major combatant and Axis Minors

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 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) **(some are bugged)**

Implemented counters for Major Power Economics & Fleet Maintenance

Added Turn counter to track Month-Year

Automated weather calculation and weather marker placement (note update turn first!)

Added 8 GROUPS (A-H) Maps for handling large ARMY and/or BATTLE groups. Each group includes a Army/Battle counter to put on the main map, which can be cycled (only in its home map) to indicate the owning nation.

Automated France/Italy surrenders

Automated tracking of Production WERP spends for builds from Force Pools and Step Increases. Navy and Strategic Warfare builds are not automated. Maintains a single running total, thus must be manually cleared prior to each nation's production.

Added a variety of Inventory options to survey unit locations

Added 2 official optional rules implementation – 6th German SA and Expert Force Pool changes

Map fixes for Scottish Highlands, Southern Iraq, Bucharest

Implemented additional die roll buttons

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