

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. Axis Minor FP, shows status of each Axis minor (neutral, Axis Minor, etc.)

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 (i.e., button push) 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), Nation Economics, & Fleet Maintenance

Added Turn counter to track Player-Month-Year. This automatically does several actions (flip fleets, place weather markers, reset per turn build limit, reset build availability). Expect a ~10s pause when advancing the turn to a new 2-month turn (i.e., advance to Axis turn). Don't click multiple times...

Automated weather calculation and weather marker placement

Added 8 GROUPS (A-H) Maps for handling large groups. Each group includes a GROUP counter to put on the main map, which can be cycled (only in its home map) to indicate the owning nation and will display the number of blocks contained (push the update button to update). Group maps will also display block count and (only for non-hidden blocks) details on infantry & armor totals.

Automated France, Italy, and Axis Minors surrenders

Automated tracking of Industry. Does not account for isolation. Reliant on correct control marker placement. Will track need for mandatory garrisons, where required.

Automated tracking of Production WERP spends for builds from Force Pools and Step Increases. Maintains a single running total, but this is automatically cleared when selecting a nation for production.

Added a variety of Inventory options to survey unit locations. WARNING - until sides are added, only the INV-Location (first inventory option) and player countries Inventories are "safe" to use, others will reveal hidden info.

Added official optional rules implementation – 6th German SA; Expert Force Pool changes; France Fights On (For implementation simplicity these deploy to the USA FP); Patton's Fantasy scenario prerequisites

Map fixes for Scottish Highlands, Southern Iraq, Bucharest, Bohemia. Added map zones for each number on info track to enable better tracking.

Implemented additional die roll buttons

Automated check for Russian up-front (official) & 2-deep front (variant), doesn't check GSUs

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

Added National Power (NP) Map that measures forces by total WERP value. Added a NP Track Map to track NP during a game, which includes buttons for both manual snapshot and toggle automatic measurement. A "Save Text" button allows saving to a file for offline spreadsheet analysis.

ALERT - the NP update takes ~15 seconds to complete. If using automatic tracking, expect an extra-long pause when advancing the turn to a new 2-month turn (i.e., advance to Axis turn). Don't click multiple times...