

**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 (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.

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, and Axis Minors surrenders

Automated tracking of Production WERP spends for builds from Force Pools and Step Increases. 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 – 6<sup>th</sup> German SA and Expert Force Pool changes

Map fixes for Scottish Highlands, Southern Iraq, Bucharest

Implemented additional die roll buttons

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

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