Paths of Glory – Vassal Module 9.3 – Change List

- Eliminated Box now "auto-organizes" units as they arrive with separate piles for armies and corps of each nationality (e.g. no more nine-mile-high pile of mixed German armies and corps)
- Reserve Box now "auto-organizes" units as they arrive, with separate piles for full and half-strength corps as well as unique corps categories (e.g. BEF, AUS, etc)
- Reserve Box now provides an ACTS-style RB count e.g. (8,0) whenever corps are added, removed, or flipped.
- "Markers" and events interface simplified to show all main markers on a single palette, along with tabs for groups of 10 event markers. Older "List" format is still provided on final tab for those who prefer it.
- VP and War Status tracking/automation moved from the event cards to the event markers (playing the cards in non-ACTS play places the event markers on the turn track for same effect). This allows ACTS players to drag event markers to map or turn track and have War Status and VP update correctly.
- Appropriate markers provided for all VP-modifying situations (e.g. Fall of Tsar +1VP or +3VP, Italy Unplayed +1VP, FR Mutiny, etc) and will update VP level when dragged to map or turn track.
- When a card is played from the hand, the next Action Round marker is automatically placed on the appropriate box (Ops, Neutral Entry, etc).
- Reinforcement cards played from the hand now allow the appropriate target location (e.g. Budapest OR Vienna for Austria, Paris OR Orleans for France, etc) to be selected at time of card play (no more "North Sea", etc).
- Fire Tables & Terrain given a separate button from other player aids, for better sizing of windows.
- If Blockade card is played as an event (or in ACTS play, the Blockade Event marker dragged to map or turn track), Blockade VP markers will automatically appear when the turn is advanced to a winter turn, and VP's will be updated appropriately.
- Miscellaneous automation improvements, e.g. US Entry Marker, Russian Capitulation Marker.
- Complete 2018 Living Rules PDF linked from Help menu.
- Further chat/log reporting cleanup and streamlining – unit moves reported correctly for all combinations of map-to-map, map-to-zone, zone-to-map, and zone-to-zone, and RB counts provided when appropriate.
- Minor visual overlay patches to Classic Map to account for the now-standard corps setup in Lutsk and Stanislau, and corresponding changes in Reserve Box initial sizes.
- Move reporting improved and duplicate messages eliminated.
- Allied Powers 5-ops cards now play for RP's correctly.
- Allied RP-plays now appropriate update US/IT if (and only if) nation has entered the war.
- Turkey is no longer announced as entering the war on turn 2 if CP reaches WS4 on turn 1.
- Window sizing issues for Permanently Eliminated units screen corrected.
- Note that Save File size has increased roughly x4 to support new features. Still small "by today's standards" but something to be aware of.