

# WAR AT SEA VERSION HISTORY

updated 100310

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## Version 2.4 (Bill Thomson) 100310

- Removed Definition of sides as irrelevant in this title.
- Replaced buttons with WGA standard.
- Added turn counter
- Begin migration of all help files to html format
- Change initial map zoom to 0.444
- Corrected zoned map so movement is correctly reported.
- Removed button text from Notes and Graveyard.
- Units are not marked moved on graveyard map.

## Version 2.3.2 (Jeff Wise) 071109

- Revised with Vassal 3.0
- Enlarged counters for easier reading of names
- Added borders to counters for contrast
- Enlarged map
- Added multi-zones to map
- Auto Report activated
- Added new "sunk" layer
- Unit traits placed in prototypes
- Rebuilt and and setup file

## Version 2.3.1 (Bill Thomson) 050521

- Default scenario added under FILE. New Game remains for player variant scenario creation.

## Version 2.2 (Bill Thomson, Jeff Wise) 040427

- Debugged the Send to Graveyard feature for ships that wasn't working in 2.1
- Added missing Delete capability for the Victorious
- Created a new start file for the Graveyard feature.

## Version 2.1 (Bill Thomson, Jeff Wise) 050426

- British counter color changed to a light green different from Americans
- Italian counter color changed from German to light gray

## Version 2.0 (Bill Thomson, Jeff Wise) 050422

- Removed Third Reich counter window icon.
- Illustrious corrected from 0-1-6 to 0-2-7
- American New York and Texas corrected from 447s to 443s

- American ship color changed to light green similar to boardgame
- INFO tab added to CONTROL windows to allow players to keep shared and private notes
- Added Ship Graveyard Map accessed via control button on the control window
- Added Send to Graveyard trait (via prototypes) for all ships. Will send sunk ship to off map graveyard sunk pile.
- New Start.scen file added into Games to capture the new ship traits.
- Obsolete Start files deleted.
- Added POC calculator as a excel file.
- WAS AREA player rating information added to HELP window
- WAS article listing added to HELP window
- WAS Frequently Asked Questions added to HELP window
- WAS game credits added to HELP window
- WAS Hot Keys listing added to HELP window
- WAS PBEM guidelines added to HELP window
- WAS PBEM opportunity information added to HELP window
- WAS rule clarifications added to HELP window
- WAS version history added to HELP window
- Damage marker now increases (ctrl-a), decreases (ctrl-s), defaults to 1 (cntl-d) or can be deleted (cntl-x)
- Deleted all other damage markers from counter menu as are redundant
- Axis and Allies control can be flipped.
- Ship counters unstack into vertical column for battle
- CNTL-R trait added to LBA to Return to England or Germany
- Dice buttons added for 1d6 through 8d6

### **Version 1.2.1 (Jeff Wise)**

- Change hip counter artwork to match that in the published game with the traditional 3D look. I took the sunk counter away.
- Added hips counter trait to flip denoting sunk status rather than use of a sunk marker. Eliminates the need to remove sunk markers.
- Added expanded Malta port; British ships so located are more easier utilized.
- Added two game start files; Med strategy and ignore Med strategy.
- Reinforcement ships added to reinforcement track

### **Version 1.0 (Jeff Wise)**

- Original release.
- For added flavor I played with the counter colors a little. All fleets/nationalities now have distinct background colors.
- Added skull and crossbones counter to mark sunk ships to be removed at end of surface combat.
- Added a game start setup file for convenience.