Change log for World at War '85 vassal module.
New in 2.0:

Overall, this version strives to reduce the number of individual game pieces that were moved on and off of a stack of units. This is accomplished by adding markers or tokens to the game piece by adding various tagged layers. Now, the markers can be assigned directly to a unit, either by right click, or from hotkeys:

Ctrl+T changes the label on the bottom (formation name, or any other desired text)
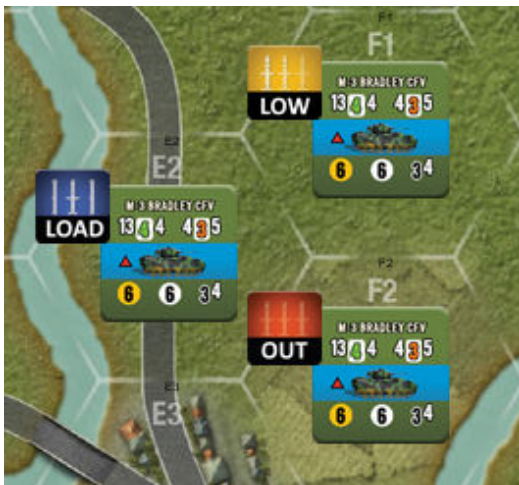
Ctrl+Shift+C changes the command status.

Ctrl+Shift+I for the Infantry status (cycles through showing full strength or reduced infantry)

Ctrl+Shift+F for the Disrupted status.

Ctrl+Shift+E for the End Ops marker. These are also removed when pushing the Delete Admin Markers button.

Ctrl+Shift+J changes the electronic warfare jamming status on HQ units, cycling between full and reducing markers.

If the unit has some kind of missile ammo, Ctrl+Shift+M cycles between Load, Low Ammo, and No Ammo flags.

For Helicopters, an additional tag for Landed and Nap-of-Earth flying modes is available by a right click, or using Ctrl+Shift+N

For gray asset units (those that have a solid gray formation band), these can now be formally assigned to a color formation. This helps to keep track of which units belong to a formation, and also when removing admin markers during an activation. This is a two step process.

First, press Shift+I (or right click) to assign the color of the formation. A small color bar will appear at the top of the unit, showing the color assigned.

Second, right click on the unit, and choose "HQ Assignment" to match the color. It is important to note that the color bar shown on the unit is only cosmetic; this assignment is what matches the unit piece to the formation color.

When adding a wreck marker, selecting Ctrl+W will add a wreck marker to the map, and automatically send the dead unit to the casualties holding box. The wreck marker is also offset lower than other units, to aid in identifying terrain effects. Note that the wreck can only be selected by holding down the *Shift* key when selecting with your mouse.
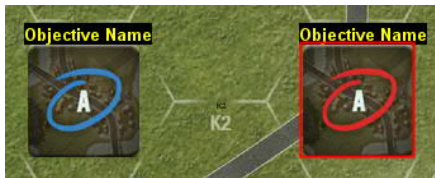
Each unit has a right click option to perform a Morale / Training checks. This can also be done by using Alt+Shift+#, or by clicking the value button at the top of the map window:
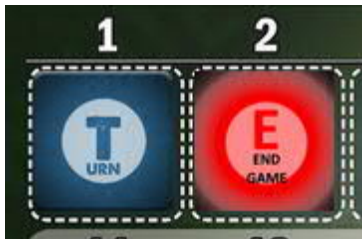
When using battlefield events or friction, one side needs to be determined for application of the dice result. The choose sides button will randomly produce this result for you.

When using the layer tags, admin markers can be removed by right-click on the HQ (Alt+Shift+D). This allows for a faster reset when the formation card comes up. All *End Ops* and *Out of Command* markers that belong to that formation color band (including gray assets, if assigned) are removed with this command.

Objectives can be named. Use Ctrl+T to change the text label.

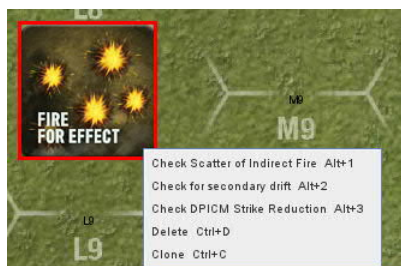A new marker showing the end round of the game has been added.

Game pieces with AP or HE attacks can have an overlay applied to show their Point Blank, Normal, and Long Range attacks. Use Ctrl+Shift+A or Ctrl+Shift+H to show the corresponding attack overlay, and to turn it off again. Spotting range (for recon units) can also be shown via Ctrl+S.
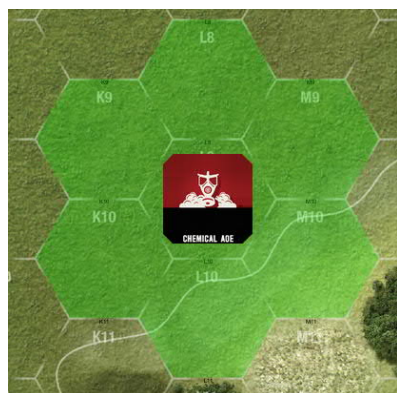
Close Air Support aircraft have options to determine if the CAS is intercepted before arriving on board (rule 4.1) and also to see if ordnance has been expended (rule 4.4).

The Fire-for-Effect marker has options for checking scatter (rule 14.5) and for direction of scatter if the salvo is off target. Secondary scatter (also rule 14.5) is checked on a separate roll.

Checking for the DPICM (rule 14.11.1) strike reduction is also available.

A new marker showing the area of effect of a chemical strike has been added. The marker is also slightly over-sized to show up under other unit pieces better.

Bridges have new markers. The marker itself is oversized; the bridges line up with the roads that cross, creating a more seamless appearance. Like other 'permanent' markers, hold the Shift key to select them once on the board. Press Ctrl+[and Ctrl+] to rotate.

Fire markers have additional roll options for status checks. Note that the fire marker itself has been set to not stack with other markers. Press the Shift key to select this piece.