

PANZERBLITZ & PANZERLEADER

Version History

updated 150414

Version 3.6 (Bill Thomson, Matt Looby) 150414

- Deleted Internet die button; I have never known it to work in any module as the half-life of an third party die roller is limited and they are continuously replaced.
- Enabled movement logging into the control window
- Added Hide/Reveal units button capability.
- Modified default map zoom and redefined zoom levels
- Units now snap to the center of the map hex.
- Added Send to graveyard trait for all combat units; removed delete trait.
- Fixed hex ID of hexes on PZB boards. Hex 1 is that with the row letter. Was correct on PZL boards.
- MOV button image modified to Clear Moved button.
- **Movement trails are turned off at start. Visible when selected by player as needed.
- ** Fixed MOVE notation per individual counter trait now can be removed via the MOV button.
- Modified Graveyard button to WGA standard.
- Resolved: PZL vassal map hex CX2 was reported ad incorrect, is a slope hex in the printed game. Assumed resolved in Imaginative Strategist Maps.
- Reorganizing Scenario Setup Files to accommodate expansion via pending module extensions.
- Pending: Create Cleanup function at end of turn (flip all units for front side and remove Moved notation of friendly units at end of turn; TBD remove fired & disperse masks).
- **NOTE: Changed counter traits are not updated for units already in play or on previous At Start file.

Version 3.5z02 (Michael Little) 131124

- Map board artwork by Ward McBurney as posted on the Imaginative Strategist website (and other sites)
- Counter artwork by Ward McBurney, Greg Moore, and Michael Little. Allied counters have nationality colors.
- New artwork for nationality dependent markers by Ward McBurney.

Pending: Additional-Units-070207.mdx Module Extension; (Josep Maria Mainez/Bill Thomson) 070610

- Counter images by "Josep Maria Mainez" <pilar.txema1@wanadoo.es>
- Allied Counters with Nationality colors
- Additional units

Version 3.5 (Jeff Wise/Bill Thomson) 070612

- All HELP files converted to HTML
- Converted Die Roller to Mersene Twister with added About Mersene Twister help file as explanation
- Module Guide remains pending
- Removed the non-functional Clear Dispersed, Clear Fired. These are now removed when clicking the MOVED button
- Revamped Turn Track
- Added merged LOS/LOF dots on PZL boards
- Rebuilt situation quick start files
- Added 3D look to Game Markers
- Added new Game Markers:
 - 1. "Objective Hex Marker." Place on map pertaining to objective hex(s). Can assign victory point total for the hex and a priority rating (two Text Labels). Invisible Trait is available for this marker.
 - 2. Added new Turn Now and Game End markers.

Version 3.4.4 (Brent Easton/Jeff Wise/Bill Thomson/Steve Dell) 060911

- Grid removed from PZL boards with the inverted hex ids. VASSAL generated grid displayed to be consistent with logging.
- Center dot shown, map alignment to grid optimized. Corrected numbering to be validated against real board
- New scenario start files to be generated so all counters will have new traits courtesy of Steve. (pending; missing Pzb 3, Pzl 17+)
- All help files to converted to html. (pending)
- Custom scenario units created; Pzb Sit 3 PzIII; Pzb Sit 12 fixed Wespe and Hummel)

Version 3.4.3 (Jeff Wise) October 2005

- All artillery pieces rotate for optional FOF purposes
- Hot Keys altered
- All boards now have merged hexes, numbers, and center dots. These allow for no grid drawing and increased board performance
- PB boards now have PB-type road, label, and town hexes
- New markers added
- Units may now be flipped to reveal a blank side (black for german, red for russian, dark yellow for allied)
- Invisible trait added for blind games
- Player sides added, plus moderator for blind games

- New control buttons added
- Turn Track added
- Quick start set-ups added for both PB and PL standard situations
- PB and PL situation cards added containing victory conditions and other criteria
- PL UFT added (there is no UFT per se' for PB)
- New KIA (Graveyard) added for eliminated units

Version 3.3 (Bill Thomson) 050520

- Units are now marked moved if enabled by user preferences.
- Mouse over view enabled, will expand the counter stack for 500 ns.
- Hex Id will be displayed for 700nm when a counter is selected.
- Scenario Files folder added while retaining NEW GAME scenario definition capability. Will be upreved as scenarios 1-12 are added.

Version 3.2 (Jeff Wise) 050520

- Info Windows added.
- Revised Graveyard map

Version 3.1 (Bill Thomson & Jeff Wise) 050517

- Info Windows added.
- Graveyard map added as a residence for eliminated units for VC counting purposes.
- Send to graveyard map added as a trait to all counters (Cntl-G).
- Helps files added (AREA player ratings, Articles, Game Credits, Hot Keys, Internet Die Roller, Online Tools, Organized PBEM play, Tournament Play, Version History).
- Die roll button text replaced with a icon.

Version 3.01 (combination of previous PZB and PZL independent module efforts by John Fermendzin, Dennis Jorgenson, and Jeff Wise)

- No prior version history noted.

FEEDBACK:

- Please send all additional comments, modification/error correction to [Bill Thomson](mailto:Bill.Thomson@wargameacademy.org); www.wargameacademy.org