Panzer Corps
Read me File – 6 October 2016
Version 1.30

Welcome.
Thank you for playing Panzer Corps™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Slitherine web site, www.slitherine.com, or the Matrix Games web site at www.matrixgames.com.

Below you will find the latest and greatest information on Panzer Corps™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please use our Help Desk at www.matrixgames.com/helpdesk or post in the Panzer Corps™ Support Forum at www.slitherine.com/forum. Please provide as much detail on your issue as you can.
To obtain optimum game performance, close all other applications before beginning a game.

Change History:

v1.30 – October 6, 2016

- Audio library has been updated to newest version
- Special abilities shown in Purchase, Unit Details and New Equipment Available screens.
- Switch type is shown in a popup when "switch" special ability is clicked.
- Extended predictions when planning unit movement.
- Soft Cap tooltip added to old prestige tooltip.
- Fixed issue with extended predictions showing for transports.
- Extended prediction no longer shows on the hex where the unit is moving (to avoid confusion weather click will trigger move or attack)
- Implemented OS scaling setting (via Settings in game launcher)
- Implemented legacy audio setting (via Settings in game launcher)
- Add new Gold images
- Added german localization
- Added Russian localization
- Special abilities correctly shown in case of upgrade
- Extended prediction is shown again when move and attack hex is the same (important case for planning aircraft bombing raids)
- Gold images should appear only when all 18 packages are installed (both Steam and non-Steam version)
- US Corps images added to the Library

- Switch ability tooltip fixed
- Added "attacksub" unit trait which allows submarines to attack other submarines.
- Incorporated some fixes for german localization reported on the <u>forums</u>

v1.26 – March 19, 2016

- Audio library has been updated to newest version
- Fixed potential bug with prestige not being awarded for capturing flags (same as on iPad)
- Game should no longer go to idle mode while playing replays
- Steam performance fix (was deployed earlier, but not sure it was included in change log)

v1.25 – February 15,2016

- Added support of Soviet Corps campaign.
- Added new soviet units, as well as two new factions (Finland and Japan) to the base game.
- Fixed bug with switching screen resolution.

v1.22 – December 18,2013

- Enables cross-platform multiplayer between PC and iPad versions of Panzer Corps

v1.21 – October 11,2013

Patch 1.21 is primarily intended to resolve the issues which people have with the game in 1.20 (we used <u>this topic</u> as the reference).

- Change List
    - o Fixed advaced options in GC
    - o Fixed the issue with too generous hero assignment in GC
    - o Fixed default game layout: if the patch is installed on PzC Wehrmacht, UI will not default o Allied skin after install.
    - o Kamikaze units (like V weapons) no longer get to reform list.
    - o Fixed AK intro movie - should play correctly now if AK expansion is activated.
    - o When starting GC, UI skin should switch to german, unless Allies in the only installed expansion.
    - o Disbanding 0-strength no longer gives prestige. Disbanding understrength units (e. g. 1-strength) gives proportionally less prestige.
    - o The game should now display an error in case it fails to save the game (bad file name etc.)
    - o Replays no longer display danger dots when moving airplanes.
- **Other changes**:
    - o If "Custom difficulty" checkbox is not checked, difficulty sliders are updated to reflect the currently selected difficulty level.
    - o Unlocked a few more experimental options which were used in the Allies beta, available

via gamerules.pzdat file.

v1.20 – June 6th, 2013

- Changes

  o   Option to save and watch game replays
  o   Option to change difficulty between scenarios in a campaign

      - The game now shows scenario name, difficulty and victory conditions in Messages window.
  o   Advanced options tab for new game. Custom difficulty settings (player/AI prestige/experience/strength modifiers, turn count modifier, AI level setting), Reform units option, Normal/limited/none randomness in combat option

  o   "Show All Nations" option in Purchase screen (to view and compare stats of units belonging to different nations)

- Gameplay

  o   Prestige soft cap
  o   Class-specific experience effects
  o   Forcing enemy units to surrender earns you prestige
  o   Overstrength is progressively more expensive with every point applied
  o   Initiative heroes are limited to +1 bonus
  o   Entrenchment gives 2x defense bonus against ranged attacks
  o   Close terrain now gives +4 defense bonus to ground units vs. fighter and tactical bomber attack
  o   Overstrength is lost after upgrade
  o   Replacements come suppressed
  o   Train transportation takes 2 turns instead of 3
  o   Old rules (as in 1.14) available via UI option on advanced options tab
- New units added

  SAS
  Commando
  SE Rangers
  SE Airborne

  SE Truck
  SE M3 Halftrack
  SE Lorry
  SE Bren Carrier

  SE Willys Jeep
  SE Westland Lysander

  SE Spitfire Mk.I

SE Spitfire Mk.II
SE Spitfire Mk.VB
SE Spitfire Mk.IX
SE Spitfire Mk.XIV
SE Tempest Mk.V
SE Meteor Mk.III
SE P-51B Mustang
SE P-51D Mustang
SE P-51H Mustang
SE P-47B
SE P-47D
SE P-47N

Westland Lysander
Avro Anson
Willys Jeep

Lorry - changed icon
Matador
Quad
Kangaroo

Bridgelayer
Crocodile
Scorpion
Tortoise
Sherman Crab
T28 Super Heavy

Calliope
Cromwell CS
Churchill AVRE
76mm Land Mattress
114mm T-27 E2
M3 75 GMC - switcher

2pdr portee
6pdr portee
Deacon
QF 25pdr AT - switcher
M3 75 GMC - switcher

Vickers AA
Crusader AA
40 mm SPAA

Battle Mk.II
Boston Mk.III
Beaufighter Mk.IF
Wellington Mk.IC
Wellington Mk.III
Wellington Mk.X
Mosquito Mk.VI S1
Mosquito Mk.VI S2
Swordfish Mk.I

Halifax Mk.II
Halifax Mk.III
Stirling Mk.III
Lancaster Mk.III
B-32 Dominator

Horsa
Hamilcar

New Zealand HW Inf
43 New Zealand Inf
43 New Zealand HW

43 Canadian Inf
43 Canadian HW

43 Free Polish Inf
Free Polish Paras

French Colonial Mnt

43 South African Inf
43 South African HW

43 Indian Inf
43 Indian HW

Panzer IIIF
Panzer IIIG
Panzer IIIH
Panzer IIIJ
Panzer IIIJ/1
Panzer IIIL
Panzer IIIM
Panzer IIIN
Panzer IVD
Panzer IVE
Panzer IVF
Panzer IVF/2
Panzer IVG
Panzer IVH
Panzer IVJ
Panther D
Panther A
Panther G
Tiger I
Tiger II
Maus

- New city and port tiles added
- Library extended with new entries

- New Modding options
  o Hex action

- o Param action
  Unit action
  - o Unique aux units
  - o exp.pzdat data file
  - o heroes.pzdat data file
  - o New options in gamerules.pzdat
- German and Russian localizations of the Library added
- Bug fixes
  - o Battleship animation fixed
  - o "camo" trait fixed

v1.14 – April 16th, 2013

- DLC 1939:
  - o Poznan A briefing addition:
  - o Note: SE Unit limit for this campaign is 2. Experience cap has been set to 225.

  - o Poznan:
  - o Added Second Lieutenant Rudel hero.
  - o Added mission text:
  - o We're sending you a special reconnaissance unit to supplement your forces!
  - o Although the flight leader of the unit has been deemed unsuitable for combat, there are those that believe he may have untapped potential... To that end, I highly recommend you not disband this recon flight, but instead make the maximum use out of it in every battle to come!
  - o Geographical changes:
  - o Gorlitz renamed to Glogau
  - o Jelenia Gora renamed to Trebnitz and flagged German
  - o Zielona Gora renamed to Nowy Tomysl
  - o Several Polish towns have been replaced with fortified checkpoints
  - o Trigger fix: Marginal victory now awarded for axis control of 2 or more primary objectives

  - o Lodz:
  - o Polish position around Kutno is much stronger, but also set to hold position fire AI setting.
  - o Added Oleh Dir hero unit
  - o Added mission text:
  - o Special reinforcement unit has arrived!
  - o You are strongly advised to bypass the fortified defenses in front of Lodz instead of attacking them head on!

  - o Piatek:

- Trigger fix: Marginal victory now awarded for Axis control of more than 0 primary objectives
- Loss now results from control of 0 primary objectives.

- Wyszogrod:
- Replaced D Loss text with
- A very disappointing performance, Herr General. As you were unable to secure your objectives we will have to devote additional resources to clear out the remaining Polish resistance that is now taking positions within Kampinoska Forest.
- This, however, is no longer your concern. As a result of your failings, you have been ordered to return to Berlin immediately as an investigation of your actions in this campaign has begun. You are dismissed!

- Kampinoska Forest:
- Foreshadowing units around Modlin have been strengthened, but also set to hold position fire AI settings.

- Modlin:
- Added Albert Kerscher hero unit
- Added mission text:
- Special reinforcement unit has arrived!

- Spoils of War:
- Added Helmut Lent hero unit
- Special reinforcement unit has arrived!

- LilleHammer:
- Four hexes with incorrect Sea label have been corrected.
- Graphic at hex 8,12 has been improved.

- DLC 1940:
  - Eben-Emael now uses DFS 230 gliders for pre-set units.
  - Town renamed to Noorbeek

  - Eben-Emael A briefing addition:
  - Note: SE Unit limit for this campaign is 3. Experience cap has been set to 325.

  - Added mission text to Eben-Emael scenario:
  - Hans-Ulrich Rudel's request to be transferred to a dive bomber unit has been denied.

  - The Hague:

- Town renamed to Dordrecht
- Town renamed to Aalsmeer

- Sedan:
- Hex 11,12 is no longer marked as Sea
- Added Heinrich Bar hero unit
- Added mission text: Special reinforcement unit has arrived!
- SedanB Decisive victory and SedanC marginal text changed to

- <button type="radio" name="NextScn" id="Maubeuge">Deploy to Maubeuge and engage the British!</button>

- <button type="radio" name="NextScn" id="Stonne">Deploy to Stonne and engage the French!</button>

- Stonne:
- Hex 5,3 river visually connects to Meuse River now.

- Wassigny:
- Second paragraph has been changed to read:
- Your objective is to scour the area for Giraud's Headquarters, destroy it, and occupy the city where it is located and capture the General. To ensure that your prize can be properly… questioned, you must then escort the General back to your deployment area, specifically the area on your map marked as 'Capture Zone A'. Any information that can be retrieved from Giraud, and the demoralizing news of his capture, outweighs any territorial gains you might acquire here, so keep in mind that capturing and then escorting Giraud is your primary objective.
- All French infantry that spawn in the central area of the map after Giraud has been captured have been removed.
- Added mission text:
- A massive French counter-attack is closing on your position! Air Reconnaissance units have spotted French infantry and armor assets simultaneously approaching from the north, west, and south! You must organize your forces to engage in a fighting withdrawal against these overwhelming enemy forces to buy enough time to extract General Giraud!

- Calais and Amiens B decisive victory text changed to
- Begging your pardon, Herr General, sir… but your advance was so successful that our lines of communication have not been able to keep pace and we have lost contact with the Generalfeldmarschall and High Command. I have a report for you of a very significant build up of Allied troops trapped in a pocket at Dunkirk, but we have not received any new orders on where or how to proceed.
- What shall I tell the men, sir? Shall we march on Dunkirk, or work on restoring our communications and await further orders?

- <button type="radio" name="NextScn" id="Dunkirk">Advance on Dunkirk!</button>

- <button type="radio" name="NextScn" id="Reims">We better wait for orders.</button>

- Dunkirk:
- Added mission text to help player gauge their progress:

- About a third of the enemy's transports have been destroyed. Continue your assault!
- Well over half of the enemy's transports have been destroyed. Victory is near!

- DLC 1941:
  - Belgrade A briefing addition:
  - Note: SE Unit limit for this campaign is 4. Experience cap has been set to 375.
  - Added mission text:
  - Hans-Ulrich Rudel's new request to join a dive bomber squadron is under review.
  - A Romanian officer unit has successfully reached Belgrade. Make sure to leave them inside of the city to fulfill your objective!
  - Transport on 88 flak gun replaced with new heavy transport
  - Increased size of zone 10 slightly

  - CreteAirborne and Crete Naval.
  - All auxiliary forces now have DFS230 glider transports.

  - Added Hans-Ulrich Rudel hero to Minsk41 scenario.
  - Added mission text:
  - After repeated requests to be transferred to a dive bomber unit, we've decided to grant Hans-Ulrich Rudel the chance to test his combat abilities! I am certain you will put his skills to excellent use.
  - Congratulations, a unique Stuka unit has been added to your core!
  - Added mission text:
  - We've mobilized an extra special unit to help you crack the defenses of the Brest Fortress.
  - Karl mortar reinforcement has arrived!

  - Smolensk41
  - Added hero units Helmut Wirnsberger and Heinz Rondorf
  - Added in mission text:
  - Special reinforcement units have arrived!

  - Should no longer be possible to achieve a result of 'Axis surrenders' in Minsk41,

Smolensk41, and Novgorod scenarios.

- o Leningrad 41
- o Lake renamed to Ladoga

- o Streets of Moscow:
- o Added hero unit Otto Kittel
- o Added in mission text:
- o Special reinforcement unit has arrived!

- o Demyansk Pocket:
- o Pzloc file now reads:
- o IDS_SCEN_AXIS_CAM_OBJECTIVES <i>Decisive Victory:</i>
Escort at least 4 Supply Carriers to 4 different Supply Airfields AND maintain control of all Supply Airfields.

<i>Marginal Victory:</i>
Hold at least 3 Supply Airfields.
- o and map triggers have been adjusted to match this update.

- DLC 1942:
  - o Vitebsk A briefing addition:
  - o Note: SE Unit limit for this campaign is 5. Experience cap has been set to 425.
  - o Transport on 88 flak gun replaced with new heavy transport

  - o Sevastopol Assault:
  - o All 4 zone 30 hexes are now all occupied by soviet super forts

  - o Voronezh:
  - o Added hero units Walter Nowotny and Friedrich Pein
  - o Added in mission text:
  - o Special reinforcement units have arrived!

- DLC 1943 East:
  - o Kharkov43 A briefing addition:
  - o Note: SE Unit limit for this campaign is 6. Experience cap has been set to 525.
  - o Transport on 88 flak gun replaced with new heavy transport
  - o Added in mission text:
  - o Looks like you found one of those Soviet officers! Make sure to safely escort him to Capture Zone A.

  - o Enough Soviet Officers have been captured to satisfy our intelligence needs. Be sure to leave them in the Capture Zone and give them suitable protection, but now you can turn your main efforts to defeating Soviet forces in this region!

  - o Orel:

- o Added hero units Josef Allerberger and Bruno Sutkus
- o Added in mission text:
- o Special reinforcement units have arrived!
- o Added three turns to mission turn limit

- o Oboyan, OboyanD, Olkhovatka, and OlkhovatkaD
- o Added two turns to mission turn limit

- o Prokhorovka:
- o Added aux unit heroes Erich Hartmann and Kurt Knispel
- o Added In mission text:
- o We've depatched some of the best officers in all the Wehrmacht and Luftwaffe to aid in your offensive! Use them wisely!
- o Final Soviet attack wave triggers when German units approach Prokhorovka instead of activating after part of Prokhorovka has been occupied

- **DLC 1944 East:**
  - o Korsun Pocket A briefing addition:
  - o Note: SE Unit limit for this campaign is 7. Experience cap has been set to 599.
  - o Transport on 128 flak gun replaced with new heavy transport
  - o Pzloc file now reads:
  - o IDS_SCEN_AXIS_CAM_OBJECTIVES <i>Decisive Victory:</i>
Escort at least 4 Supply Carriers to Sector A Supply Airfields AND maintain control of all Supply Airfields.

<i>Marginal Victory:</i>
Hold at least 1 objective.
  - o and map triggers have been adjusted to match this update.
  - o Added hero units Eric Litzke and Matthaus Hetzenauer
  - o Added in mission text:
  - o Special reinforcement units have arrived!

  - o Korsun Breakout:
  - o Gerhard Barkhorn hero added
  - o Added in mission text:
  - o Special reinforcement unit has arrived!

  - o Poltava and PoltavaS:
  - o Transport on all 88 and 128 flak guns replaced with new heavy transport

- **DLC 1945 East:**

- Goldap A briefing addition:
- Note: SE Unit limit for this campaign is 8. Experience cap has been set to 599.
- Transport on 88 flak gun replaced with new heavy transport
- Wilhelm Batz hero added
- Added in mission text:
- Special reinforcement unit has arrived!

- Konigsberg trigger fix:
- Decisive victory awarded for holding all victory hexes at the end of the scenario instead of needing to hold ALL hexes.
- Konigsberg A briefing now says to hold at least 3 objectives, down from 4 to match the pzloc and scenario settings.

- Berlin:
- Trigger fix:
- Marginal victory awarded for holding more than 5 victory hexes at the end of the scenario.
- Added Erich Hartmann hero unit
- Added in game text
- Answering the call to defend Berlin, a very special reinforcement has arrived!

- DLC 1942/43 West:
  - Added Josef Priller hero unit

- DLC 1944 West:
  - Adjusted Nijmegen and Nijmeganalt victory triggers to match pzloc

- Changes from the translation document:
  - HardelotA.pzbrf now has a date.
  - Gironde.pzloc renamed town to Begadan
  - Etna Line North.pzloc and Etna Line South.pzloc renamed town to Catenanuova

  - Text in the following scenarios have been reformatted so the second paragraph correctly displays in game:
    - Etna Line North.pzloc
    - Etna Line South.pzloc
    - Messina.pzloc

  - Volturno Line.pzloc renamed river to Biferno
  - Falaise.pzloc town renamed to Carrouges
  - Montelimar.pzloc towns renamed to Malataverne and Espeluche

- o St. Lo.pzloc towns renamed to Villebaudon, Gavray, Tribehou,and Airel and Decisive Victory cannot be won if 8 or more Allied units escape.
- o Toulon.pzloc town renamed to Draguignan
- o Bastogne Siege.pzloc town and river renamed to Clerf
- o Houffalize.pzloc town renamed to Sterpigny
- o Liege.pzloc town renamed to Noorbeek
- o SeaLion45.pzloc town renamed to Bexhill-on-Sea
- o The End on the Elbe.pzloc town renamed to Torfhaus

v1.13 – Feb 12th, 2013

- **Tileset**
  - o Mud/snow versions of ports are updated to match dry version
  - o Fixed jungle tiles showing as clear (in British India scenario)
  - o Other minor fixes

- **Equipment file**
  - o New units added: V1 Flying Bomb, V2 Rocket, Go-229 Flying Wing Fighter, Arado E-555 Strategic Bomber, Arado Ar-234 Tactical Bomber
  - o Adjusted costs of Sahariana and Chevy recon units

- **UI and controls**
  - o Minor adjustments in turn splash screen: scenario name is added to information shown; more screen space is used for victory conditions
  - o Number of units in reserve is now shown as N+B, where N is the number of normal units, and B is the number of bonus units.
  - o Prestige tooltip in the main UI now includes per-turn prestige bonus.
  - o Unit's battle history now includes unit upgrades.
  - o It is now possible to deploy paratroopers in the air or on the ground, using the ground/air switch.
  - o Actual ground state is now shown during deploy phase.
  - o When both movement and attack is possible to a certain hex, the player can now choose movement or attack using ground/air switch.
  - o On scenario result screen Enter now means "proceed" and "Esc means "view battlefield".
  - o Once spotted, immobile structures remain spotted on the map even if there are no units spotting them (like minefields).
  - o Sort order in the unit list is tweaked: now SE units are always shown after "normal" units.
  - o Added hotkey for Switch: W
  - o On briefing/debriefing screen Enter can be used to close the screen (except when there is a choice of the next scenario).
  - o In the scenario result screen Decisive victory, marginal victory and Loss now use different images.
  - o The game no longer counts carriers when calculating dangerous hexes for strategic bombers.

- **Modding**
  - Weather action now includes sandstorms.
  - It is now possible to add new custom movement types.
  - Prestige condition added (via Map condition, choose "Axis prestige" or "Allied prestige" from the list)
  - New unit traits: "camo" (unit is hard to spot, like a minefield), "captureflag" (inverts predefined class ability to capture flags: infantry/tank/recon/AT lose it, other classes gain it), "kamikaze" (unit dies after attack), "missile" (air unit does not refuel on friendly airfields)

- **Other**
  - Added "dice chess" cheat. Similar to "chess", but there is a certain limited randomization of combat results (unit's chance to hit and suppress can vary +-20% from its normal value).
  - German localization of Africa campaign is included with this update.
  - Added german Manual to german localization.
  - Replaced russian Editor manual doc with pdf.
  - Fixed the issue with ground units sometimes deploying on the water without transports.
  - Various small fixes in russian localization.

v1.11 – Oct 2nd, 2012

- **Bug fixes**
  - Fixed a crash bug related to the "Undo" option when being ambushed.
  - Fixed a ZOC issues related to the "Undo" option.
  - Fixed a number of map string bugs including issues in other languages and invalid strings in save/load.
  - Fixed a few issues when using Panzer Corps 1.10 with mods intended for 1.05.
  - Fixed cities and airfields in muddy and frozen tilesets to match dry tileset.

- **Editor**
  - Added all desert-related tiles to muddy and frozen tilesets.
  - Added new option to the Editor (Scenario Params, General tab): "Clean reserve after deploy". This allows you to design campaigns with part of the core force.
  - The editor now allows negative hero bonuses.
  - Custom unit's max strength is now preserved after upgrade.

v1.10 – Aug 6th, 2011

- **Gameplay**
  - 20+ new units to be used in existing scenarios and also in user mods, including minefields, gliders, flame throwing tanks and motorcycle infantry
  - The game was extended with desert-related graphics and game rules, and is fully compatible with scenarios (both official and user made) set in Africa theatre.

- o New weather type: sandstorm.
- o A new option to disable "Undo Move" command. Available in both single player and multiplayer.
- o Embarking and immediately disembarking on the same hex is treated as undo and does not spend unit's move.
- o Planes no longer see enemy units underneath in bad weather.

- **UI**
  - o Heroes are now shown on the map as golden dots on unit's strength plates.
  - o In unit list it is now possible to hover over hero portraits and see their bonuses in a tool-tip.
  - o Unit info screen shows not only the number of kills the unit scored, but also the number of losses it took in the course of the game.
  - o Scenario briefing, as well as any messages that appear in course of a scenario (new feature, not used in old campaigns), are now included in Message log invoked via UI button of Ctrl+M shortcut.
  - o Library was extended with articles about the most prominent WW2 fighters and bombers.
  - o Added Italian heroes and awards, and also 10 new German heroes.

- **AI**
  - o Some general improvements in AI play logic.
  - o The AI can now use more unit orders, in particular drop paratroopers and switch multipurpose units.
  - o The AI supports a number of new settings available to modders via the new editor.

- **Multiplayer**
  - o The patch updates the game to version 1.10 which is required to login into Multiplayer server after Afrika Korps release.
  - o The game is updated to be compatible with Afrika Korps engine, so that it is possible to accept challenges and play games against opponents using Afrika Korps.
  - o One more new MP scenario added: Spoils of War
  - o Corrected balance in Iron Cross Red Star map.

- **Bug fixes**
  - o A number of fixes in unit icons and animations
  - o Movement heroes no longer affect units in sea/air/rail transports
  - o Fixed crash when using Mount and Supply hotkeys during deployment
  - o Fixed strategic bombers adding white flag when bombing cities with no flags on them.
  - o And much more

- **Editor**
  - o More advanced scripting. Now it is possible to trigger not only single actions but also scripts which can consist of several actions. Each script can run one or several times, and also skip a few runs before it gets executed. Also, it is now possible to run scripts not only at the end of a turn, but immediately when the required condition is met (e. g. you capture a city - this triggers an event), and also at the beginning/end of axis/allies half-turn. There

are new types of actions (display message, center on hex, mark or unmark certain hex as victory objective) and conditions. Setting and checking tags allow scripts to exchange information - a certain trigger could depend on one or several scripts running prior to its execution etc.

- o A number of new AI orders. It is possible to give the units to move to a certain hex via a given trajectory, or to move to one of several hexes randomly; patrol area in different ways, or disembark on one of several given hexes randomly. Also, the AI action allows assigning all these new AI orders based on a certain trigger.
- o Unit placement randomization. Both deployed units and reinforcements can now appear at random location - within a given radius from their original hex, or in a given zone. This allows to do pretty tricky randomizations: for example, reinforcements could come from any location on the border of the map.
- o Heroes configuration. Now it is possible to assign any heroes to any units on the map.
- o Exit zones. Available via Special Hexes layer, and separately for Axis and Allies. A unit which enters such a hex is removed from the map and is placed in Reserve. It is also possible to analyze units in reserve using map condition with "Where" set to "Reserve".
- o It is now possible to set max strength on a per-unit individual basis.
- o It is now possible to have several different transports of the same type in the same scenario (e. g. normal air transports and gliders at the same time). They are configured via Transports tab in Scenario Params.
- o Theatre setting. Any scenario can be set in Europe or Africa. Depending on theatre setting the units will use appropriate camouflage.
- o In addition to cloudy weather, rain and snow, it is not possible to specify probability of sandstorms in a given scenario.
- o Share flags setting. If set, units of any nation can be purchased next to flags belonging to allied nations (e. g. German units near Italian flags if Germany and Italy belong to the same side).
- o "Special" check box in unit params, allowing you to mark mission-critical units (the ones you need to protect, escort, or destroy) with a different strength plate.
- o Generate Tiles command no longer overwrites any tiles set manually by the designer. It is possible to generate tiles on a per-layer basis.
- o It is possible to change unit type without losing its stats - just select new type and click on the unit twice (first click will select the unit, second will change the type).
- o Units should no longer lose transports after editing unit params.

- **Other**
  - o French and Russian localizations included with this patch.
  - o It is now possible to reduce the game memory footprint by running it with a /nocache command line switch. This might be useful if you are using heavy mods, or simply have very little memory on your PC.
  - o In Data folder there is a new file called diff.pzdat. This file contains all settings for all difficulty levels. So it is now possible to customize difficulty as you want. Also, the modders can include a custom diff.pzdat with their campaigns, thus making difficulty levels which are more suited to their content.
  - o Movement tables can now use fractional movement costs (with one digit after decimal sign, e. g. 1.1 or 1.5, but not 1.25).
  - o New unit traits: minefield, minesweeper, minekiller, glider, nozoc, reconmove.
  - o It is now possible to configure which transports a unit can use, on a per-unit basis, and also create new transport subclasses within primary transport classes (land, sea, air and

rail) in the equipment table.

- o It is now possible to exclude any unit from any theatre of operation in the equipment table.
- o Multiple nation campaigns are now supported - just list all nations separated with commas in the campaign.pzdat file.
- o The game can now play voiceovers not only for pre-scenario, but also for post-scenario briefings.
- o Switch command should now work between planes (i. e. switch ground to air and vice versa).
- o Added "kills X" cheat. Allows setting any number of kills on a unit.
- o Added "reform units" cheat. When this mode is active (entering the cheat code again deactivates it), all killed units move to reserve with zero strength and can be reformed before the next scen. Killed unit loses all experience, but preserves name, awards, heroes and battle history.
- o "all eqp" cheat now also allows to purchase bonus and captured units.
- o Removed "air", "sea' and "rail" cheats.

v1.05 – Dec 7th, 2011

- 4 new MP maps
- Added a number of new Soviet units - IS1, KV85, BS3, 85mmM1939, Soviet guards, Soviet SMG and Soviet conscripts
- New layer in the tileset used for custom hex markings
- Fixed a number of strings issues in English and German versions
- Fixed window mode turning on by itself occasionally
- Various other bug fixes

v1.04 – Oct 26, 2011

- Massive list of changes in eqp file (cost tweaks, stats tweaks, even a few game rules tweaks) to improve overall unit balance.
- Support for additional DLC packs.
- Mechanism to transfer your core from one campaign to another, used in Grand Campaign.
- It is now possible to add new units on triggers in the mission. This allows for example a location to be occupied and a captured enemy general to be placed. Who must then be extracted to complete a mission.
- The new unit function also allows for captured units to be enabled. A range of captured Polish and French units have been added to the equipment file.
- A far more extensive range of mission objectives are now possible and the Grand Campaign '39 and Grand Campaign '40 packs make good use of these.
- Overall the scenario design options have been given a huge boost so expect modders and designers to have a field day.

v1.03 – Oct 20, 2011

- German language support and English-German switch.

v1.02 – Oct 4, 2011

- Bug Fixes
    - Fixes an issue with saved games not allowing progress in campaigns after a certain point.

v1.01 – Sept 20, 2011

- New features
    - "Restart Scenario" option from in game menu
    - Window mode from in game menu
    - Editor: Reinforcements are configured in unit details popup. Use "Edit trigger" button.
    - Editor: AI actions are configured on the Actions tab in Edit->Scenario Params screen. Use "Add AI Action" to create an action that will dynamically change AI behavior.

- Technical issues fixed:
    - PBEM: Some MP games getting "dead" (the game freezes when trying to load the game). Note: Existing "dead" games should load with 1.01 too. However, some of such existing games may not be able to show replay of the opponent's turn.
    - PBEM : Claim button does not work
    - SE units cannot be deployed if deployed last.
    - Units with zero ammunition still contribute as mass attackers.
    - Forts can be upgraded and given transports.
    - On a joint rail/naval port, it is possible to load infinite naval transports under certain conditions.
    - Turning supply off allows recon units to move an unlimited amount of hexes.
    - Multiple ranged leaders allows half tracks to engage in range combat.
    - Recon units with some remaining moves are not indicated with arrow and included in next unit sequence
    - Hidden ground units stop moving ships, and vice versa
    - Under certain circumstances the AI can assume control of player's units
    - A lot of other minor issues (strings, cosmetics, etc.)

- Graphics/sfx issues fixed
    - KV-2 has wrong icon
    - Stuka D has wrong icon
    - M12 GMC has wrong movement sound
    - On ultra high-resolution screens (like 1980x1200) game setup and main screens have horizontal lines
    - Italy-Sicily crossing not indicated in any way
    - Wrong copyright notice in the main menu :)

- Scenario issues fixed
    - Stalingrad victory conditions are wrong

- A lot of other minor issues (strings, cosmetics etc.)

- Scenario, equipment game rule balancing

  - Kursk scen
    - Corrected spelling Ponyn to Ponyri

  - Balaton scen
    - Two IS-2 tanks replaced for two T-34/85
    - Added custom strings for Lake Balaton tiles

  - Bagration
    - Five IS-2 tanks replaced for seven T-34-85
    - Initial prestige for Axis increased for 200p
    - Per turn prestige for Axis increased for 30p
    - Fixed victory conditions for stand alone mode, Axis victory if all Allied units are killed

  - Sealion 40
    - London strenghten with two HW infantry, one paratrooper and one artillery

  - Germany (West)
    - Increase in Allied air force
    - Two P-51D, one P-47D, one Meteor
    - Added 4 Free French infantry
    - Fixed victory conditions for stand alone mode, Axis victory if all Allied units are killed

  - Germany
    - Added three Free French infantry
    - Fixed victory conditions for stand alone mode, Axis victory if all Allied units are killed

  - Germany (East)
    - Fixed victory conditions for stand alone mode, Axis victory if all Allied units are killed

  - Moscow 43
    - Soviet defense strenghten with 10 auxiliary strongpoints

  - Gustav Line
    - Scenario parameters changed from 9 days per turn to 8 days per turn
    - Core units for Allies set to 48 instead of 34
    - Allied force strengthned with 2 Free French infantry,
    - 2 HW British, 1 British Engineer, US Rangers, 2 Recons and

3 Artillery

- o Italy
    - Fixed victory conditions for stand alone mode, Axis victory if all Allied units are killed
    - Added "OR" condition for campaign. Decisive victory if all Allied units are killed

- o Overlord
    - Fixed victory conditions for stand alone mode, Axis victory if all Allied units are killed

- o Stalingrad
    - Fixed victory conditions

- o e-file
    - Addition of Free French changing equipment depending on year
      SA+2 for machine gun mounted fighting vehicles (M20 LAC, BA-64, Dingo, Matilda I)
    - British, Soviet, US forces got late engineers with small adjustments to early ones
    - Increased defense: Comet I, Challanger (A30), Sherman Firefly, Achilles, Archer, Nashorn, Marder IIA, Marder IID, Marder IIIH, Marder IIIM, SU-76
    - Reduced initiative for AA, -1 light, -2 medium, -3 heavy
    - 88 reduced AA when in anti tank mode
    - M3 Halftrack got "passive" air attack
    - increased AD for hard target land transport

- o Early engineers replaced with late ones on following maps:
    - Kursk
    - Moscow 43
    - Bagration
    - Balaton
    - Germany (East)
    - Germany (West)
    - Germany
    - Ardennes
    - Overlord
    - Gustav Line
    - Italy
    - USA East Coast

- o Gamerules
    - Low altitude penalty -5 instead of -6

v1.00 – July 11, 2011
- **Initial Release**