

## Marching\_Eagles\_Austerlitz (Battle exe)

Version No.	Item No.	Description
1.02	12	If army morale drops below 10%, army routs except for leaders plus elite and veteran units.
	11	Added 5 new scenarios using 2 new maps - Caldiero 1805 and Wertingen
	10	When Unit Information Box is clicked, map centres on that unit
	9	Improved chance of success of rally (R&R)
	8	Additional scenarios added - number 42 - 'What - If 'on full Austerlitz battle - No units fixed in position for first 5 turns
	7	Event Card selection now done at end of previous player turn so that it is fixed in the saved PBEM file and the next player can not re-start his turn in the hope of getting a better Event Card
1.01	6	Morale Test boosted by presence of friendly leader
	5	Morale test added to defender when attacker conducts bayonet charge
	4	Recent New Rule - Artillery can not fire in the Combat Phase of the same turn that the unit conducts ammo resupply - works in single player mode or Hot Seat but not in PBEM mode. Fault corrected
	3	In PBEM mode, if turn is saved part way through and the player returns to the game later and reloads the saved turn, critical information is lost and when the next player views the replay all units have disappeared. Programme modified to save missing data and avoid this problem
	2	PBEM mode fault on replay section. If there are 2 friendly units in the area and Unit 1 is routing, shaken or unsteady and a enemy unit moves into the area, the friendly Unit 1 may retire - fall back one area. As this occurs Unit 2 should take up Unit 1 position but this is not occurring on the replay. Fault corrected
	1	Event Cards restricted on small scenarios to those appropriate for the scenario

## Marching\_Eagles\_Editor (Editor exe)

Version No.	Item No.	Description
1.02	1	Version number is changed to correspond with the Battle Version number.