

## Marching\_Eagles\_Waterloo (Battle exe)

Version No.	Item No.	Description
2.00	81	Napoleon illness Event Card - should not be part of the card deck where Napoleon was not present eg Quatre Bras and Wavre. Fault corrected.
	82	All units allowed to resupply on a night turn. Action points not required to resupply ammo after nightfall.
	83	End Game pop up box 'Continue' button not working. Fault corrected.
	84	Computer turn - Artillery can fire on enemy reinforcements due that turn but not appeared on the map until player's turn. Fault corrected.
	85	Warning window added if player clicks menu - Open when part way through a scenario. 'Open' will clear the existing scenario and allow the player to open another.
	86	Email password mechanism for Waterloo scenario where there are two Allied armies does not work. Fault corrected.
	87	If the game goes beyond the set number of game turns for the scenario and there are reinforcements still to arrive, these reinforcements are no longer shown on the Reinforcement Scheduled box. Fault corrected.
2.01	88	Artillery are more effective with canister at short range and the modifiers have been adjusted to reflect this. If artillery are attacking an enemy unit in the same area at the end of a player's turn the enemy unit will suffer more cohesion loss than earlier versions.
	89	If a unit tries to retire / retreat when an enemy unit moves into the same area but fails to move back (possibly due to full area or enemy units in the adjacent area) - now the unit becomes disrupted
2.02	90	If a player is part way through Scenario 19 - Fog at Quatre Bras decides to leave that battle and immediately open a new scenario the Thick Fog Event card will appear again. Fault corrected. The Thick Fog Event Card only occurs in Scenario 19 unless a player has created weather conditions for thick fog using the Scenario Editor.
2.02C	91	Playing the Waterloo scenario there are 2 Allied armies. For PBEM games, to allow one player to act as commander for both Allied armies, the programme has been modified to run from the end of the Anglo-Allied army turn immediately onto the Prussian turn without the need to come out of the game.
	92	Tactical Play Options box for the combination of Line Infantry, Artillery and Light Infantry units is too small. Size corrected.
	93	Tactical Play Combat Option modified for Line Infantry and Artillery in one area to add the choice of artillery bombardment only, no infantry attack.
2.02D	94	Event Cards that force all units to 'Watch and Wait' will no longer appear after game turn 10 as no leader will be delaying action so late into the battle. These cards also can not appear to a player in two consecutive turns.

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	95	Waterloo battle of 18th June scenarios - French Major Victory trigger point reduced from 5000 points to 3000 points.
	96	New features - If Wellington or Napoleon is killed the respective army routs and the game is over. - For Allied player - if one army morale drops below 10% that army routs. The game does not stop but the Allied Player will have considerable difficulty turning the situation around.
	97	In Waterloo main battle scenario, Prussian infantry arriving n March Column rather than Line in original version. This avoids the unit becoming disrupted on arrival.
2.02E	98	Artillery loose 3 levels of ammo when conducting canister fire Two levels of ammo when conducting bombardment
	99	Artillery canister fire and bombardment shot adjusted to gain better game balance. See Artillery Combat Factors. Canister fire lasts two turns before out of supply.
	100	Units can be released when enemy units enter an adjacent area to the Fixed Unit. This does not impact Fixed Units that are fixed from being 'Out of Command Range'.
	101	Cavalry units can not form Attack Column unless they are of Strength 3 (squadrons) or more.
	102	If the 'Change in Formation' requested is invalid, a pop-up message box is expected to explain why the formation change can not be done. Pop-up box was not appearing - now corrected.
	103	When an isolated Leader or Artillery unit is attacked the attacker has a combat modifier of +10. Leaders or artillery units on their own can not hold back an attack for more than 2 turns (equivalent to 1 hour).
	104	Waterloo scenario only - If you choose a British unit on the Prussian turn you can activate the unit on the Unit Information Box and then attempt to move the British unit. Given the turn is Prussian the British unit does not move but a Prussian unit moves to the highlighted area chosen. This fault has been corrected so that a player can not activate a unit belonging to another army.
	105	When an attacking unit moves into an enemy area, if the enemy unit is unsteady or shaken it may retire to an adjacent area. If the attacking unit is a cavalry unit the attacking unit may follow into the adjacent area. This previously resulted in loss of focus on both units - no unit information box would appear. Fault corrected.
	106	When attempting to exit unit from map and enemy in area - wrong sound effect, should be a ping. Now corrected.
2.03	107	If a cavalry unit is in Attack Column (Echelon formation) and loses strength such that there are only 1 or 2 squadrons left, the unit now automatically changes from Attack Column to Line formation.

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	108	New feature - The Prussians would form a solid square from Attack Column or March Column (battalion column) in a matter of seconds simply by closing ranks and turning the flanking files outwards. This is reflected in the game by changing the infantry unit to square automatically once a enemy cavalry unit moves into the same area. The British and French formed a hollow square and this took more time. Consequently the game will randomly decide for these armies if the infantry unit can form square before the enemy cavalry attack. The solid square is more susceptible to artillery attack and greater losses can be expected.
	109	Command for Dragoons to Dismount can not be reversed with 'UNDO' command. Fault corrected.
	110	For Line Infantry brigades of Strength 5 or more, the unit may create a skirmisher screen - one new unit Strength 1 from the parent unit. This is a Light Infantry unit useful for scouting and help a player when using the Tactical Play option. Access command via menu - Units - Form Skirmisher Screen
	111	Updated Play By E-Mail mode such that all enemy movements and combat shown subject to Line of Sight (under FOW). All viewed for no FOW. Previously only the enemy combat phase was seen.
	112	Army Morale <10% now results in game end
	113	Guard Cavalry not included in Point Loss calculation. Now corrected.
2.04	114	Action Point loss seen when using the 'Hold' command and having action points left. No action points should be lost. Fault corrected.
	115	In Play by E-Mail mode, at night fall all units except Leaders, Light Cavalry and Light Infantry should have zero action points but this did not occur until the following turn. Fault corrected.
	116	Only one army losses are given in the Victory Dialog box 'Allied Losses'. Now all losses of Allied armies are added.
	117	Maximum strength of Light Infantry unit now moved from 5 battalions to 9 battalions
	118	Play by E-Mail mode, replay movement when 3 units are in the same area and unit 2 moves out. Unit 3 is required to move into unit 2 position but this does not happen. This results in a loss of focus on the unit - Unit Information Box does not appear. Fault corrected.
	119	New Rule - Medium & Heavy Artillery are not permitted to move into the same area as enemy units. Normal tactic is to bombard from a distance. Light Artillery (typically supporting infantry formations) and Horse Artillery can move into the same area and fire at close range
	120	New Rule - to more accurately reflect Napoleonic Warfare - Units can not move from one area containing enemy units directly to another area containing enemy units. Units now have to move to a non-contested area, usually the rear, before moving round to strike another enemy group. Armies can now prevent a penetration of the Front Line by placing a second line of defense immediately to the rear of the Front Line.
2.05	121	Number of pop-up boxes reduced to improve play
	122	Menu - Display - Highlight - Light Infantry option provided to menu

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	123	New Rule - Routed units always have at least 1 Action Point to facilitate extraction from the combat area
	124	Routing unit at end of each game turn attempt to rally. If that rally fails and the unit Order Value is at zero the unit is eliminated. This occurs even if the unit is of high strength. Modified rule now limits the Strength loss to 2 Strength Points.
	125	The map no longer scrolls up if the cursor moves to the top map edge below the toolbar buttons. The map scrolls at the top map edge where no toolbar buttons are located above the map edge.
	126	The scenario file name is given at the top right hand side of the screen. This will be replaced by the saved file name once the battle is saved
	127	AI modified to respond when enemy enter their exit area and move to attack those units
	128	If a unit is fixed when selecting the unit, only the map area the unit is located in is highlighted as the unit can not move that turn
	129	New Rule - Artillery can not fire in the Combat Phase of the same turn that the unit conducts ammo resupply
	130	Rallying a routed unit is now successful if no enemy in the area
	131	Play-By-EMail mode - where two Allied armies exist - on French turn seeing the previous Allied turn replay, French player can now see movement and combat for both Allied Armies instead of just one Allied army. For the Allied player, combat at the end of the first army to move does not occur, now all combat for both army units occurs after movement of the second army.
2.06	132	PBEM fault on large Waterloo scenario resolved
	133	Latest scenario number 22 - Imperial Guard Attack - fault with borders not shaded now corrected.
	134	Additional scenario added - number 23 - D'Erlon's I Corps Attack - at Waterloo

### Marching\_Eagles\_Editor (Editor exe)

Version No.	Item No.	Description
1.02	1	Hougoumont map unit placement corrections included
	2	Action Points for a Unit adjusted when changing formation in the editor
1.03	3	Allowed for placing leaders in an area which is Close terrain where 2 other units are already in position
1.04	4	New type of Map and Unit installed
1.05	5	Prussian infantry and Lancer counter and Unit Info Box images corrected.
2.04	6	Version number is changed to correspond with the Battle Version number.