

Marching_Eagles_Waterloo (Battle exe)

Version No.	Item No.	Description
1.02	1	Event Card 'Cautious Leader' - works if a player attempts to move only friendly unit in an area but causes loss of corresponding unit info box if player attempts to move unit 2 or 3 in an area. Now corrected.
	2	For PBEM option - combat factors associated with Event Cards not recorded so are missed when replaying battle at start of next player turn. This causes different combat results than seen by first player. Now corrected.
	3	Victory Report at end of scenario showed wrong results if player's army morale was less than 34%. Command Box was correct. Both Victory Report and Command box now aligned.
1.03	4	Quatre Bras maps and associated scenarios are replaced providing larger areas so that the counters are not so compressed or overlapped
	5	Command Report - Reinforcement and Release unit numbers at the start of a turn are corrected for the Frasnes scenario
	6	Courier Message appears at end of player turn referring to 'Unit Morale Fails, Unit Routs' for units already eliminated, if eliminated when their Unit Order was zero. Fault corrected.
	7	Update to 2D map graphics - better tree appearance
	8	If player clicks 'Charge' toolbar button and activated unit is not eligible now toolbar button is reset
	9	If Tactical Play option in use and AI in play, when AI side units are only cavalry, tactical options need to be limited - now limited to cavalry tactics only
1.04	10	Light Cavalry charging Lancers have +2 Attack Factor given LC can quickly get round the lance leaving the Lancer defenseless
	11	Artillery and Cavalry in Column unable to enter Frasnes area on Quatre Bras map. Fault corrected
	12	On large Waterloo map, French units cannot attack Prussian units in Frichermont area or areas North of Frichermont. Fault fixed
	13	New Army Morale rule - At end of a scenario, if a player's army has an army morale <20% and the opposing side has an army morale >40% then the opposing side automatically wins a Major Victory. Player Manual updated - see page 19
	14	Infantry Skirmish order firing reduced as only a fraction of the Unit's fire power is engaged at any one time. Only one battalion skirmishing for a Unit strength of 1 - 3 battalions. 2 skirmishing for a Unit strength of 4 or 5 battalions and 3 skirmishing for a Unit strength >5 battalions
	15	If a defending unit routs in an area, other friendly units in the same area suffer Unit Order loss - this is a ripple effect. A reduction of 2 in Unit Order value occurs
	16	British Infantry use 2 ranks instead of three to maximise the number of shooters. +1 on Attack Factor
	17	Cavalry charging British Infantry in Line with only 2 ranks, +2 on Attack Factor

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1.04	18	Hougoumont map movement corrections included
	19	2 additional scenarios added - Ligny, the Prussian IV Korps arrives and a fictional small battle using a modified Hougoumont map.
	20	New - Lancers against infantry square, attack factor +1 for lance long reach
	21	When Allied player draws event card named '-Damned Good Ground', the additional action point is received to all friendly units if there are 2 or 3 friendly units in the area but not if there is only one friendly unit. Fault corrected
	22	Weather impact on combat clarified in Tactical Guide. Most Waterloo scenarios have clear weather but the editor allows for changes in the weather conditions. Weather conditions will be more prominent in other campaigns in the Marching Eagles series
	23	PBEM game finished early when one side had an army morale <34% and the other side had an army morale of >43%. This is replaced by game continuation until the number of turns allotted had been used and then the army morale is reviewed at <20% and >40% as per play against the computer
	24	If you saved a PBEM game part way through a turn then loaded it up to finish the turn, the game asked for the other player's password. Now corrected.
1.05	25	Incorrect photo on British Artillery Tactical Bonus Card replaced
	26	AboutBox now a push button to close rather than a menu red cross to close
1.05A	27	Any unit can initiate a local attack if there is a leader unit present
	28	Prussian cavalry images replaced with images showing more accurate national uniforms
	29	Player Manual corrected to give corresponding colour as on the game for 'Unsteady' and 'Shaken' Unit Order status
	30	If detachment is created under FOW, new unit (detachment) is not visible on map but appears in Unit Info Box for that turn. Programme fault corrected
1.05B	31	If a unit is in March Column it can not contribute to an attack but does not stop an attack from other friendly units in the same area.
	32	Event Card allowing player to increase strength of a Unit by 1 - now prevented from adding to a Unit with a strength already at 9 or for Light Infantry a Unit with a strength already at 5.
	33	Highlighting Legendary leaders (Elite) from menu now working
	34	Distinction made between Landwehr Lancers and regular army Uhlans. Different images used on the Unit Information Box
1.05C	35	Quatre Bras - Woods left of Gemioncourt - Unit in this area unable to move further left into woods. Fault corrected.
	36	On game end, pop-up box appears giving game result for the active player. Name of player's army added to clarify which army the result applies to.

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	37	If a unit attempts to move to an ineligible area (overstacking, impassable terrain) a dialog box notifies the player movement is not allowed but the highlighted areas clear allowing the unit on a right click to move to any area on the map. Fault corrected
	38	If a unit makes a move then the player clicks the 'UNDO' button the unit returns to its original position but the highlighted areas clear allowing the unit on a right click to move to any area on the map. Fault corrected.
1.05D	39	Sound track 09 replaced with Fife and Drum music of the British Guards.
	40	Screen centered better when Combat Phase is ongoing so player can see the units in the relevant area better
	41	Units with 2 Action Points but not in March Column sometimes permitted to enter Close terrain. Fault corrected.
1.05E	42	When Stop Clock in use - timer continues after game turn moved to Combat Phase at end of turn. Stop Clock now stopped once Combat Phase starts and re-starts from zero once new turn starts.
	43	Combat with leader on Attacker's side but Attack Results show -1 for Enemy Leader Present when there is no enemy leader. Fault corrected.
1.05F	44	When choosing menu - 'Display - Show Losses on Map' pop-up box appears asking the Player to choose the time the losses are displayed on a unit before moving onto the next combat. This gives the player the ability to hold the combat result longer before the game moves on to the next combat.
	45	When in Artillery Dialog, the Artillery unit chosen to Fire is highlighted on the map before the player chooses his target.
	46	Top Status bar (alongside menu) now gives Terrain in terms of the local terrain feature clicked on and the overall area terrain - Open or Close. This aids the player quickly recognise if the terrain is suitable for cavalry and artillery movement not in 'March Column' formation on roads.
1.05G	47	After 2 hours of continuous play, screen may freeze or game lock-up. Scroller function modified to prevent this.
1.05H	48	For multiple friendly units in an area of different types and Tactical Play option is ON, friendly cavalry unit prevented from making attack. Fault resolved.
	49	If on combining 2 units of the same organisation, the unit chosen to be the one which both units form around is not Unit 1 then there is a loss of information and the Unit no longer shows on the Unit Information Box. Fault corrected.
	50	Building on Fire message occurred when no buildings in the area. Fault corrected.
1.05J	51	When unit moves to exit area under computer AI control, unit information box fails to appear. Now corrected.
1.05K	52	Unit Status health bar on left of counter now shown as thermometer with height of bar depending on initial Order Value and the amount of the bar covered depending on the existing Order Value as fraction of initial Order Value. This helps a player recognise Militia units readily compared with Veteran and Elite units

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1.05L	53	If the Allied player moves a unit from one army into an area where there is already a unit from a allied army, under FOW, the Unit's respective information boxes does not appear. Fault corrected.
1.05M	54	Combat Results box and Tactical Play box now appear at top right of screen instead of top left to reduce cases of box hiding the combat area highlighted.
1.05N	55	Toolbar buttons are released (no longer depressed when a player conducts left click on the map other than ranged artillery fire (Bombardment)).
1.05P	56	Unit Status bar on counter and in Unit Information Box sometimes not in line. Fault corrected in change 52
1.05R	57	Building on Fire routine was placing the fire image in the wrong area during a Player's artillery bombardment. Now corrected.
1.05S	58	Dismounted Dragoons could not remount. Fault corrected.
	59	Introduced quicker means of firing artillery. Click on Artillery unit information box to activate unit then click menu- Units - Individual Artillery Fire followed by left click on target area.
1.05T	60	Toolbar button added for Individual Artillery Fire. Click on Artillery unit information box to activate unit then click on target area to fire.
1.05V	61	Saving a game part way through a turn under PBEM mode caused the programme to crash. Fault corrected.
	62	Dismounted cavalry in Close terrain now not permitted to re-mount.
1.05X	63	French draw card 1 not allowing additional Action Point to be assigned to dismounted cavalry, only mounted cavalry. Now corrected.
	64	For Light Cavalry & Dragoons with carbines - Information Box now shows unit ammo level.
1.05Y	65	Unit in Skirmish order should not lose formation entering Close terrain. Fault corrected.
	66	Local Initiative - Do Battle should only be allowed once per turn. Fault corrected.
	67	Menu - Turn - Cancel Event Card should only be allowed for Event cards with positive benefits not for Events cards with negative results. Fault Corrected.
	68	Tactical buttons on top right of map now show pop-up box details when the button is clicked as well as gliding the mouse over the button.
	69	Menu - Display - Highlight options provided for - - Player's routed units (most useful in 2D Zoom out view) - Player's units beyond command range - Army Colours - applicable to counters in 2D Zoom Out view only
	70	Short cut 'Hot Keys' provided for - - Player's routed units - Hot Key 'R' - Player's units beyond command range - Hot Key 'B' - Army Colours - Hot Key 'C' - Display Command Range - Hot Key 'D'

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1.05Z	71	Fault occurs when 2 different allied armies in the same area and one army in Unit position 1 moves out of the area, the other army does not move down to fill Unit Position 1. Fault corrected.
	72	Any highlighted unit cleared once a player moves a unit or places an order. Now Menu - Display - Highlight items tick removed at the same time.
1.06A	73	Prussian medium artillery combat value changes when the unit's action points reach zero. Fault corrected.
	74	Isolated Infantry & Artillery Units - New rule If one or more infantry or artillery units in an area are not adjacent to other areas containing friendly units then these Units are considered isolated. Isolated units will have reduced ammunition supply and as such only attack at half strength. The same units will defend at full strength. This effect on isolated units only applies to combat at the end of a player's turn. Isolated units can not undertake re-supply of ammo level.
	75	Game End dialog box giving result shows wrong information when playing against the computer. Now corrected.
1.06B		Artillery unit option to fire in Tactical Play when no artillery unit in area. Fault corrected.
1.06D	76	Improved images for the maps and counters introduced.
1.06E	77	Cavalry unit can do multiple charges. Game only designed for one charge per turn. Fault corrected.
	78	Infantry bayonet charge can be done multiple times per turn. Now only once per turn and requires 1 action point as well as 1 command point.
1.06F	79	Menu - Options - Unit Information turns the unit info boxes on and off (toggle) but only for the one area chosen. Now corrected so the unit info box is off for all areas until the player goes back to the menu and switches it back on.
1.06G	80	Correction to game mechanics - One Action Point and one Command Point used when attempting to rally a unit even if the rally attempt fails. All Action Points used when conducting 'Do Battle' but no Command Points. This is a change from earlier version - cost of 1 Command Point only. This is to more accurately reflect local commander initiative.
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.
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	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.
	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 in March Column rather than Line in original version. This avoids the unit becoming disrupted on arrival.
2.02E	98	Artillery lose 3 levels of ammo when conducting canister fire Two levels of ammo when conducting bombardment
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	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.

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.