

Campaign Antietam 4.05.5 Changelog

Enhancements

- Adjusted Retreat logics to prevent units from routing towards hostile units.
- Adjustment to Info > Weather Forecast to show probability of change in ranges – Low, Medium & High – instead of percentages, under FOW.
- Adjustment to artillery ammo loss calculation pertaining to gun captures.

Bug Fixes

- Fix for melee results being omitted from a PBEM replay file.
- Fix for opportunity fire being triggered when only Leaders are added to a melee.
- Fix for Reachable Hexes command not taking all variables into consideration in certain circumstances.
- Fix for weather change checks not always performing correctly.

Content Changes

- Updated documentation.

Campaign Antietam 4.05.4 Changelog

Bug Fixes

- Fixed spotting code problems.
- Fix for Reachable Hexes command.

Campaign Antietam 4.05.3 Changelog

Enhancements

- Adjusted AI routines when Scripts have been assigned.
- Artillery now has a maximum number of guns allowed per hex. This is controlled by the Maxing stacking value in the PDT file. See section 5.2.3 of the User Manual for details.
- Variety of AI enhancements to improve overall performance.

Bug Fixes

- Leader movement will no longer trigger opportunity fire.
- Fix for retreat paths which ignored empty hexes in some cases.
- Fix for unit selection issue occurring with large stacks and viewing w/ scroll arrows.
- Fix for some AI routines.
- Fix for Supply Wagons were not following A/I scripts when assigned.

Content Changes

- Updated documentation.

Campaign Antietam 4.05.1 Changelog

Enhancements

- Added so that 'Leader casualty' is now reported with 'on map results' enabled.

Bug Fixes

- Fix for rare crash bug when a leader casualty was inflicted by opportunity fire.

Content Changes

- Updated documentation.

Campaign Antietam 4.05 Changelog

Enhancements

- Added ability for most dialog boxes to be resized. Parameter Data window can now remain open while game play continues.
- Added ability to re-set all game settings to original defaults through the Settings --> Clear Settings menu option.
- AI enhancements.
- Adjusted the Find Leader or Unit function to no longer be case sensitive. Default button is now Search instead of OK.
- Addition, selecting info leader casualties will display the reason (wounded/killed/captured) in the hex.
- Adjusted Disrupted movement to be 2/3 of normal, as opposed to the previous 1/2. Removed the "Higher Disrupted Movement" optional rule from the available list.
- Made the following four rules standard behaviour and eliminated them from the Optional Rule selection screen. Mounted Cavalry Skirmishers, Bridge Limit and Repairing, Artillery Retire by Prolonge & Artillery Ammo by Cannon.
- Set new baseline of "Default" optional rules that will be selected when the "Default" button is clicked on the Optional Rules dialog box. These can be altered based on user preference.
- Added the F9 hotkey to Pause/Unpause AI actions.
- Added infrastructure for future AI enhancements.
- Reduced the points assigned when using the optional rule Victory Points for Leader Casualties. See the Victory Dialog entry of the Main Program Help File for details.
- Changes to support Windows 11 compatibility.
- Added ability to select file format when saving a "Snapshot" of a battlefield. Now you can use .bmp, .png or .jpg file types.
- Increased size of Scenario Editor's Unit and Script Dialog windows.

Bug Fixes

- Fix for units being able to Rout from a Ford hex into a Water hex.
- Fixed Highlight bug in Scenario Editor.
- Fix for display issue in 3D with large terrain deltas.

Content Changes

- Updated documentation.
- Updated main.ai file.
- Updated a variety of graphical elements to include – Confederate Leader & Unit boxes, Nameplate, Terrain Info Boxes, Unit Info Arrows, etc.
- Adjusted Leader Loss values and standardized across the series. Fire Wound – 2%, Fire Kill – 1%, Melee Wound – 3%, Melee Kill – 2%, Melee Capture 2%.
- Updated Scripts and Flags for AI Challenge scenarios.

Campaign Antietam Patch 4.04.1 Changelog

Enhancements

- Added optional rule Limited Artillery Unlimber to control restrictions added in 4.03.
- Adjustment so that Terrain Melee Modifiers are capped at -90%, but it is still possible to reach -100% due to other contributing factors so that a melee success probability is 0.
- Adjustments to AI routines.
- Added Reachable Hexes button and removed Supply Sources from the Toolbars.
- Added Hex Outline support for Reachable Hexes feature.
- Added Default button to Optional Rules Dialog as well as Tooltips for each selection.
- Added hotkey * to Highlight Mixed Organization stacks, moved Display Carnage hotkey to Backspace.

Bug Fixes

- Fix for AI movement being stopped upon receiving opportunity fire.
- Fix for Mixed Organization penalty being applied regardless of the Optional Rule selection.

Content Changes

- Updated documentation.

Campaign Antietam Patch 4.04 Changelog

Enhancements

- Added ability to save 2D Symbols view between sessions.
- Adjustment to melee modifiers. If there are defending units that have not fired in the current turn, but the units are able to fire on the attacking units and the defender's strength is \geq the attacker's strength, then 10% is subtracted from the attacking strength. However, if the defender strength is only \geq half the attacker strength then only 5% is subtracted.
- Adjustment so that AI targeting priority assigns a lower value to Supply Wagons than combat units.
- Adjustment so that Opportunity Fire is not triggered if fire value is too low to cause harm.
- Adjustment so that a unit must contain at least 10 men in order to initiate a melee.
- Adjustment so that the combined Terrain Fire Modifier is capped at -90%.

- Adjustment so that Leader command letters in 3D displayed on the map are now tied to the “Leaders On Top” command. If active they will display, if off they will not.
- Adjustment to when points are awarded for artillery casualties. When an artillery battery becomes uncrewed, be it by ranged fire, melee or capture, the points are awarded – assuming no friendly units occupy the same hex. These points can only be regained by re-crewing the artillery. Change necessary to accommodate the Fix for Captured artillery without the OR selected.
- Adjustment to increase the size of the Show Organization dialog box.

Bug Fixes

- Fix for Reachable Hexes display problem.
- Fix for legacy bug where End Game music would not stop when a New Game was started.
- Fix for legacy bug with captured artillery when the optional rule was not selected.
- Fix for legacy bug that gave a melee bonus to attackers for not firing that were out of ammo.
- Fix for ZOC bug regarding skirmisher deployment.
- Fix for legacy bug where Routed cavalry were exerting a skirmish ZOC.
- Fix for bug which allowed units to retreat on to a bridge ignoring stacking restrictions.
- Fix for Fire Modifiers not being applied, issue occurred in 4.03 only.

Content Changes

- Updated documentation.

Campaign Antietam Patch 4.03 Changelog

Enhancements

- Adjusted so that Supply Wagons only have 50% movement points on the turn in which they are captured.
- Adjusted so that leaders mounting and dismounting will not trigger opportunity fire.
- Adjusted LOS calculation routines. After each movement LOS is recalculated for the moving unit(s). If new units are detected within 3 hexes they will be displayed. If new units are detected within a 4-6 distance a (?) will be displayed. Any unit at night, or if the moving unit is a Supply Wagon or Routed unit then it will only detect up to 3 hexes, and only a (?) will be displayed.
- Adjusted Leader movement. Lone Leaders can't approach enemy units within 4 hexes and within LOS if they aren't accompanied by friendly units, or if friendly units are closer.
- Added new A* path-finding algorithm.
- Adjustments to ALT column movement command.
- Added Reachable Hexes command, Hotkey 'O'.
- Added ability to format scenario descriptions using the '\ ' symbol for line feeds.
- Adjustments to Selection Dialog, increased size and “Old by Date” & “Delete” added.
- Adjustment so that Routed units no longer provide a LOS but will detect enemy units within 3 hexes and mark with a '?'.

- Adjustment so that Routed units must increase distance from enemy units unless a friendly Combat capable unit is in between them. This can potentially result in Routed units not being able to move at times. Check is based on LOS.
- Adjusted the way Scheduled Reinforcements with FOW are displayed (low/medium/high).
- Adjusted Arrival Check so probability is increased by 1% for each turn a unit does not arrive up to an additional 10% chance.
- Added carnage view option.
- Hand drawn map option is disabled if no map file is available.
- Added green to contour color selection.
- Adjusted so that Captured gun type and range is displayed.
- Adjusted so that Breastwork base probability is calculated for max stack/3 working men. It is modified if more/less men are working.
- Adjusted so that Cavalry unit size must exceed 50 to exert a ZOC with cavalry skirmishers option enabled.
- Added Highlight routed units.
- Added Medium range for Infantry to ADF. Medium range is $\text{max range} / 2 + 1$ for both types. Medium range will be default for both artillery & infantry.
- Adjusted Minimum range calculation for ADF and trip fire. Min range is fixed at 1 (infantry) and 4 (artillery).
- Adjusted so that Artillery can not unlimber within forests or villages unless they have a clear (non-Forest or Village) hex in any direction.
- Adjusted so that Artillery in forests/villages will not benefit from a defensive hex bonus versus ranged attacks if the attack is directed through a clear hex side.
- Adjusted Victory points awarded for replacement leaders or second in command leaders are now halved.
- Adjusted so that Replacement leaders will not receive multipliers for being killed or captured.
- Added Weapon medium and maximum ranges are displayed in parameter dialog.
- Adjusted so that Terrain Info Box now remains in fixed location.
- Adjusted AI Targeting logics so that the unit with the highest fire value is selected within the target hex.
- Added the Range Tool. Shift + left click to have the distance from the current hotspot displayed in the clicked hex. Display will disappear when the mouse button is released.
- Adjustment to melee modifiers. If there are defending units that have not fired in the current turn, but the units are able to fire on the attacking units and the defender's strength is \geq the attacker's strength, then 20% is subtracted from the attacking strength. However, if the defender strength is only \geq half the attacker strength then only 10% is subtracted.
- Adjusted melee modifiers so Defenders now suffer a -10% (High Fatigue) and -20% (Max Fatigue) penalty.
- Added Melee Combat Prediction when On Map results and FOW are On.
- Reduced the victory point multiplier for killed leaders to * 1.25 and for captured leaders to * 1.5.
- New PDT version possible. If ≥ 10 then Fatigue values can be defined by PDT entries.
- Adjustment so that Leaders will seek out a formed unit to stack with when under AI control.

- Adjustment so that fatigue accumulation is 2-6 times the loss of men, which result in less variation in assignment. Previous values were 1-6 times.
- Double-clicking on a hex that has all units selected will now de-select all of them.
- Adjustment to Highlight Command range. If multiple leaders are selected this highest ranked leader will be used, not necessarily the first in the list. Also, if no Leaders are selected in a hex but this command is active then the highest rank leaders' range is displayed.
- Adjustment so that hexes containing Captured artillery units no longer need to be continuously occupied to keep the victory points. Points will be lost if the original owner re-occupies the hex.

Bug Fixes

- Fix for Bridge melee problem.
- Fix for Supply Wagon capture during movement phase.
- Fix for random crash bug caused by hitting a naval mine.
- Fix for Campaign continuation problem on scenario completion.
- Fix for crash when new game is loaded while Command Range display is active.
- Fix for Column move sound problem.
- Fixed bug when a unit with skirmishers had its firing strength reduced by 100 instead of 50 men.
- Fixed LOS calculation for retreating units after melee.
- Fix for Ships being able to move on to land hexes in certain situations.
- Fix for FOW not being lifted at the completion of a single battle.

Content Changes

- Updated documentation.
- Updated 2D & 3D graphics files.

Campaign Antietam Patch 4.02 Changelog

Enhancements

- Implemented update to the Dynamic Toolbars, adding in Roaming Mode and A/I speed controls for both in-game play and replay control.
- Adjusted spotting so that Routed units can no longer provide spotting, same as Supply Wagons and Uncrewed artillery.
- Adjusted so that enemy Detached status is no longer visible under FOW.
- Adjusted so that enemy uncrewed/spiked artillery will no longer show up as possible melee under 'next/previous' stack in melee phase.
- Adjusted so that "capture" popup window will not be displayed each time a hex containing an enemy uncrewed artillery piece is entered.
- Leader command rank letter is now displayed in both 2D and 3D.
- Leader command rank letter is displayed on hex info (yellow if command check failed).
- Added Tab key functionality, will display total strength in hex.

- Adjusted “Show Organization” feature to scroll to Leader and display him in the Hex Info Area and highlight him on the map.
- Adjusted so that strength of obstructed/entrenched enemy unit within 3 or less hexes is partially displayed under FOW.
- Adjusted so that “Mixed” status is displayed on units if mixed organizations exist in the hex. Artillery will not trigger a Mixed status.

Bug Fixes

- Fix for Supply points not being recorded properly.
- Fix for routing units retreating into hexes they would not normally be able to enter.
- Fix for unit becoming “captured” when moving to bottom of stack with a captured gun.
- Fix for captured guns having a LOS for original owner.
- Fix for Campaign scenarios using the wildcard * not displaying in the editor.
- Fix for LOS bug during battle replays which exposed visible hexes for enemy units.
- Fix for Isolation check across fords and bridges. Bridge strength limitations apply.
- Fix for Objective values not displaying for both sides.
- Fix for defensive fire trigger when an invalid unit is added to a melee.
- Fix so that uncrewed artillery will not display “isolated” status.
- Fix for replaced enemy Leaders display a correct command value in alt hex info.

Campaign Antietam Patch 4.01 Changelog

Enhancements

- Implemented new Dynamic Toolbars for the Main Program.

Bug Fixes

- Fix for LOS issue when using standard FOW.
- Fix for Fatigue Recovery so it is in-line with the documentation – i.e. a unit must have no movement or combat for an entire turn in order to be eligible for Fatigue Recovery.
- Fix for the PBEM end of turn FOW reveal problem.
- Reduced the values for the Higher Fatigue Recovery optional rule.
- Adjusted PDT files to prevent trench construction.

Campaign Antietam Patch 4.00 Changelog

Enhancements

- Hi-DPI Support for 4K monitors.
- Adjusted Windows Screen Edge AutoScroll
- Implemented Settings > Cursor > Small/Standard/Large
- Unit "Has Boats" attribute is removed once water crossing complete.
- Implemented Damage rating for Ships
- Implemented Naval Mines/Torpedos

- Threshold to deploy skirmishers lowered to 50 (was 100)
- Added Night & Maximum Visibility values to the PDT file, Version 9
- Adjusted EFOW - skirmishers in woods can id the approx strength of an enemy unit
- Adjusted EFOW - a unit that is adjacent to the enemy will show #XX.
- Adjusted EFOW - a unit that is spotted and in skirmisher range will show #XX.
- Adjusted EFOW - a unit that is not spotted but within skirmisher range will still display ? and Unknown
- Adjusted the impact of artillery fire vs. ships (gunboats). Such fire is now much less lethal than before.
- When gunboats are removed from the map at designated exit hexes, they too will accrue Objective Points (and thus VPs).

Bug Fixes

- Fix for captured artillery units displaying as X for the number with Extreme FOW
- Fixed for (land artillery) gun losses were not being counted properly for uncrewed batteries.
- Fixed several crash bugs involving ship/gunboat movement.
- Fixed for gunboats attempting to move to map's edge might be disrupted (hence "DAMAGED" shows in the Unit List).
- Fixed for gunboats stacked with embarked leaders might be prevented from exiting off map.
- Fixed for objective exit hexes "changing hands".
- Fixed a melee bug (involving marshes).
- Fixed an emplaced artillery unit bug.
- Fixed a possible campaign crash.
- Fixed possible issues involving data file paths.
- Fixed for spiked and abandoned artillery are providing visibility from their hex.
- Fixed issue preventing deployment of skirmishers next to uncrewed artillery, supply wagons or leaders.
- Fixed Night Movement Fatigue bug causing fatigue to be issued on first turn of Dawn.
- Fixed Proportional Opportunity Fire issue.
- Fixed Command check bug causing command bonus check to be conducted out of proper sequence.
- Fixed many image mapping issues.

Content Changes

- Includes all updated documentation in the Manuals folder

Campaign Antietam Patch 3.00 Changelog

First Wargame Design Studio release

Enhancements

- Implemented Settings > Alternative Unit Symbols.

- Introduced the new Variable, Asymmetric, Turn-Based Victory Points System. [Available, but not really used yet.]
- Standardized weapon and movement values. Soon to be rolled out across prior and future titles
- Auto Defensive Fire has been adjusted so that artillery is set at "Min." This change will enhance play against the A/I, and will help conserve overall artillery ammunition supply levels. This setting can be changed by using the following hot key: Alt + F, or look under the A/I window during gameplay.
- Added to the Manuals Folder: Standard Toolbar Reference Guide
- Made the on-map elevation/coordinates/terrainmod font sizes a step smaller.
- Tweaked the in-game weapon descriptions.
- Tweaked Historical Antietam scenario to better reflect release schedule.
- Implemented a true, large (4X) 2D map view, the new 2D Normal View, aka Zoom2D100.(Unlike before, where the largest 2D map view was achieved via software auto-magnification.)
- Greatly expanded and redesigned the Standard game engine Toolbar, now with 70 buttons. (The Classic Toolbar is retained.)
- Implemented: Settings > Toolbar > None/Classic Small/Classic Large/Standard Small/Standard Medium/Standard Large.
- Implemented dozens of new hot keys. Just about every menu option and game feature has been assigned a hot key. (This necessitated a number of hot key reassignments.)
- Hot keys are now documented in-game, in the menus, in the Status Bar, and in Toolbar button tooltips.
- Reorganized the files and folders, such that everything is not stored in one big heap in the top-level game folder, rather is stored by file type and purpose in an expanded file folder hierarchy.
- Implemented a full-featured logging system, to aid in code development, debugging, and user support, among other purposes.
- Added the Extreme Fog of War optional rule. When Extreme Fog of War is in effect, the Visibility highlight only displays from friendly occupied hexes. Also, for enemy units in obscuring terrain (e.g., Forest), enemy force counts will only display as XXX instead of, for example, 3XX.
- For artillery (and with the Manual Defensive Fire option toggled OFF), changed the Auto Defensive Fire default value from Max to Min.
- Implemented: Settings > Hex Highlights > Hex Outlines/Hex Shading.
- Implemented: Settings > Map Contours > Colors.../Widths...
- Implemented: Settings > Hand-Drawn 3D Map.
- Implemented: Settings > Unit/Leader Boxes > Color/No Color.
- Implemented: View > Map Elevation/Map Coordinates/Map Combat Modifiers.
- Implemented: View > 2D Map Slopes.
- Changed the brigade combat colors to display on counter edge (not on counter face).
- Standardized naming in OOB's to be rolled out across prior and future titles

Bug Fixes

- Fixed a damaged bridge crossing bug.
- Fixed a word-wrap bug in cp_start.exe.

Content Changes

- New 3D hand-painted maps including settings toggle
- New 3D units (with customized regimental flags, etc.)
- New 2D terrain graphics
- 2D counter redesign including all counter symbology
- New unit card colorization for all formations including leaders (includes refreshed B&W images)

Campaign Antietam Patch 2.02 Changelog

Enhancements

- Added 2D magnified zoom mode.

Bug Fixes

- Multiple bug fixes.

Campaign Antietam Patch 2.01 Changelog

Bug Fixes

- Change to scenario editor and main program to fix alignment problem with new 3D hand drawn maps.

Campaign Antietam Patch 2.00 Changelog

First John Tiller Software release

Enhancements

- Restored snapshot feature for entire map.
- Added Mixed Organization Penalty Optional Rule for -1 morale modifier when units from different brigades are in the same hex.
- Added ability to construct Trenches in certain scenarios based on Parameter Data Trench Construction value.

Campaign Antietam Patch 1.02 Changelog

Enhancements

- Added an option for Mouse Wheel Zoom.

NOTE: Starting with this version, no CD-check is performed by the main program and all documentation is supported only in PDF format, available from the Help menu in each application.

Campaign Antietam Patch 1.01 Changelog

Enhancements

- AI firing is now by stack instead of by unit.
- Activate AI when under Manual control now only activates AI Firing and not AI Movement.
- Added toolbar button for Command Range.
- Added new Proportional Opportunity Fire Optional Rule that causes Opportunity Fire generated by firing units to be more proportional to the total strength of the units firing.
- Added new Parameter Data value that controls when artillery crews are killed.
- Added new Alternate Fixed Unit release Optional Rule that releases Fixed units within 5 hexes of an enemy unit regardless of Line-of-Sight to that unit.

Bug Fixes

- Fix for some screensavers causing game to go blank.

Content Changes

- Several new scenarios including both a Consolidated and a Sectional artillery Battle of Antietam (see scns 200 and 201)

Campaign Antietam Patch 1.00 Changelog

Enhancements

- Added ability to fire after Retire by Prolonge.
- Added new Ammo Artillery by Cannon optional rule.
- Added ability to specify alternative arrival hexes for a reinforcement.
- Added Alternate Melee Resolution rule which separates melees into separate phase.
- Added fix for Uncrewed or Spiked artillery spotting enemy units.