

American Revolutionary War 4.06 Changelog

First Wargame Design Studio release

Enhancements

- Added ability to shade Fire Range for a selected unit, Shift + F.
- Added the Push Skirmisher routines, now a default Optional Rule.
- Added ability to set Medium range for Infantry auto defensive fire.
- Artillery Ammo is now handled by the gun as opposed to by the battery.
- Adjusted so that Abatis/Trenches/Breastworks/Stakes are subject to LOS visibility rules.
- Added new unit type, O – 2-rank Restricted+ - can form Open Order but not deploy skirmish company.
- Adjustment so that Divisional Leaders can remove the Detached status from troops within their chain of command that they are stacked with or adjacent to. Corps, Wing & Army leaders may do so for all units on their side when stacked with or adjacent to. If in a Company Level scenario then this is increased to a 3-hex radius.
- Added 3-hex distance limit for member units forming Extended Line.
- Adjusted Retreat logic to prevent units from routing towards hostile units.
- Adjusted so that Disordered infantry can't move adjacent to cavalry in the open (clear or field) if the adjacent hex is empty or only has leaders/skirmishers in it.
- Adjusted Movement Threat Disorder optional rule:
 - Unit fails check once and is not disordered -> disordered
 - Unit fails check once and is disordered -> move lost
 - Unit fails check twice -> disordered & move lost.
- Adjusted Scenario Header to make assigning AI orders more intuitive. Scenario Editor.
- Added the ability to assign a chance value for the probability an AI script will be used, if more than one exists. Scenario Editor.
- Adjusted Cavalry Charges so that the charging units can only continue their charge (after initial melee) if the next hex is Clear or Field terrain.
- Added new “drag path” movement feature. See section 5.2.1 of the User manual for more information.
- Adjusted so that a Leader removed by a Withdrawal order which still has subordinate units on the map will be replaced the following turn as if he was killed or captured.
- Added alternative color for AI scripting indicators in the Scenario Editor.
- Adjusted Lost Stragglers loss calculation to be strength percentage based.
- Added Graphical Unit Counters as a 2D display option, removed the Alt symbol set.
- Added a new Condition to the Scenario Editor, Arid.
- Added support for expanded graphics files in the Condition folders.
- Added support for Water slopes for elevation changes in rivers.
- Added ability to show all 2D symbol sets within the Scenario Editor.
- Added 3D slopes.
- Added Night Shading feature, a graphical overlay for Night and Dawn/Dusk conditions.

- Added check so that Recovery from Movement Disorder will occur on following turn.
- Added AI artillery fire check before movement begins, in Turn mode.
- Added an Organization Circle to the Jump Map with the Highlight Organization toggle is on.
- Added support for shallow draft ships. These ships fire fore & aft, as opposed to broadsides.
- Adjusted so that ship facing change costs 1/3 movement points as opposed to the original full movement points.
- Ships are considered to have a height twice that of a man for LOS calculation purposes. This is a PDT setting, but generally a man is set to 2 meters in height.
- Adjusted Cavalry Modifier in PDT to be scale dependent.
- Added Column of March formation.
- Added small boat icon to be displayed when troops are on water and have Boats.
- Added new Unit type – N – two rank which can deploy skirmish company but not form open order.
- Added the ability for Leaders to dismount.
- Implemented new Weapons Database which removes weapons data from the PDT files, allows greater range of weapons to be modeled with greater fidelity. PDT version migrated to version 10, OOB files migrated to version 3.
- Added Open PBEM Folder to the File Selection Dialog.
- Added Objective Hex error checking to the scenario Editor.
- Added Isolation check to the Scenario Editor.

Bug Fixes

- Fixed the Show Branching function in the Campaign Editor.

Content Changes

- Updated documentation.
- All graphics are now PNG format.