

Donbas '43 Release 4.05.4 Changelog

Initial Release

Bug Fixes

- Bug: Do not apply Condition-related costs to units crossing Heavy bridges.
- Bug: Fixed support for Phased Play against the AI.
- Bug: Only check adjacent hexes for obstacle/WMD spotting.
- Bug: Unit Card fix for speed / MP display for 0 speed units.
- Bug: Fix for AI internal order generation, including AI pathing.
- Bug: Fixes to mitigate the AI leaving units in Travel Mode close to the frontline.
- Bug: Remove VPs from losses from the Strength Dialog.
- Bug: Fix infinite loop on exit objectives.
- Bug: Fix to prevent AI units from being left in Travel or Rail Mode when spotted.
- Bug: Fix when checking for the presence of the Notes and Changelog PDF files.
- Bug: Restored this fix from 4.05.2: Under the Optional Amphibious Rules, units now make use of existing bridges correctly.

Enhancements

- Scenario Editor - Warn if motorized units are in difficult terrain (swamp & marsh) with no paths out.
- Display Units is now a three-way toggle: All units on, units off, and fortifications on, units and fortifications off.
- Range ring drawing + shading ported from Panzer Battles.
- The Show Organization Dialog includes a filter to only include units in the current scenario.
- A* Pathing enhancement to treat an enemy-adjacent hex as a "bad" hex for HQs and artillery.
- Reworked AI logic for all unit types for movement to contact.
- New entry in the *.ai file for Combat Odds Factor. The default value is 1.0. Higher values will increase the likelihood of assaults. Lower values will reduce the chance.