

Age of Longbow Volume I 4.02 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. 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 logics 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

Bug Fixes

- Resolved melee and movement issues surrounding Gates and units on different levels.
- Fix for Infantry unit staying in Line formation when winning a melee into a breach hex. Now changes to Column.
- Fix for Ballista being able to cause damage to fortifications.

Content Changes

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