

Crusades Book II 4.03 Changelog

First Wargame Design Studio release

Enhancements

- 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.
- Added ability to display access indicators and Reachable shading for Fortress Walls in the Scenario Editor to check for proper construction.
- 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.
- Added alternative color for AI scripting indicators in the Scenario Editor.
- 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.
- Adjusted Lost Stragglers loss calculation to be strength percentage based.
- 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 submenu to the Scenario Editor to provide access to all three 2D symbol sets.
- 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 dependant.
- Artillery/Siege Engines on walls will defend in melee with PDT Strength value of men (default 25) instead of PDT artillery melee value (default 8).
- Adjusted so that melee attacks against artillery/siege engines on walls will not benefit from flank bonus.
- Added Column of March formation.
- Added small boat icon to be displayed when troops are on water and have Boats.
- Added Ladders assignable to units in scenarios in order to scale walls.

- 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 modelled with greater fidelity. PDT version migrated to version 10, OOB files migrated to version 3.

Bug Fixes

- Fixed the Show Branching function in the Campaign Editor.
- Fix for Fort breach problem and Wall/Tower retreat hex issues.

Content Changes

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