

First World War Patch 4.00 Changelog

First Wargame Design Studio release

Content Changes

- Restored original graphics. Top Down Mod now in a zip file in the \Notes sub-folder if you wish to revert to it.

First World War Patch 1.03 Changelog

Enhancements

- Added Ritchie 61's Top Down Mods to base install. Refinements/Additions by Mike Amos, Joseph Beres. **** Note: Original graphics located in a zip file in the \Notes sub-folder.**
- Cover, TurnBox and BlankBoxH.bmp added by David Freer.
- Updated shrapnel and HE artillery lethality by 2x.
- Updated the 1915-Gallipoli-07 scenario for balance: the objectives are worth twice as many points.
- Updated the 1915-Gallipoli-03 scenario for balance: increased the VP levels by +10 points.
- Updated the 1914-Gheluvelt-01 scenario for balance: added a battery of British field guns, for use with shrapnel fire.
- Updated the 1918-Amiens-01 scenario for balance: reduced the VP levels by -15 points.
- Updated the 1918-Moreuil-01 scenario for balance: cut the VP levels in half.
- Updated the 1914-Messines-01 scenario for balance: increased the withdrawal percentage of their battalions on turn 19 from 20% to 60%.
- Updated the 1918-Belleau Wood-03 scenario for balance: added three more turns to allow greater chance that the Germans can exit the map.
- Updated the 1918-Cantigny-01 scenario for balance: cut the VP levels in half.
- Updated the 1914-Charleroi-01 scenario for balance: reduced the VP levels by -200 points, adjusted map.
- Improved the 1914-Krasnik-01 scenario, removed the cavalry because they were not represented well, and added more field guns to the Russian side since they historically had large 8 gun batteries. Also, all Russian units were moved forward to the west by about six to eight hexes, so that they can establish themselves on the center objectives and get in front of the Austro-Hungarians better.

Content Changes

- Released the map editor.
- Extra documentation included in the \Notes sub-folder.

Bug Fixes

- Corrected a critical error with the 1917-Cambrai-03 scenario file which prevented it from being loaded properly.

First World War Patch 1.02 Changelog

Enhancements

- Updates to scenarios and orders of battle.

First World War Patch 1.01 Changelog

Enhancements

- Updates to scenarios and orders of battle.
- Clarified some things in the notes document.
- Added a note/clarification about the BAR in the Getting Started scenario (its use was intended as a hypothetical what-if, for fun).

Bug Fixes

- Corrected an incomplete briefing in 1917-Cambrai-01.
- Corrected an error in the Wilhelm-1 and Wilhelm-2 order of battle which caused a problem when unit strength report was viewed in game.
- Corrected the typo in the tank name "Definat" (to Defiant) in the description of the Lt Woods campaign.

First World War Patch 1.00 Changelog

Enhancements

- Added ability to define Rolling Barrages (see Scenario Editor and Users Manual).
- Changes that reduces protection and movement cost between adjacent Trench hexes (see Users Manual under Movement and Firing).
- Added Inspirational Weapons in addition to Motivational Weapons.