Tour of Duty 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.

Tour of Duty Patch 1.08 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.

Content Changes

- Released the map editor.
- Extra documentation included in the \Notes sub-folder.
- Included House to house expansion by Mike Cox.

Tour of Duty Patch 1.07 Changelog

First John Tiller Software release

Tour of Duty Patch 1.06 Changelog

Enhancements

- Added Weapons Off option under View Menu to hide discarded weapons on the map.
- Added reliability 'X' for loads, weapons, and vehicles.
- Added Leader morale modification to assault morale (see Assaulting in User Manual).
- Added Demoralize load effect which causes units to become Demoralized or Disrupted (see Weapon Types in the User Manual).
- Added ability for Objectives to be defined as Collateral with points awarded for enemy fire into those hexes.
- 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.
- Added ability to sort data in the Database Editor.
- Added option for Mouse Wheel Zoom.
- Added hot key 'F' in main program to toggle Hold Fire.

NOTE: Starting with this version, no CD-check is performed by the main program and all documentation is supported only in PDF format, available from the Help menu in each application.

Tour of Duty Patch 1.05 Changelog

Enhancements

- Added support for the Alternate Graphics option in the Settings Menu.
- Added a black bar on left side of counter for crews with heavy weapons.
- Added a black bar on the top side of the counter for crews with engineering weapons (mine clearing or wire clearing).
- Added showing of enemy fire losses for units in the open.
- Added ability to specify multiple sets of AI orders in a scenario.
- Added new Capture victory point feature.
- Added Stun Weapon feature.
- Added weapon timer feature that allows specified weapons to use a timer and detonate automatically when the timer reaches 0.
- Added an Armor Assault Modifier for vehicles assaulting infantry in Clear hexes.
- Added ability to move columns of units by holding down the Alt key when moving.
- Added Political Officers (see Leaders Section of Users Manual).
- Added Cratered movement cost and protection values.
- Terrain height in Destroyed hexes is half normal and Destroyed hexes prevent road movement into them.
- Change so that Demolition and Clearing load effects only affect target hex when applied to Indirect Fire loads.
- Added option for using alternate graphics when installed (see Options Menu).
- Change so that Protection value reported in Hex Info area includes any hexside features such as Gully or Stream.
- Added a probability to Withdrawals.
- Added a "Hull Down" feature for vehicles which can be added in the scenario editor and which results in 1/2 fire against those vehicles when firing on the vehicles from the front and from the ground.
- Added ability for Objectives to be defined as Collateral with points awarded for enemy fire into those hexes.
- (Editor) Added ability to specify alternative arrival hexes for reinforcements.
- (OB Editor) Added ability to define Teams as part of a Squad organization.
- (Database Editor) Added ability to list unused loads and vehicle weapons (see File Menu).

Bug Fixes

- Fix for documentation regarding wire cutters and mine clearing weapons to reflect the change that these weapons are now "fired" in their own hex to attempt to clear obstacles and mines.
- Fix for Bunker/Pillbox facing limitation and helicopter spotting bugs.
- Fix for some screensavers causing game to go blank.

Tour of Duty Patch 1.04 Changelog

Enhancements

- Added Quality Loss Mod optional rule (see Combat Results section of Users Manual).
- Added Rest parameter data value that allows recovery of effectiveness for inactive units.
- Added ability to flag vehicles as capable of making smoke and added the ability for these vehicles to make smoke while moving. See the Command Menu of the Main Program and the Movement section of the Users Manual.
- Added new Body Armor feature (see OB Editor and Main Program under Firing).
- Added Unknown Objective flag resulting in Hidden, Escape, and Cache types (see Objectives in Quick Overview in Users Manual).
- Change so that Detection devices do not lose effectiveness.
- (Database) Adjustment to lethality of medium machine guns (tripod mounted).
- Added chemical loads, gas masks, and gas launchers (see Firing and Weapon Types in Users Manual).
- Added ability to define "random" support not under the control of the player (see Scenario Editor and Users Manual).
- Added ability to create scenarios that use Asymmetric Scoring (see Scoring in the Quick Overview section of the Users Manual).
- Added new Database and Parameter Data Editor.
- Added new Alternate Fire Density Optional Rule.
- Added ability to define artillery-delivered mines.

Bug Fixes

- Fix for LOS bug caused by use of binoculars beyond visibility range.
- Fix for Vista scrolling problem.

Tour of Duty Patch 1.03 Changelog

Enhancements

- Added definition of "Covered Terrain" which increases the probability that Vehicles assaulting into that terrain become Immobile as a result. Covered Terrain is noted in the Terrain Info box with the "C" designation.
- Added ability to create scenarios having Breastwork defences (see Hex Menu under Scenario Editor).
- Added ability for Demolition loads to destroy Railroads and Bridges (see Demolition Weapons under Weapon Types in the Users Manual).
- Added Train vehicle type and train movement rule.
- Change so that Immobile Vehicles do not have an inherent assault value.
- Added ability for heavy weapons to be Setup, increasing their effectiveness (see Firing in the Users Manual).
- Added ability to define A/I Firing Scripts (see Scenario Editor help file).
- Added Quality Loss Mod optional rule (see Combat Results section of Users Manual).
- (Database) Adjustment to lethality of medium machine guns (tripod mounted).

Tour of Duty Patch 1.02 Changelog

Enhancements

- Added Plus sign to 2D icon of vehicles carrying passengers.
- Added Flame Mines (see Movement section of Users Manual).
- Added Searchlights and Binoculars as Detection Weapons (see Weapon Types in Users Manual).
- Added Skis for greater mobility in Snow Conditions (see Movement in Users Manual).
- Added Smoke Grenades (see Weapon Types in Users Manual).
- Added Diving Vehicles (see Movement in Users Manual).
- Added Metal Detectors for clearing mines.
- Added Tunnel Movement between Sewer hexes (see Movement in Users Manual).
- Change to prevent crew-served weapons from being fired from Shallow Water hexes.
- Added Protection Value to reinforcement entry in Arrived Dialog.
- Change to Assault Effects of 1/4 for Pinned and 1/8 for Broken.
- Added new Horse vehicle type with additional movement rules (See Movement section of Users Manual).
- Change so that Vehicles receive no protection from enemy fortifications (Instead of half protection from Improved Positions and Trenches).
- Change so that using Demolition Weapons against Vehicles causes a check for Immobile status.
- Added a high HE Immobilization Effect that allows large caliber guns and large bombs to cause Immobilization of vehicles (see Firing section of Users Manual).
- Change so that Sniper Fire from Disrupted, Pinned, or Demoralized crews losses its special effects.
- (Editor) Added ability to assign a Facing to a Bunker, Pillbox, or Cave hex (see Firing section of Users Manual and Hexes Menu in Scenario Editor).
- (Editor) Added ability to toggle Immobile state of a vehicle.
- Added Engineer Bridges to possible vehicle types (see Movement section in Users Manual).
- Added Ask Before Unloading/Dropping option under Settings Menu to avoid accidental unloading or dropping.
- Added ability for radios to be designated as Setup thus reducing scatter of support called from those radios (see Support section of Users Manual).
- Added Fast A/I Processing Option under A/I Menu equivalent to the F8 hot key with sound effects turned off.
- (Scenario Editor) Added E and F hot keys for increasing and decreasing Effectiveness of selected units.

Tour of Duty Patch 1.01 Changelog

Enhancements

- Changed Terrain Box display so that the height of the terrain and its protection are both displayed (see Hex Info Area in Main Program Manual).

- Addition of Pinning effect associated with Sniper Fire and Demolition Charges (See Users Manual under Weapon Types).
- Added feature to OB Editor to randomize unit pictures.
- Added Star to Leader picture on 2D map counter.
- Changed facing armor modifier to 150% from 125%.
- Added Select Single-Use option to control whether Single-Use Weapons are selected by default (see Settings Menu in Main Program).
- Added Variable Ending Optional Rule which allows a scenario to be played a variable number of turns past the designated ending.
- Change so that sniper fire does not affect vehicles (unless Vehicle-Only load is being fired).
- Change so that indirect fire into smoke is not reduced.
- Increased the vulnerability of Trucks and other low armor vehicles to assaults. See Assaults in Users Manual for more details.
- Added a morale check when infantry attempts to assault a Hard Vehicle (see Assaults section of Users Manual).
- Infantry in City and Industrial hexes are now vulnerable to the fire of Vehicle-Only loads. This is in addition to being vulnerable in Bunkers and Pillboxes.
- Fix for ownership bug caused by enemy wreck in hex.
- Added leader voices for Rally attempts.
- Added Grappling markers which allow units to cross Cliff hexsides (see Movement section of Users Manual).