

Marching_Eagles_Austerlitz (Battle exe)

Version No.	Item No.	Description
1.03A	19	On loading existing battle, dialog box fault corrected
1.03	18	Hot Key 'M' added to initiate artillery fire. See Manual on 'Hot Keys'
	17	Routed unit now allowed to move into contested area
	16	Player can now open new scenario or existing saved game from menu - file; at any time in the middle of an existing battle
	15	On opening saved game, player not presented with dialog box askig to choose which army the player represents, no longer which army the AI represents.
	14	When using the 2D Zoom out view, now units are larger and easier to see in national colour and type
	13	Player can now 'undo' a 'Hold' command
1.02	12	If army morale drops below 10%, army routs except for leaders plus elite and veteran units.
	11	Added 5 new scenarios using 2 new maps - Caldiero 1805 and Wertingen
	10	When Unit Information Box is clicked, map centres on that unit
	9	Improved chance of success of rally (R&R)
	8	Additional scenarios added - number 42 - 'What - If 'on full Austerlitz battle - No units fixed in position for first 5 turns
	7	Event Card selection now done at end of previous player turn so that it is fixed in the saved PBEM file and the next player can not re-start his turn in the hope of getting a better Event Card
1.01	6	Morale Test boosted by presence of friendly leader
	5	Morale test added to defender when attacker conducts bayonet charge
	4	Recent New Rule - Artillery can not fire in the Combat Phase of the same turn that the unit conducts ammo resupply - works in single player mode or Hot Seat but not in PBEM mode. Fault corrected
	3	In PBEM mode, if turn is saved part way through and the player returns to the game later and reloads the saved turn, critical information is lost and when the next player views the replay all units have disappeared. Programme modified to save missing data and avoid this problem
	2	PBEM mode fault on replay section. If there are 2 friendly units in the area and Unit 1 is routing, shaken or unsteady and a enemy unit moves into the area, the friendly Unit 1 may retire - fall back one area. As this occurs Unit 2 should take up Unit 1 position but this is not occurring on the replay. Fault corrected
	1	Event Cards restricted on small scenarios to those appropriate for the scenario

Marching_Eagles_Editor (Editor exe)

Version No.	Item No.	Description
1.02	1	Version number is changed to correspond with the Battle Version number.
1.03	2	When closing the OOB pallette screen, player now goes back to the opening screen automatically rather than exiting the editor
	3	On opening new scenario which uses only part of the map, the screen will move to the active map area
	4	On OOB pallette, when loading second OOB file, first OOB file total points re set to zero to give correct total points for second OOB chosen.