Marching_Eagles_Borodino (Battle exe)

Version No.	Item No.	Description
1.02	11	New scenario added - 08_Borodino 3pm. A 'What-If' scenario provided with this Update in which we see if the French can destroy the remaining Russian units before they escape the battlefield. The Russian army conducts a tactical withdrawal whilst minimising its losses. The Imperial Guard appears
	10	New counters with the Polish flag for the Polish V Corps in the French army.
	9	.Leader unit can attach to a specific unit and directly lead that unit but the Leader looses his Command Control ability. Advantages are - The Leader unit no longer takes up one of the three units permitted in the area. The unit the Leader is attached to has its Leadership value raised to that of the Leader allowing 'Local Initiative' action. Attached Leader can detach at any time as long as this would not cause over-stacking in the area.
	8	New - Leaders in combat will have a plus factor. The plus factor is dependent on the (Leader Command Rating - 5) result. This results in poor commanders providing no positive impact on a combat and legendary leaders such as Napoleon providing a significant plus factor of 4. This plus factor represents a Leader's Elan (courage, competence, determination, audacity) in leading units into battle.
	7	When artillery conducting bombardment, introduced a 1 in 10 chance that there will be a mis-fire (barrel fouled). In this case, the battery can not fire or move in that turn whilst the crew rush to clear the barrel.
	6	In Combat Phase, +1 for attacking cavalry if in Line against cavalry not in Line. Allows for potential envelopment.
	5	If Unit in Skirmishing formation, target priority is artillery then infantry. Previously, all infantry had a priority target of infantry then artillery.
	4	On occasions, playing PBEM mode, loading up a file from your opponent's turn will show the Events Phase / Combat Phase but will not generate the Command Report and not show on the screen the Unit Information Boxes. Fault corrected.
1.01	3	New scenario added - 07_Uvarov Cavalry Attack Variant Although historically accurate this scenario is not well balanced. A 'What-If' scenario is provided with this Update in which additional Russian units are available in the form of Korff's II Cavalry Corps.
	2	Game turn counter not working when player clicks 'Continue' button on the 'End Game' Dialog Box if one side has an army morale of <10%. Now corrected
	1	When computer AI player initiates a cavalry charge, the combat resolution box does not show the enemy unit name and the enemy counter appears to disappear then re-appear depending on the number of units in that area. Fault corrected

Marching_Eagles_Editor (Editor exe)

Version No.	Item No.	Description
1.00	2	Active army shown by 'tick' on the menu Army pop-down, always shows the French army ticked and should not be so if a player has activated

| | | another army. Fault corrected. |
| | 1 | Unit Information Box 3 does not update immediately on a change. Fault corrected. |