

## Marching\_Eagles\_Marengo (Battle exe)

Version No.	Item No.	Description
2.02	1	New Rule - For Line Infantry brigades of Strength 5 or more, the unit may create a skirmisher screen - one new unit Strength 1 from the parent unit. This is a Light Infantry unit useful for scouting and help a player when using the Tactical Play option. New unit counter created for this skirmisher unit. Access command via menu - Units - Form Skirmisher Screen
	2	French Hussars given higher Quality rating in OOBs French Grenadiers & Chasseurs a Cheval given higher Quality rating in Marengo scenarios
	3	New unit counters created - - French Chasseur a Cheval - French Veteran Line Infantry - French Veteran Light Infantry - French Line Voltiguers
	6	Army Morale <10% now results in game end
2.03	11	Russian units do not require a morale test when attacked
	12	Routed unit suffers strength loss of 2 when attacked
	13	Routed unit can not recover cohesion if enemy units in the same area at the end of a game turn
	14	Cuirassiers breast plate defense against attacking cavalry with sword only = Attack Factor reduced by 1
	15	Retreating and routing units are permitted to move into areas containing enemy units
	17	Maximum strength of Light Infantry unit now moved from 5 battalions to 9 battalions
	19	New Rule - Medium & Heavy Artillery are not permitted to move into the same area as enemy units. Normal tactic is to bombard from a distance. Light Artillery (typically supporting infantry formations) and Horse Artillery can move into the same area and fire at close range
	20	New Rule - to more accurately reflect Napoleonic Warfare - Units can not move from one area containing enemy units directly to another area containing enemy units. Units now have to move to a non-contested area, usually the rear, before moving round to strike another enemy group. Armies can now prevent a penetration of the Front Line by placing a second line of defense immediately to the rear of the Front Line.
2.04	21	Number of pop-up boxes reduced to improve play
	22	Menu - Display - Highlight - Light Infantry option provided to menu
	23	New Rule - Routed units always have at least 1 Action Point to facilitate extraction from the combat area
	24	Routing unit at end of each game turn attempt to rally. If that rally fails and the unit Order Value is at zero the unit is eliminated. This occurs even if the unit is of high strength. Modified rule now limits the Strength loss to 2 Strength Points
	25	The map no longer scrolls up if the cursor moves to the top map edge below the toolbar buttons. The map scrolls at the top map edge where no

		toolbar buttons are located above the map edge.
	26	The scenario file name is given at the top right hand side of the screen. This will be replaced by the saved file name once the battle is saved
	29	Units with Order value at zero now loose maximum of 2 Strength Points at the end of a turn
	30	Rallying a routed unit is now successful if no enemy in the area
	31	Play-By-EMail mode - where two Allied armies exist - on French turn seeing the previous Allied turn replay, French player can now see movement and combat for both Allied Armies instead of just one Allied army. For the Allied player, combat at the end of the first army to move does not occur, now all combat for both army units occurs after movement of the second army.
	32	If a unit is fixed when selecting the unit, only the map area the unit is located in is highlighted as the unit can not move that turn
	33	New Rule - Artillery can not fire in the Combat Phase of the same turn that the unit conducts ammo resupply
2.05	34	Event Cards restricted on small scenarios to those appropriate for the scenario
	35	Morale test added to defender when attacker conducts bayonet charge
	36	Morale Test boosted by presence of friendly leader
2.06	37	If army morale drops below 10%, army routs except for leaders plus elite and veteran units
	38	When Unit Information Box is clicked, map centres on that unit
	39	Improved chance of success of rally (R&R)
	40	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
2.07	41	Routed unit now allowed to move into contested area
	42	Player can now open new scenario or existing saved game from menu - file; at any time in the middle of an existing battle
	43	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.
	44	When using the 2D Zoom out view, now units are larger and easier to see in national colour and type
	45	Player can now 'undo' a 'Hold' command
	46	Hot Key 'M' added to initiate artillery fire. See Manual on 'Hot Keys'
2.07A	47	On loading existing battle, dialog box fault corrected
2.07B	48	Marengo map area boundary adjusted to clarify which area contains the road South of Castel Carlola.
	49	Light Artillery allowed to move through forest / woodlands and villages like infantry.
	50	Clarification on 'Thick Fog' Event Card - All units reduced to 1 Action Point
	51	PBEM game crashes when on replay phase IF previous player made a switch in units in one area. Fault corrected.
2.07C	52	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

## Marching\_Eagles\_Marengo Editor (Editor exe)

Version No.	Item No.	Description
2.06	1	Version number is changed to correspond with the Battle version.
2.07	2	When closing the OOB pallete 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 pallete, when loading second OOB file, first OOB file total points re set to zero to give correct total points for second OOB chosen.