

Marching_Eagles_Waterloo (Battle exe)

Version No.	Item No.	Description
2.09B	156	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
2.09A	155	On loading existing battle, dialog box fault corrected
2.09	154	Hot Key 'M' added to initiate artillery fire. See Manual on 'Hot Keys'
	153	Routed unit now allowed to move into contested area
	152	Player can now open new scenario or existing saved game from menu - file; at any time in the middle of an existing battle
	151	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.
	150	When using the 2D Zoom out view, now units are larger and easier to see in national colour and type
	149	Player can now 'undo' a 'Hold' command
2.08	148	When Unit Information Box is clicked, map centres on that unit
	147	Improved chance of success of rally (R&R)
	146	If army morale drops below 10%, army routs except for leaders plus elite and veteran units
	145	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	144	Morale Test boosted by presence of friendly leader
	143	Morale test added to defender when attacker conducts bayonet charge
	142	pdf document link added to menu - Help - Battle Tips for Beginners
	141	Additional scenario added - number 24 - The Struggle at Plancenoit
	140	Recent New Rule - Artillery can not fire in the Combat Phase of the same turn that the unit conducts ammo resupply - Change No. 129 - works in single player mode or Hot Seat but not in PBEM mode. Fault corrected
	139	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
	138	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
	137	On the large Waterloo scenario in PBEM mode at end of Allied turn for first 10 turns, all French units become visible even in FOW. Fault now corrected.
	136	Elite & Veteran Grenadiers (Guard units) permitted to detach 1 battalion at a time and also permitted to conduct skirmishing actions.
	135	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	Hougoumont map unit placement corrections included
	2	Action Points for a Unit adjusted when changing formation in the editor
1.03	3	Allowed for placing leaders in an area which is Close terrain where 2 other units are already in position
1.04	4	New type of Map and Unit installed
1.05	5	Prussian infantry and Lancer counter and Unit Info Box images corrected.
2.08	6	Version number is changed to correspond with the Battle Version number.
2.09	7	When closing the OOB pallete screen, player now goes back to the opening screen automatically rather than exiting the editor
	8	On opening new scenario which uses only part of the map, the screen will move to the active map area
	9	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.