

# **Armies of Armageddon: The Wargamers Development Kit 2K**

## **Patch History**

### ***Version 2.1***

#### ***BUG FIXES***

- 1) AI weapon ranges were being checked from the upper left corner of the unit instead of the weapon's location. This prevented, for example, a 2x2 unit from attacking to the right using a weapon with a range of one.
- 2) Fixes the game crash when vehicles moved off the right or bottom side of the field when the field size is maxed in that direction.
- 3) Put "Inspiration" and "Distance" on the same line in the game's Unit Description Dialog to prevent the weapon arc graphic from overlapping the bottom line.
- 4) When copying unit stats from one stance to the other, bitmap location is now copied as well.
- 5) Correct Unit Stance is now drawn when placing units in the Customizer.
- 6) Units Templates and Army Units are always drawn in Stance 1 in Pick Army A(B) Mode.
- 7) Units now load properly into transports during army setup at the beginning of a game.
- 8) Reinforcements and per-turn-stories now load in properly when playing saved games.
- 9) Vehicles initiating collisions now take damage properly.
- 10) Army setup in the game now properly cycles through all units even when most of the units are placed on the field.
- 11) Fog and Recover Objects are no longer lost during the game's army setup.
- 12) Old messages are removed from the console when a saved game is loaded.
- 13) 'F' hotkey no longer causes problems if inadvertently hit during the game's startup.
- 14) During the game's army placement, setup areas no longer show on the mini-map when the squares are outside the field limits.
- 15) Ending story no longer gets hidden (occasionally).
- 16) Directional buttons in the game now appear during army setup even if the game was quit during Phases 2 or 3.
- 17) Can now directly enter '-1' into a weapon number slot in Customize Unit Dialogs of the Customizer to show No Weapon for that slot.
- 18) Proper buttons always appear now on the Phase menu when selecting the "Unit Done" button for the last unit of the phase.

#### ***GAME CHANGES***

- 1) Increased maximum number of turns per scenario to 5000 (five thousand).
- 2) The rule that said terrain visibility modifiers are not considered during firing across distances of 3 squares or less has been removed.

- 3) Cover Rule: Can now specify if Cover applies to
  - a) The square in front of the target square
  - b) The target square
  - c) Not at all
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set these values.
- 4) Increased wound limit to 250 per unit
- 5) If a unit is not Biological, reports use "Damaged" instead of "Wounded"
- 6) When the speed slide bar appears, it is set to the vehicle's current speed.

## ***GAME ENHANCEMENTS***

- 1) Can now scroll the game field in Windowed Mode by banging the mouse against the sides of the screen.
- 2) Turn announcement is now skipped when playing versus the computer.
- 3) Added a status bar to the bottom of the Customizer screen that shows what the mouse is passing over.
  - Pick Army (units): Name (Stance 1 / Stance 2) and number
  - Pick Army (templates): Name (Stance 1 / Stance 2)
  - Draw Battlefield (field): Terrain info - ammo, fog, building, terrain number, square coordinates, etc.
  - Draw Battlefield (tiles): Tile name and number
  - Place Army: Names of placed units (Stance 1 / Stance 2) on the field
- 4) Added the unit name (Stance 1 / Stance 2) above the unit on the place army bar.
- 5) The Customizer now starts maximized.
- 6) New Scenario Stats: Casualty rates are now scenario-specific.
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set these values.
- 7) The firing-distance-to-missed-by-distance ratio is now changeable. If this number is set to three, then for every three squares of firing distance the shot can miss by one square. The maximum miss distance can be set as well. Note that for distances of less than this number, the shot automatically hits the targeted square.
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set these values.
- 8) New Weapon Stats: To Hit Roll Modifiers have been added for each range band for each weapon. This number, from -100% to +100%, is added to the chance of hitting a square.
- 9) New Scenario Stats: Random Reinforcements - A percentage can be set for each side that represents the chance each reinforcement unit will arrive on the field. For example, if the percentage is set to 50%, each unit has a 50% chance of actually arriving. Units that do not arrive are lost for the rest of the game.
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set these values.
- 10) The word "Water" and "Boat" can be edited, which allows you to represent multiple environments: space/space ships, water/fish, martian air/martians, etc
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set these values.
- 11) New Terrain Stats: Vehicle (Non-vehicle) Can Enter. This is set on a per-terrain tile basis.

- 12) New Global Stat: Global Terrain Diminishes Visibility By %. This is added to the base Terrain Diminishes Visibility By stat of each terrain tile. Use this to lower visibility for a scenario to represent night, sand storms, etc.
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set this value.
- 13) If a file called ForceWindowedMode.txt is located in the game folder, the game will start in Windowed Mode. If a file called ForceFullScreenMode.txt is located in the game folder, the game will start in Full Screen Mode. Used for Troubleshooting.
- 14) Units can now have a zero degree visibility arc, effectively making them blind.
- 15) New Rule: Can specify whether the first square a weapon fires through is used in tallying the visibility for weapon fire. If the first square is not counted, then a unit could fire over a wall without the wall blocking the vision.
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set this value.
- 16) New Scenario Stats: Can specify a global morale modifier for each army that is used in all Morale Checks.
  - The higher the morale modifier, the better the chance of passing the morale test
  - Choose the More Rules tab in the Rules Dialog of the Customizer to set this value.
- 17) New Scenario Stat: Can specify if the dead unit graphics represent biological/non-biological or "Set 1" and "Set 2". Set 1 & 2 match the Sound Sets as specified in Pick Army mode. Set 1 is on the left, Set 2 on the right.
- 18) If a scenario is won, lost or drawn, the "...PostWin.txt", "...PostLost.txt" or "...PostDraw.txt" story, respectively, will be loaded in and displayed. If the respective one is not located, the game will check for a "...Post.txt" story and display it as normal.
- 19) The game is automatically saved in the \SavedGames folder as Autosave.wsv at the start of Phases 1 & 2
- 20) Added Jamming and Breaking percentages to the campaign (see next item).
- 21) Now get a message when a transport takes damage and the occupants are lost.

## ***GAME ADDITIONS***

### **1) Weapons Jamming and Breaking**

Each weapon has a Chance to Jam, Chance to Clear and Chance to Break percentage associated with it.

- Right before each weapon fires, the Chance to Jam is rolled against. If the roll is lower than the percentage, the weapon is jammed and doesn't fire.
- At the start of each turn, right after morale checks, jammed weapons are rolled against.
  - If the roll is less than the Chance to Clear, the weapon is back in working condition.
  - If the roll fails, a new roll is checked against the Chance to Break. If the roll is less than the chance to break, the weapon cannot be unjammed and becomes damaged.
- You'll get a blue check animation for cleared weapons and a red slash animation for broken weapons.
- If the weapon neither breaks nor clears, it will remain jammed for another turn

### **2) Hit Regeneration**

At the beginning of each turn, after morale and weapon jamming checks, units at less than full hit points are checked for regeneration (called "Healing" in the Customizer). If the roll is less than the Chance of Healing, the unit gets back a random number of hits, between the minimum and maximum hits inclusive as specified for the unit. These stats can change for each stance.

### 3) Field Messages

Can add messages to field squares in the Draw Battlefield mode of the Customizer. These messages must be 250 or fewer characters in length and will appear once for each side when a unit enters the square. You can use this to add RPG elements to the game.

Technical Note: The messages are displayed in the game at 36 characters to a line and wrap at spaces only.

### 4) Non-linear campaigns

**Figure 1.**

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CampaignVer2.1
4 The_New_Campaign_Format 2
1 Scen1                B No  No  Won                2 1 1
2 Scen2                B No  No  Lost                3 2 1
3 Scen3                B No  No  NotCompleted 4 3 2
4 Scen4                B No  No  NotCompleted 0 4 4
-----
```

The campaign file (.wcm) **must** start with the phrase "CampaignVer2.1" (no spaces included) in order to be recognized as a non-linear campaign. If this is not included, the normal linear campaign style is used. See Figure 1. Above for a sample non-linear campaign listing.

- After the number of scenarios and the campaign name, the "Current Scenario" number is listed. This points to the scenario that will be played next. In Figure 1., this number is '2'.
  - For the start of a campaign, this should always be '1'.
- The number before each scenario name is the number associated with that scenario.
- The last three numbers show which scenario to go to next for the Win, Loss or Draw. For example, in the campaign listed in Figure 1., if you win Scen2.wdk you will next play Scen3.wdk. If you lose Scen2.wdk, you will play Scen2 again. If the results are a draw, you will play Scen1.wdk next.
  - '0' is used to designate the end of the campaign. Above, if you win Scen4.wdk, the campaign is completed.
- In the scenario selection box of the Campaign Dialog, the history of the campaign is given with the results for each. These cannot be selected for play again.
- Once the campaign is completed it can be reset. When this happens, the Current Scenario number points to 1.
- If the gamer Retreats during a scenario, he still only loses 50% of his casualties, but the scenario is marked as a loss for campaign purposes.

### 5) Random Campaign Scenarios

This new feature allows for a random element to be added to campaigns. Specifically, each scenario of the campaign file actually represents one of (up to) nine scenarios that is chosen randomly upon loading.

- If a campaign calls for a scenario called "Woods" it will load Woods.wdk if it is available.
- If it is not available, it will check for Woods1.wdk through Woods9.wdk and choose one randomly.
- If you have Woods1.wdk through Woods4.wdk defined, but not Woods5.wdk, one of the first four will be randomly chosen and loaded.

### 6) New Objectives: Victory Points

Victory Points (VPs) can be selected as the determinate for deciding which side wins a scenario. When VPs are used, the Occupy Squares and Destroy Squares objectives are ignored. VPs can be given for destroying units and "owning" squares on the field.

- VPs are assigned to each unit from -50 to +50.
  - If you kill an enemy unit, these VPs are added to your side's VP tally.
    - Negative numbers can be assigned to civilians or other enemy units that shouldn't be killed.
  - If you kill a friendly unit, the absolute value of the VP is subtracted from your total.
    - So even if the points are negative, they are still removed from your total.
      - This prevents you from, say, killing friendly civilians in order to boost your score.
- VPs can also be gained by entering squares.
  - Specified in the Specify Ending mode on a per square basis for either or both sides.
  - Once you enter a square you own it and get the VPs associated with it for your side.
  - If the enemy then enters the square, you lose those VPs *and* the enemy gains those for its side.
  - There are no VP markers. These should be incorporated into the story and field
    - "Must secure each door leading into the central chamber"
- VP levels are always known to both sides, even if the squares are hidden