KHARKOV

Fixes

Fixed a bug in PBEM games played using variants. Because of this change, all v1.10 PBEM games will not work in V1.11 and will have to be restarted.

Changes
Suppression

Added a feature in the Editor which allows the scenario designer to designate a formation as suppressed. The HQ of a suppressed formation does not broadcast a command radius, thus greatly restricting the combat ability of the suppressed formation. The scenario designer will be able to set the conditions under which the suppression is lifted and the formation becomes combat ready. The Kharkov scenario has been altered to use the suppression feature to restrict the use of several German formations in the south of the map at the start of the game.

Note that suppression will be ignored if the No Areas of Operations option is chosen.

No Timed Replacements if out of Supply

Added a feature in the Editor which allows the scenario designer to designate a formation as either always getting Timed Replacements or only getting Timed Replacements if In Supply.

Units which have Timed Replacements and which belong to a formation which always gets Timed Replacements will display a green circle with the number of replacements left.
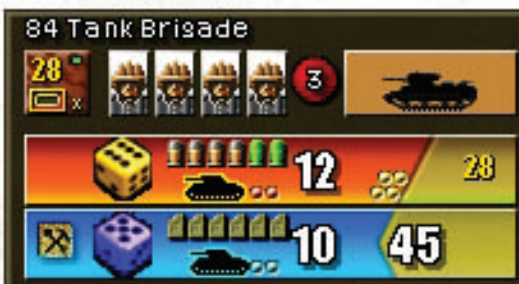
Units which have Timed Replacements and which belong to a formation which only gets Timed Replacements if in Supply will display a red circle with the number of replacements left.

If a unit which can only get Timed Replacements when In Supply starts a turn on an unsupplied hex then its Timed Replacement status will not change, (i.e. the arrival time for replacement steps will not decrement), until it starts a turn on a supplied hex.

The Kharkov scenario has been altered so that Russian units will only get Timed Replacements when in supply, Axis units are unaffected.