

Tigers on the Hunt – UPDATE 5 – Changelog

04/21/2018

Bug fixes:

- AI leaders with no additional personnel units in the same hex will now try to move to a hex with broken units or good order units hex without a leader.
- AI Personnel units possessing LATW that do not have a valid LATW target will now engage player units using their inherent firepower
- AI unit (personnel or AFV) that is not visible, when exiting map will not display "Exited Map from HEX" message in the action log window
- AI Leader even if he has a special command (like defend a specific hex, or attack a specific hex) will not move on its own if he is stacked with broken units
- Fixed a bug in Close Combat that would crash the game engine
- Fixed Command and Control rules
- Updated AI code for AI personnel units placing Demolition Charges
- AI British personnel unit cannot place LMG as Demolition Charge
- Both, editor and game engine now validate how many radios are present in a scenario, only 2 radios per side are allowed – one radio per OBA.

New Feature:

- Added support for 4K native resolution (3840 x 2160)
- Added support for Ordnance and AFVs firing smoke in player vs AI scenarios
- Added new special command "ATTACK HEX" to AI when AI set is to ADVANCE. This feature allows a unit assigned with this command to attack and defend a specific hex only. This feature will allow the scenario designer a great control over AI units. This feature is currently available in the game to AI when AI is HOLD, the special command is called "DEFEND HEX"
- Implemented AI Medium and Heavy Machine Guns long range fire, in AI Fire Segment, AI Defensive Fire Segment or AI Defensive Fire during Player's Movement Segment. In addition, only if AI is on HOLD (meaning AI is defending in a scenario) and if an AI personnel unit does not have special ATTACK command
- AI Pinned personnel are now included in AI firing evaluation processing functionality
- Added support for Normandy DLC scenarios

Changes:

- AI personnel units with side set to ADVANCE, will now slightly be more prone to move forward
- Revised AI fire evaluation functionality; in general, AI should be slightly more prone to fire
- Manual changes and updates, added APPENDIX H – Smoke and White Phosphorus information

Tigers on the Hunt – UPDATE 4 – Changelog

10/23/2017

Bug fixes:

- Do not display AI setup zones information in the Hex Information Box (section 4.6.2. of the manual)
- When a scenario side has AI control units, even if that side is currently being controlled by a human player and no human controlled units (Infantry or AFV) are being deployed in the current turn, the game will now not enable Reinforcements Segment.
- AI will now place eligible ordnance into Rubble, Buildings and Lumberyard hexes
- German Anti-Tank 75mm PAK 40 would not fire from a building hex
- If a personnel unit is broken/broken+, "p" pinned sign will not be now displayed

- When an AFV fails to start and is immobilized/fails a bog check/Stalls/Starts/Stops/changes its hull or turret orientation, the message displayed in the Auction Log Window would quickly disappear without user being able to see the message
- The Pzkw IVF1 counter art sprite had long barrel, instead it should have short barrel, Terrain.png was modified
- German 7.5cm IeG 18 and 15cm sIG 33 Infantry guns, British 6-Pounder Anti-Tank Gun, 17-Pounder Anti-Tank guns and British M1A1 75mm Artillery Howitzer now carry limited HEAT ammunition.
- Any weapon belonging to a personnel unit that is locked in a Close Combat/Melee cannot fire.

New Feature:

- Added support for Text Labels in the editor as well as in the game engine
- Added support for colored text in the User Control Panel
- Added support for colored text in the Auction Log window
- Added fire target evaluation functionality – Target Combat Advisor

Changes:

- OBA accuracy has been improved by 50%
- SW/Ordnance/AFV weapons when they break, the message in the Action Log window will display "Malfunctioned" rather than "Broken". The term "broken" now applies to the personnel units only.
- configuration.ini file was modified to support Color User Control Panel and Action Log Window
- Line of Sight and Fog of War processing are now up to 45% faster, this should help with large maps and campaign games
- Manual changes and updates, added APPENDIX 6 and 7

Tigers on the Hunt – UPDATE 3 – Changelog 1/16/2017

Bug fixes:

- AFV Firing in Advancing Fire Segment that is still in Motion cannot acquire target
- Squad to Half-Squad casualty reduction now counts as a VP

New Feature:

- Added Support for Kursk DLC in the game engine and the editor

Changes:

- Scenario Variable end functionality, when this feature is enabled in a scenario, the scenario end turn number is disregarded. Example, a scenario is set to be 20 turns. The Variable length is set to be triggered on Turn 20 and dr <= 2. This means that on turn 20 and each turn after, at the end of each turn a six-sided die is rolled. If the die roll result <= 2 then the scenario will end. If this condition is not met then the scenario will continue to the next turn.
- Manual update page 44, description for Scenario Variable End logic.

Tigers on the Hunt – UPDATE 2 – Changelog 11/15/2016

Bug fixes:

- Russian SU 122 now has HEAT rounds (ISU 122 now does not have HEAT rounds)
- Fixed 1024x768 resolution issue for Log Window being too big as well as the Pop up window was not positioned properly

- When firing with an Ordnance/AFV vs target hex that only has AFV, the Infantry Target Type button will be disabled on the Target Type Dialog
- An AFV was sometimes stuck in a Close Combat/Melee even after Close Combat Segment was over
- Broken+ personnel unit in a Brush Hill hex is cannot be interdicted since Brush is not a clear terrain
- Broken+ personnel unit in a Woods Hill hex is cannot be interdicted as Woods is not a clear terrain
- AI, personnel unit firing with Flame Thrower will not now crash the game
- Un-possessed support weapons/Ordnance do not impact Fog of War, this is big impact to FOW and LOS processing
- Scenarios using Two OBAs will now get associated with Radios support weapon properly
- Selecting Bugged/Mired AFV on a map will not display Start Forward/back and Stop buttons
- AI, Bugged/Mired non-turreted AFV will not try to fire outside of its covered arc
- When AI places units designed by "Die <= CT"; the placement die rolls will not be displayed in the Log Window
- AI, both Personnel units and AFVs will be now move more aggressively when AI is on attack
- AI, improved AFV pathfinding logic
- AI, both Personnel units and AFVs were sometimes not able to exit a map through Exit Hexes
- AI, a leader can now use Demolition Charge support weapon properly
- AI, a leader can now use Panzerfaust, Panzerschreck and Bazooka LATW support weapons properly
- AI, a broken+ leader sometimes did not rout away
- Fog of War and Line of sight algorithms were updated to better detect blind hexes
- AI now better differentiates between tanks, TD/Assault guns, Mobile Artilleries, Armoured Cars and Half-tracks
- Panzerfaust is now only available from October 1943 and not before
- AI, severely reduced AFV driving back and forth around a VPO
- AI, severely reduced AFV starting and stopping (and not moving) in the same hex
- Scenario Editor, addresses the issue were a unit could not be given an ATTACK Special Command when AI was in Hold Attitude
- For each new day in a campaign, Special ammunition for Ordnance and AFVs will be reset
- Display Fire Range Tool is only enabled for player controlled units and not AI
- Display Rout Tool is only enabled for player controlled units and not AI
- Manual minor updates

New Feature:

- Added APPENDIX C: Terrain Effect Chart dialog into the game/scenario editor under the Help menu

Tigers on the Hunt – UPDATE 1 – Cangelog 04/10/2016

Bug fixes:

- Resolutions 1200 x 800 and 2560 x 1440 should now work properly (included in the Zero Day patch)
- AI, immobilized turret-less AFV will no longer look for targets/engage targets outside of its covered arc
- AI, some half-tracks would not have defensive fire marker when they defensively fired
- AI, some AFVs had hard time taking objectives up hill
- Improved AI AFV pathfinding (this was part of Zero Day patch)
- Improved LOS processing, fixed blind hexes and other issues
- Pinned personnel units cannot rout in Rout Segment
- Broken/Broken+ personnel units cannot move in Advance Segment
- Selecting Ordnance that is not attached to a personnel unit should not crash the game
- The following British AFVs do not fire AP (Armor Piercing), only HEAT: CHURCHILL V Heavy Tank, CHURCHILL VIII Heavy Tank, CENTAUR IV Medium Tank, CROMWELL Medium Tank and CROMWELL VIII Medium Tank

- AI, only personnel Leaders may pick up Radio Support Weapon
- Resolutions 1024 x 768, 1200 x 800, the action log window was resized to better fit the screen
- AI, stuck in infinite loop
- When Ordnance/AFV runs out of HE round, the Infantry Target Type button on the Target Type dialog will be disabled
- Terrain.png, one of the stone buildings had incorrect mask
- AFV being stuck in Close Combat
- Terrain.png, Assault Fire should be associated with 1st line SMG (not 1st line) for the Russian nationality
- A leader may fire Bazooka, Panzerschreck, Panzerfaust and PIAT
- Updated manual, 8.2.2 Support Weapons List – what support weapon may be used by a leader
- KV-2 rotation of its turret issue
- When O.B.A. fires off the screen, the game should now scroll to the location
- AI, when an AI personnel unit routs off the screen and becomes/is visible, the game should now scroll to the location
- A leader can fire either its support weapon or direct fire but not both
- AI, personnel unit that is Out of Command, may still fire into adjacent hex during player's Movement Segment
- AI, if a scenario has both players and AI exit hexes feature, the AI will focus on its own exit hexes first
- Campaign game, during the day part or the night part; the Scenario Attributes dialog will correctly show day/night icon
- Setup Zones hexes now properly show covered arc symbol
- Scenario Editor tile placement and validations

Note: This is not a complete list, just the major items.

New Features:

- Added keyboard shortcuts
- Added Menu accelerators
- Added support to disable All sound effects to speed up gameplay
- Added transferring Support Weapons/Ordnance between two personnel units in the same hex (in the Administrative Segment only). The function can be activated by the < w > key on the keyboard
- A scenario LOS visibility can now be setup up to 26 hexes in the scenario editor
- Added white dot graphical feature for the map in the game (this feature can be turned on/off)
- Campaign Game, for every new CG day; all personnel units, AFVs will be in good order. All Support Weapons/Ordnance/AFVs will have their weapons automatically repaired. Immobilized AFVs will check for Immobilization Removal
- Scenario Configuration dialog, made "scenario ends because a side lost all of its units" feature optional
- Jump Map will now be displayed until dismissed by right clicking anywhere inside the Jump Map window
- Update Manual (sections: 3.1.7, 4.3.3, 4.3.4, 4.4, 8.2.4.1 and 8.5) with new features and corrections