On Target Simulations

MATRIX GAMES

What's New

30May26

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1 Introduction

Welcome to FLASHPOINT CAMPAIGNS: COLD WAR

This is a grand tactical combat simulation on the Cold War battlefield. As the force Commander, you will plan and then issue orders and Standard Operating Procedures to your battalion, brigade, or regimental forces, shaping the fight through maneuver and intent. Your forces will engage the enemy in rendered real-world map locations. Each hex is 500m of militarily significant terrain. Each battle can last 4 to 24 hours of in-game time. Your troops will meet their foes at any time of day and in any environment.

The game engine is based on asynchronous WEGO turns. This means you will issue orders and then watch a variable amount of time unfold on the battlefield. Then, issue or adjust orders to react to what has happened as you execute your battle plan.

Flashpoint Campaigns: Cold War is a deep simulation of combat operations, where your forces are arranged in maneuver units comprising companies, platoons, and sections of tanks, infantry fighting vehicles, infantry squads and teams, reconnaissance forces, engineers, air-defense and anti-tank systems, helicopters, and more.

As the Commander, you must utilize available off-map assets, such as long-range artillery, rockets, or airstrikes.

Your efforts in this complex battlespace will be constantly challenged by modeled features like Electronic Warfare, Air Superiority, Realistic Weather, Line of Sight and Fire, Terrain and Elevation, Smoke and Mines, and Human Factors like training, morale, and readiness. All these elements must be considered if you are to be victorious on the battlefield.

The game is packed with information dialogs, map overlays, and range rings to aid you as Commander, master the situation, and understand your force's capabilities.

Flashpoint Campaigns: Cold War is a data-rich simulation that provides detailed information on National Characteristics, Command Parameters, and Orders of Battle for each nation. Data Tables are packed with period-specific equipment and troops. Weapon Systems of the time, such as guns, missiles, precision munitions, small arms, and much more, are comprehensively modeled.

As a toolkit, you can create your scenarios and campaigns. You can also dive deeper and create or modify game data, artwork, and sound effects as you see fit. All these modding capabilities are supported by detailed documentation.

1.1 What's in This Document

This document covers a listing of all the changes to the games features, data, content, and documentation for this released update.

1.2 Manuals

We have chosen to go with many living manuals to cover game interface/play, learning the game, basic tactics, Content Creation, and Game Modding for the Cold War game engine. We also have guides that cover that area of operations. The affected manuals and guides will be updated as the game is updated, and PDFs of these changes will be included with the new patches.

1.2.1 The Field Manuals (FM)

These are the core manuals on how to play, create content for, and modify data for the Cold War game engine. Before jumping into Content Creation, we strongly recommend you review the first three manuals, **Game Operations**, **Battlefield Primer**, and the **Tutorial Operations,** if you are new to this type of game and warfare. Returning Flashpoint Campaigns players should review **Game Operations** to get details on new features, as there are many.

These documents are found in the Documents\FMs folder.

- **FM01 Game Operations** – Detailed information on the game, its interface, and how to use it
- **FM02 Battlefield Primer** – Fighting in the Cold War
- **FM03A Tutorial Operations: Basic** – Learn the basics needed to play the game
- **FM03B Tutorial Operations: Intermediate** – Learn additional features to expand the gameplay
- **FM03C Tutorial Operations: Advanced** – Learn how to use advanced features of the game
- **FM04 Scenario Design** – How to make or edit scenarios
- **FM05 Battle Planning** – How to create or edit battle plans
- **FM06 Campaign Design** – How to make or edit campaigns
- **FM07 Map Construction** – How to make maps for the game
- **FM08 Game Engine Modifications** – How to mod elements of the game engine
- **FM09 Data Structures and Editing** – How to edit or build data sets
- **FM10 Weather Setup** – How to add in weather from other locales
- **FM11 Military Overlay Creation** – How to add custom graphical overlays to your scenarios

1.2.2 What's New – This Document

The What's New PDFs summarize any changes and fixes when updates are released.

These can be found in the Documents\WhatsNew folder.

1.2.3 FPC Hotkeys

This PDF document lists all the unique game key presses for Function keys and all hotkey definitions. There is no ability to rebind due to the large number of functions in the game.

This document is in \Documents folder.

1.2.4 Flashpoint Campaigns: Cold War FAQ

To stave off forum-clogging threads on various topics that we either don't control or can't support, we have created this FAQ document with the answers to those specific topics. Please review the FAQ for answers to several game topics related to the game, but not on how to play the game.

This document is in the \Documents folder.

1.3 Gender Pronouns and Inclusion

We understand that our simulation will be played by users of all genders. We try to keep language in the game and manual gender neutral, when possible, but sometimes use the pronoun "he" to refer to the user. This is merely to streamline the writing and is not meant to exclude anyone or note a specific gender.

The On Target Simulations team supports the inclusion of all people in the field of wargaming.

2 What's New in the 3.0.3.10626 Release dated 30 May 2026

This is primarily a 'quality of life' release. We have found and fixed many little things in the game and want to share them with you now. No single thing is very important, but collectively, we feel they bring a meaningful improvement to the game. Enjoy!

2.1 Data Corrections and Enhancements

- Corrected Effective and Maximum ranges of most ballistic-type weapons other than tank guns and artillery systems. Thanks to Jo van der Pluym for this.

- Accuracy value for AAA guns (AAA) set to 4, Aircraft Cannons (ACN) to 6, Aircraft MGs (AMG) to 5, Infantry Support Weapons (ISW) to 3, Machine Guns (MGN) to 4, and Vehicle Support Weapons (VSW) to 5 to improve them based on mounting/platform stability.

- Accuracy on Surface to Air Missiles (SAM) was reviewed, and many revisions were made based on better data. This should help some MANPAD systems be a bit better in a few cases.

- Adjustments for SA/AP/HEAT for Fast Rate of Fire weapons to better reflect the amount of ammo going down range during a combat action and this will make those weapons a bit more capable versus targets and should also with code adjustments, improve their use on soft targets.

- Corrected the Munition tables for the correct Type value for Base Bleed HE round (HEBB) and Rocket Assisted HE round (HERA) to the table.

- Replaced the Polish Surnames with the correct list. We also corrected Polish Rank Names.

- Added in missing high explosive (HE) versions of Warsaw Pact Surface to Surface Missiles. Also added a missing ICM version to the Soviet inventory.

- Corrections were made to the US Formations for incorrect Soldier squad counts for some H and J series units.

- Corrected the number and use of Dragon ATGMs in a number of US infantry formations.

- US Engineering units' names corrected.

- Added in a few missing Illumination rounds for various nations.

- Added missing ARMs to the Czech data file for the SEAD unit so it works properly.

- Added missing FFR codes to ISW and MGN weapons. Minor corrections for SA values on some small arms systems. Formation tag corrections for missing "/" markers and changes to aircraft tags for better understanding of the mission. Also, a few typo corrections."

- "SharedCharacteristics.xlsx" and .bin, "Air Unit FP and Size Ratings.xlsx", "Data Validation Tool.xlsm", "CW Weapon MV Tables.xlsx" files all updated.

- New "Weapons Values Tools.xlsx" and "Ship Value Tools.xlsx" added.

2.2 Content

All standalone and campaign scenarios have been refreshed to use the latest national data file updates listed above.

- The tutorials were not shown as sorted in the expected order in the scenario list. They have all now had their start dates adjusted to 1 to 4 July (i.e. prior to the 20 July start of hostilities) to put them naturally into the expected sort order.

- "Tutorial - Air Support Operations". The F4 SEAD aircraft had a 0 max rounds Napalm pod, causing problems, resolved by setting the Napalm pod to have 4 bombs.

- "Tutorial - Air Support Operations", "Tutorial - Artillery Operations", "Tutorial - NBC Operations", and "Tutorial - Convoy Operations" have been updated to set the weather to generally clear weather on 28 June 2000.

- "Crossing the Waldnaab". Add missing bridges which the briefing refers to, and refer to Warsaw Pact forces as "Czechoslovak" (not "Czech").

- "For Queen and Country". Fixed an error in its scenario blurb file that prevented it from being identified as UK when filtering scenarios to load using the national flag filter.

- "Meeting in Arolsen" changed to make Soviet battle plans hand off critical artillery to the computer player earlier, enabling better support of Soviet attacks with preventive barrages.

- "Schlacht bei Diemelstadt". Fixed a typo in Player 1 Mission Briefing: should be "Dortmund" instead of "Dortumund".

- "The Long Night" – In about 10% of cases, the visibility range was very reduced (50m) despite the weather conditions not being that bad. This has been fixed.

- "The Three Sisters" was updated to extend the Pact minefield the length of the West German/East German border to prevent players from using the area south of Blue's deployment area.

-UK1-SN4 "Battle of Braunschweig" was updated to flesh out the briefings.

- US1-SN1 "Fog of War" referenced Bundesstrate "25" in the player 1 Mission Briefing when it should have said "29". Now fixed.

- US1-SN4 "Percutio" updated where Soviet RAG-1 BP did not have the correct ammo set for all barrage missions.

- Fix **Marburg** map problems, and update CW scenarios using Marburg map (Eyes Ears and Teeth, USSR1-SN2).

- Fix three hex-side problems in **Geseke** map, and improve graphics for the Notlandeplatz III/4 / highway landing strip on the map (a historical Cold War feature)

2.3 Feature Fixes and Polishes

PBEM++ / Multiplayer

- Fix some bugs in user message generation around Multiplayer errors, and recognize that HTTP 500+ errors just don't have anything we can do about them, and tell the user to try again later.

- Add encryption to user passwords when writing them out to the debug log.

- Enable the new feature flag for tournament scoring to support the new tournament scoring, compatible with other Matrix tournaments.

- Fix: Fog of War settings get overridden somehow. Change the 'save to server' code during NATO setup to use the correct FoW settings instead of the incorrect Multiplayer Form values. This took a while to finally trace down and we are glad we finally found it.

- Sometimes the 'Issue Challenge' button was not showing on High DPI systems. It now shows under all circumstances.

VCR Replay

- New: A completely rewritten VCR Replay feature, which now allows replay of the entire scenario for games started with this release in effect. As before, Shift-F9 replays the previous turn. Using the new buttons, players can now skip back and forth between Orders Phases to replay those if desired. Indeed, the entire game can now be replayed from the start.

Artillery and Fire Support

- FSCC: increase threshold to discard old fire support requests from 30 minutes to 45 minutes.

- Prevent HE barrages from being shifted to follow a fast-moving, low-flying target like a helicopter. Also, rule out high-flying targets.

- Support a wider set of artillery ammo for servicing FSCC requests now. Also, ensure there is an out-of-ammo message for all ammo types.

- Introduce missing radio log messages for new types of ammo.

- Reduce the default minimum steps for area fire to 10 from 40. This will result in fewer fire support requests being refused due to a lack of assets.

- Make the game more robust for Direct Support fires requests where the target is not a lost contact anymore.

- Improve the processing of barrages called in on 'now lost' contacts.

- Use the correct last known location when assessing hostile targets in potential target locations.

- Use the last spotting type to assess remaining steps for lost contact, not the actual unspotted type.

- Fix a problem in the direct supported unit calculation where an enemy HQ was ignored.

- Support enemy-oriented barrages resulting from fire support requests served by direct support artillery.

- Prevent artillery systems from using their cannons in direct fire unless the weapon system has a direct fire capability ('DFA').

- Fix artillery killing units not showing up a popup combat result hint.

- Forward observer - catch problem with observers having moved off-map.

Combat

- A validation sweep of air defense combat, especially direct fire guns against helicopters, was made, and the combat model was tweaked for better fidelity.

- Some combat popup hints were displayed in the wrong circumstances. This has been rewritten and now yields more predictable, expected results.

- Fixed issues with stand-off and surrender assessment by having them only consider Influence from units and not objectives. Also fixed an issue with the stand-off assessment that only checked whether potential threats had a spotting state.

- Air Defense guns should not be turned on to ground targets. Fixed with code and data corrections.

- The classic line of fire display did not work as intended. The settings to turn it on and off were not working correctly, but have been fixed now.

- Airstrikes: be robust against weapons with 0 max rounds ammo loads.

Victory Adjudication

- When Sudden Death was triggered, the wrong player icon would sometimes be shown. We think this has been fixed now.

- When the VP result is right on the border between victory levels, the game could bump the victory up a level too many. This has now been fixed.

Unit Dashboard and Orders Editing

- Prevent users from deleting Unit Dashboard orders while plotting orders. Also, ensure the next order is started when deleting the first order from the Unit Dashboard list.

- Remove Unit Dashboard ability to edit Counter-Battery orders; setting the fire mission for use in CB should be done via the unit's Fire Support Group settings.

- Fix 'auto-commit' on pressing Start turn resolution, where the current order has not yet been committed.

- Unit Dashboard Orders Tab. Enable/disable the button "Apply to Later Barrages" when the other edit controls are enabled/disabled.

- Fix Unit Dashboard orders delay to consistently reflect the High-HQ-to-unit command delay.

- Fixed an issue where order chain wasn't being killed when withdrawing due to SOP violations (stand-off, when taking fire, etc.).

Scenario Editing

- XLSX export/import. Be able to import an XLSX without resetting the custom ammo loadouts for various weapons back to their defaults. Custom SOPs are now protected too.

- Make "Key Ammo" designation settings from player and scenario designer stick.

Tactical Transport

- Improve rebuilding of transport allocations in the scenario editor. Also refine the allocations, including making sure we don't give free loading of organic passengers and transport units with organic passengers will always be able to carry stuff (assuming available capacity).

- Catch problem when a passenger unit included in transport plan is moved during setup to the pickup location.

Bridging

- Improve bridging logic, allowing short-span engineers to only bridge (or recover bridges from) hex side streams, and (not used) long-span engineers to bridge full water hexes (or recover bridges from there). Remove the ability for long-span engineers to bridge or recover bridges from hex side streams (as that would lead to trading short span bridges for long span bridges, removing control over the number of long span bridges available).

- Fix: Building a bridge caused a game crash in the released 3.0.2 game.

- Fix bridge recovery logic, so the AVLB can pick up its bridge again in the Tutorial.

- Fixed an issue on 2 hex side bridges where non-amphibious units thought they could path through.

- Don't show bridging radio buttons in the on-arrival Orders form when no bridging actions are possible.

Other

- Fixed a unit movement looping issue by upping the penalty for revisiting the previous location.

- When playing using Recruit FOW you could see and change enemy waypoints in some cases. Now fixed by hiding the enemy waypoints.

- Fix issue in unit Course-of-Action selection that downrated the utility of engaging ground units for all AD-capable units, not just AD-specialized units.

- Map Overlays: fully activate the last active overlays upon pausing turn resolution.

- Map Overlays: update Multi-Unit Chain-of-Command overlay to reflect all units exempt from command range such as recon, helo, air, and FARP.

- Subunit Inspector: don't list weapons twice in the Weapons tab (when the unit has multiple instances of the same weapon).

- Increase timer duration for warning message about impassable terrain.

- Subunit Inspector: fix calculations of min/effective/max range.

- VP markers didn't update properly in hotseat. Switching H2H players did NOT refresh and redraw the map marker list so that markers visible to only one side, of any type, did not change visibility as expected.

- Provide a better error message when clicking location trying to link a direct supported unit.

- In the TOC Ops SITREP report, show Readiness and Morale for reinforcing units now. It was hidden before.

- Menu underscore letters no longer function in-game for single-key-press items. The main menu choices have underlined characters that promise an Alt-shortcut key to the drop-down menu. This now works as expected, so that, e.g., Alt-G from the keyboard drops down the Game menu.

- The game's main theme music would stutter slightly on game launch. It was being started twice, and now starts only once. This sounds better!

2.4 Documents

Updated Field Manuals (FMs):

- FM03 A and B Tutorials have typo fixes and revised tutorial start dates.

- FM03 A, B and C Tutorials have been updated to show the tutorial loading screen with corrected sort order by date

- "FM03C Tutorial Operations" updated to take out the unneeded convoy section and correct some section links and document formatting.

- "FM04 Scenario Design" has been slightly updated.

- "FM08 Game Engine Modifications" updated to fix typos.

- "FM09 Data Structures and Editing" has been updated for all the various data changes described above.

3 What's New in the 3.0.2.10340 "Patch 1" Release dated 22 Feb 2026

This release fixes two minor bugs found in the Multiplayer PBEM++ routines:

- PBEM++: Incorrect FOW settings were sometimes, but not always, used for the NATO player. Thanks to everyone who reported this and helped us work out the root cause by providing steps to reproduce.

- PBEM++: Fix some bugs in user message generation around Multiplayer errors and recognize that HTTP 500+ errors are beyond our control and suggest to the user to try again later.

The internal save game version is just the same as before, and this release is fully backward compatible with the previous releases. Saved games and PBEM++ games in progress will function as before.

4 What's New in the 3.0.2.10339 Release dated 27 Jan 2026

4.1 Data:

- No changes. Changes are in work/testing for the 3.0.3 update.

4.2 Content:

- Maps: fix outdated **Buchholz** map graphics (wrong style railroads).

- Update **"It Begins"** scenario to use the new **Gersfeld** map, which fixes inconsistent cover/concealment values.

- fix a problem in "**Tutorial - Artillery Operations**", where fire support group ("FSG") thresholds prevented NATO MLRS from firing CB missions on detected targets.

- "**Beaning the Beamers**": fix CSLA leader badge to CSLA badge (not CZ flag), reduce FSG thresholds for rocket launchers, refer to "Czechoslovaks", not "Czechs" in the briefing.

- "**The Three Sisters**" updated: "Set WP high HQ on map for all BPs; Set WP AD units on map; Adjust WP OMA artillery ranges to reach the map. Note that the Red artillery is all set to On Call... no pre-barrage, which is as expected."

- "**The First Dance**" updated to correct the time in the briefings and make a slight change to one of the Red BPs. This scenario is meant to be played from the Red side. We have added a notice at the top of the Scenario Description to explain this now.

- "**Schlacht bei Diemelstadt**" updated to correct briefings and threat assessments typos and provide some auto-generated info.

- Re-introduce illumination rounds to "**Every Cat is Black at Night**". They went missing at the last minute with 3.0.1.

- The **ICM strike animation** now uses the correct animation.

4.3 Code:

High DPI Monitor Support:

- Support **multiple monitors** with different display scaling by switching to 'per monitor' High DPI support. This means that if a player has multiple monitors running at different scales (e.g. 100% and 150%) then as game dialogs and reports are dragged from one to the other, the dialog will scale to the new monitor once the exact center point of the dialog crosses over.

Combat Model:

- Allow helicopters with **ripple-fire/laser-designated ATGMs** a rate of fire of two. Note: This results in AH-64 with Hellfire missiles being even more powerful in combat.

- Lower the **protection threshold** for anti-armor systems to engage using AP or HEAT (including tank guns, auto-cannon, ATGMs).

- Stop **anti-radiation missiles** from engaging targets w/o air search radars.

- Don't double-count defender terrain and mast/periscope benefits in combat.

- When a **standoff range** of one is specified, have the unit anticipate up to three minutes in the future to determine if its standoff is about to be violated.

- Fix an issue where "**hold fire**" units could be blocked by an enemy that wouldn't fire on them due to not being damage-capable. Units with Hold Fire SOP should not be stopped in this case.

Increased Artillery Utilization:

+ Retain fire support requests for static targets longer.

+ Improve "Indirect fire on targets containing friendlies" handling, making artillery available sooner for other missions.

- Reject the fire mission and don't scoot if detected prior to the first volley

- Abort fire mission on first detection of friendlies in the target area, preventing repeated log messages.

+ Improve generation of fire support requests.

- Call with a batch of units, enabling prioritization of most relevant target.

- Increase priority of targets who do not already have a fire support request in the FSCC queue.

Multiplayer PBEM++:

- Various fixes to make the system more robust and better explain PBEM++ server messages. Improvements to the logging as well for future troubleshooting.

- New account registration. Add further details of username and password constraints. This is a new label we added to the sign-in page to explain to people creating new accounts what the basic rules are for user IDs and passwords.

Tournaments:

- Let players end a tournament match if one of them has suffered **Sudden Death.**

- Award the **Game Over Bonus** if the minimum required turn length has passed in a tournament match.

- **Matrix Tournament Rules**. We now give 7-star victory points to winners rather than the specific level of victory points. Losers still get partial points based on their victory level.

Other Changes:

- Fix a problem where **resupply** orders would get cancelled before making any progress. There was an assumption that after X mins, some resupply would have happened.

-- Fix **ammo handling** in Scenario Refresh, successfully preserving ammo loads over weapon changes in the same platform, and correctly preserving ammo per pod/pylon instance.

Quality of Life Changes and Fixes:

- Allow for **stronger transparency in the night and twilight** hues. Show the min/max limits of these values in the relevant User Preferences dialog. We do not want to suppress these entirely or the effects of artillery illumination rounds will not be noticed.

- Introduce a dedicated **wreck marker** for downed helicopters.

- The **Subunit Inspector** now shows long subunit names across the top two lines of text so that they are no longer truncated trying to fit into one line.

- Scenario Editor: reintroduce the 'Auto Place Bridges' button for situations where we want to replace an underlying map and place all bridges anew.

- **Unit Dashboard**. Don't treat helicopters being outside of resupply range as a Staff Alert but do provide supply range information as a Staff reminder.

- Fix **Air Defense overlay** not distinguishing between FLAK guns and ADL limited guns.

- **Weather Model**: report "clouds on the ground" 50m visibility as fog.

- Fix incorrect display of **ICM** attributes in the Subunit Inspector and the Unit Dashboard.

- Fix missing description of **'Direct Path'** SOP Movement Preference flavor.

- Fix display of (HQ) **rank** to follow 'local' rank descriptions.

- Provide better information on **detected contacts** in pop-ups and in the TOC Intelligence report.

- Fix **Staff Alerts** being generated as soon as a single subunit has low or no ammo for a weapon + ammo combination. Now all subunits need to be low or out before the alert is generated. This primarily affects units firing illumination rounds.

- Fix TOC Intelligence report for **Enemy Sitrep**, tooltips leaking details about 'detected only' forces and lost contacts.

- Add an option to see a **halo around the unit counter label** to improve readability against unexpected unit counter colors. By default, the unit counter label halo option is off.

- Consistently use the time format **HH:nn** in the game, such as in the 'clock' panel's dawn and dusk times.

- **Unit Counters**: make sure the default unit counters for detected / sigint / etc. are treated as NATO symbols with respect to flipping, coloring.

4.4 Documents:

- **FM01 Game Operations** updated some text descriptions. Also, we made a few grammar tweaks and replaced one outdated image for the game Colors preferences.

- FCCW Game FAQ - updated info and added OneDrive compatibility issue

- **FM02 Battlefield Primer** - typos, added missing ammo types

- **FM03A Tutorial Operations Basic** - corrected a handful of typos and a bad image.

- **FM03B Tutorial Operations Intermediate** - corrected a handful of typos and a bad image.

- No changes to the other PDFs.

- Multiple fixes on the fly to **online Guides** documentation to fix typos, broken links and duplicate information.

5 What's New in the 3.0.1.10236 Release dated 1 Dec 2025

5.1 Data

- No changes.

5.2 Content

- Standalone "**Lesson of War**" edited by Andrew to remove self-propelled artillery ("SPA") movement orders, so they enter the scenario and remain On Call; added smoke ammunition to the SPA units.
- Standalone **"Alamo at Soest**" updated by Andrew to adjust the standard operating procedure ("SOP") presets for both sides.
- Missing artwork "**USAFE**.png" now included so that it will be sued in the Air Support Tutorial.

5.3 Code

- Fixed a situation where a unit movement path did not always recalculate when a waypoint was moved by the player.
- Fix crash for rare case where an off-map hostile group was observed when the computer player was generating enemy-oriented mission candidates
- Unit Dashboard: fix incorrect indication of helicopter/drone elevation in Staff tab (it is not 1 elevation step above the hex). Fixed by providing correct and detailed altitude above ground level in main display, and removing the information from the Staff tab.
- Fix detection of 'RADAR only' spotted AD systems during suppression of enemy air defenses ("SEAD") missions.
- Prevent emergency resupply for units in hexes shared with hostile units.
- Fix invalid orders for helicopter mission 'Move to FARP' ("forward arming and refueling point") when already at a FARP.
- Propagate battleplan SOP to unit orders when performing Movement battleplan mission.
- Correctly render the ampersand "&" character in unit names such as the Argyll and Sutherland Highlanders (A&SH).
- Fix excessive ammo consumption for direct fire engagements for units with multiple instances/pods of the same weapon system (most attack helicopters, some AD systems).
- Fix counter-battery artillery not firing at the detected shooter location. It was incorrectly following the shooter's movements.
- The Subunit Inspector now shows very long subunit names and descriptions across the top two lines of text so that they are no longer truncated trying to fit into one line.

5.4 Documents

- The **FAQ** has been updated with some new information on running on Linux, Discord overlay UI interference, working with monitors with different windows font scaling, and the printed game manual(s).
- **FM01 Game Operations.pdf** has been updated with minor typo and grammar fixes.
- **FM03B Tutorial Operations Intermediate.pdf** fixes a typo in the artillery tutorial.
- **FM08 Game Engine Modifications.pdf** fixes an incorrect subunit image type for the Subunit Inspector images.
- Added "Richard "The Plodder" Lloyd back into the in-game Contributor Credits .

6 If You See Something Odd...

If you think you are seeing strange behavior, please let us know in the forum (Tech Support) and please get us a save game (.SAV and

.SAV.BLR files) to review with your observations. These really help us diagnose any issue in the game code.

7 Finally

Please enjoy the game. The OTS team has worked on it for many years and hopes that you have as much fun with it as we have. Development on both the game engine and the content is going to continue for years yet.

- ***The OTS Team***

8 OTS on the Web

Matrix Games Forum: https://www.matrixgames.com/forums/viewforum.php?f=10149

Check Us Out on Discord: https://discord.com/channels/911711314051739659/911711314257248331

Check Us Out on Steam: https://store.steampowered.com/app/3170350/Flashpoint_Campaigns_Cold_War/

Definitely check out the Online Game Documentation here: https://ontargetsimulations.com/guides/coldwar/

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