

SPWaW 8.403 Patch Notes

- 1) In some screens, the scroll delay was not functioning. Fixed.
- 2) Fire effectiveness of infantry primary weapons in slots 2 to 4 have been reduced, unless the firing unit passes a special experience check. This reduction always applied to infantry primary weapons in slot 1, but the code assumed that none of these would be found in later slots. The experience check for slot one assumed some troops would be goofing off, drinking tea or for some other reason, would not be firing effectively. This limitation now applies to these primary infantry weapons in other slots, as it is assumed that these would be fired by ammo carriers, squad leaders or some one else who might be otherwise occupied. Secondary or crewed weapons are handled in a different part of the code.
- 3) Reduced hex radius of secondary damage applied from attacks to units in the same or nearby hexes.
- 4) Reduced effect of secondary damage to units in the same or nearby hexes from direct fire attacks.
- 5) The default Bulgaria morale values were not being set properly. Fixed.

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- 6) Made it a bit harder to spot enemy units, especially at range one or zero.
- 7) Allowed the German artificial intelligence purchase routine a little more armor in smaller engagements.
- 8) Sniper units may no longer close assault vehicles.
- 9) Sometimes the player setup side was incorrect, when assaulting beaches. Fixed.
- 10) The in game save menu button now automatically saves the Mega-Campaign. This might be useful, if the player has been experiencing CTD and wishes to save without having to exit the scenario.