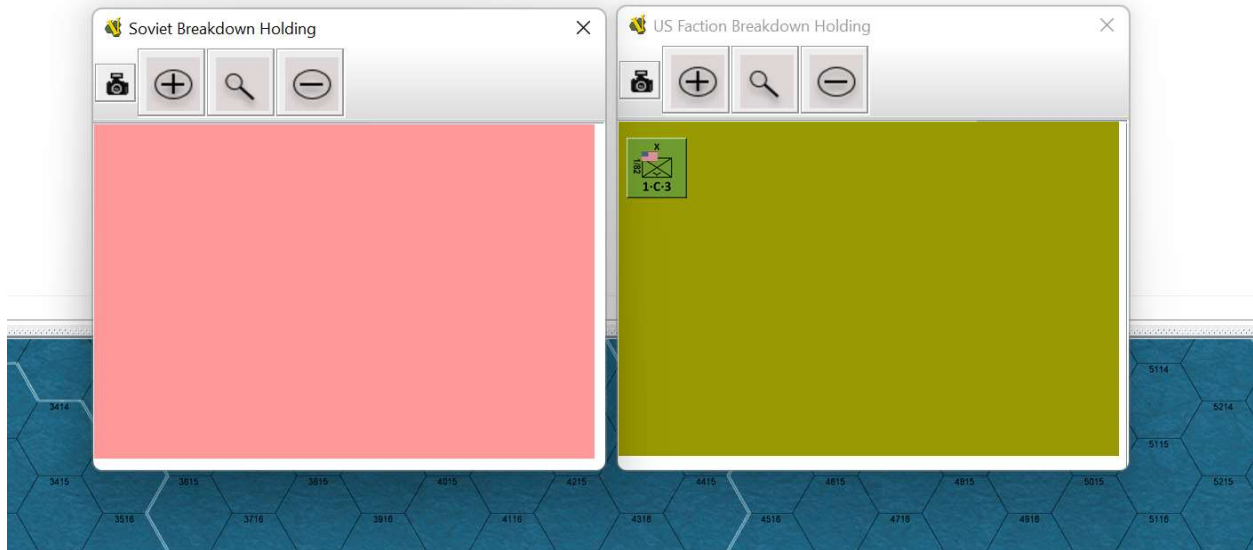
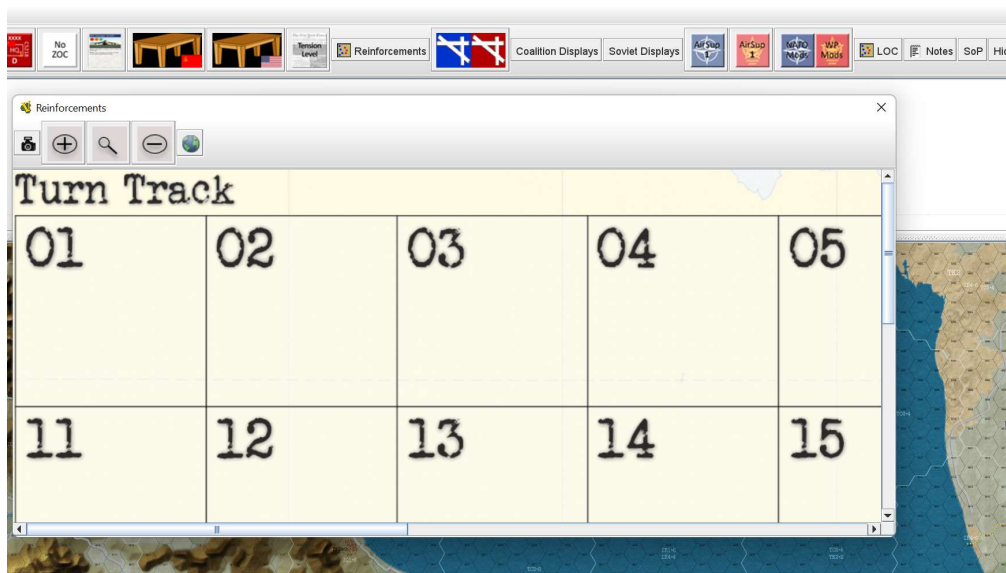


Changes for version 1.5 Sacred Oil.

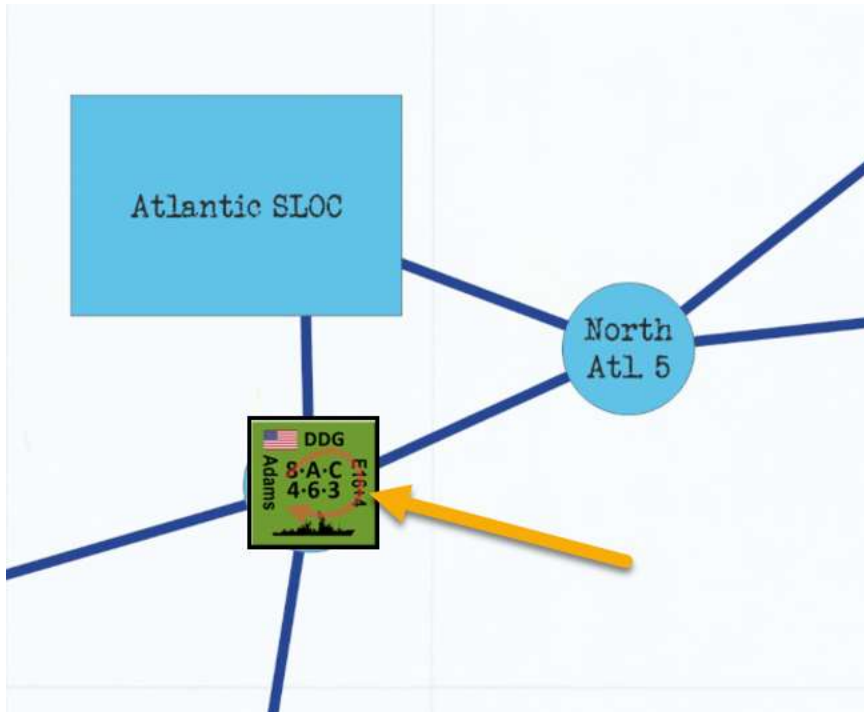
Added Breakdown holding areas access from menu bar. Use to hold either the breakdown Bn\Bde or the complete Bde\Div counter.



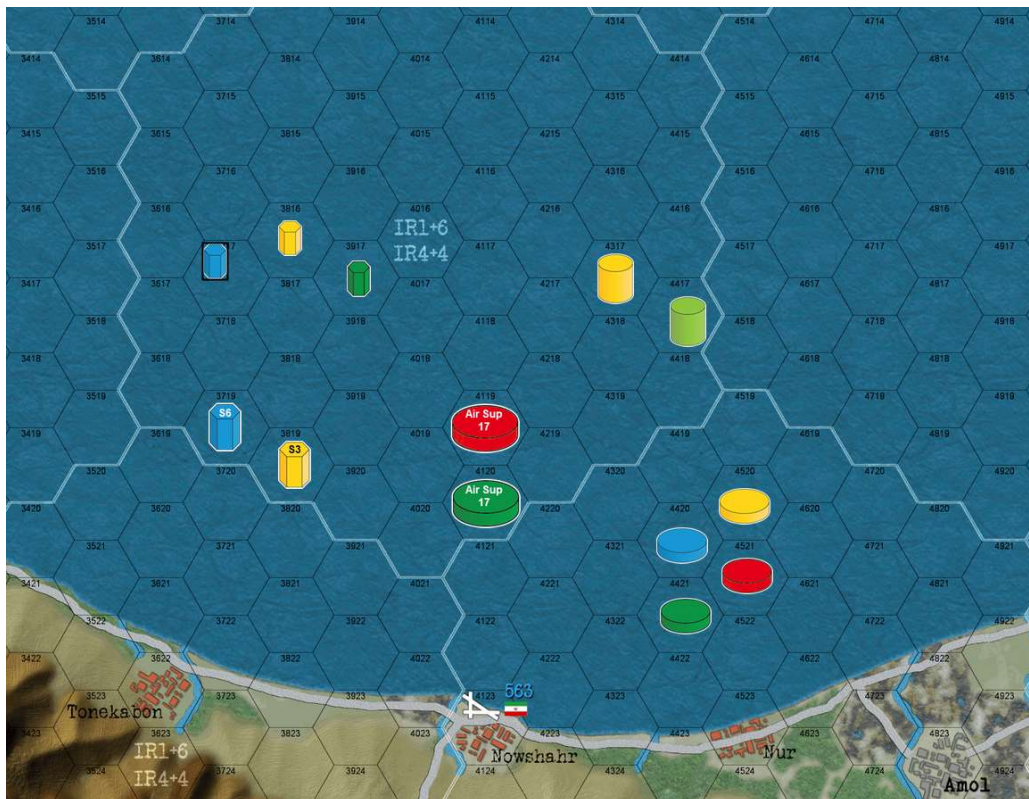
Added a Reinforcement placement area for mobilizing units that is big enough to hold the units typically generated during the Event Card phase.



Added an optional translucent 'On Patrol' over lay for Naval units and TF markers.



Added 3D shapes for generic use, Airfield support level marking and Air Superiority Zone play. Also added menu buttons that will hide them and to return all AS (new and standard ones) from the OPS map to the AS play display.



P

Hide 3D Markers

Return AS Mrks

