

Close Combat – Last Stand Arnhem
Read me File – 18 November 2010
Version 5.60.50

Welcome.

Thank you for playing Close Combat – Last Stand Arnhem™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at www.matrixgames.com.

Below you will find the latest and greatest information on Close Combat – Last Stand Arnhem™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please use our Help Desk at www.matrixgames.com/helpdesk or post in the Close Combat – Last Stand Arnhem™ Support Forum at www.matrixgames.com. Please provide as much detail on your issue as you can.

To obtain optimum game performance, close all other applications before beginning a game.

Change History:

V5.60.50 – November 18, 2010

- Features Changes (See Manual Addendum in the Manuals directory)
 - Battle Group Screen: When two friendly battle groups are present you now borrow active teams from the reverse battle group rather than buying them from the reserve battle group force pool.
 - Strategic Map: A battle group that has never fought on the current map as the front line battle group has additional strategic movement and battle setup restrictions.
 - Added error messages when a team could not deploy in a friendly controlled area due to setup restrictions or inability to cross a river.
- Bug fixes:
 - Correct damage is now shown when a repaired bridge is blown again.
 - Turns when a bridge VL changes hands are no longer counted towards repairing the bridge.
 - Message list entries repaint properly when team monitor is expanded.

- Fixed a several multi-player crashes.
- Bootcamp crash fixed.

V5.60.021 – October 28, 2010

• Path Finder Overhaul

- The path finder has seen a major overhaul to improve its ability to successfully find a path through areas with blocking terrain and to evaluate long, complicated paths (such as across long bridges). For game performance reasons, paths are evaluated while the game continues to run, and long and / or complex paths may take up to a few seconds to complete. For a long move you may notice a brief delay between the time you issue the movement order and the time the unit actually starts to move.

• Battle Setup

- Fixed a bug where pre-battle deployment could be initialized with the wrong battle's data, resulting in a 'checkerboard' of deployment zones around controlled Victory Locations.
- Fixed a bug with determining when a river crossing was required to move off a map or setup across a river.
- Extended cross-river setup zone restrictions to single battles. Previously this was determined only for Operations or Campaigns.
- Bridge Victory Locations now exert more influence on the shape and extent of entry setup zones, making them much less likely to change control due to entry setup zones.
- Bridges are no longer automatically unprimed at the start of a battle unless the Germans have lost control of all of the bridge's VLs.
- Fixed a rare case where deploying teams in open ground would fail, even though the area was within a valid setup zone.
- Fixed a bug that allowed you to stack your vehicles on top of each other during setup. Sorry, the world will have to find another solution to its parking problems.
- 506.s.Pz.Abt. no longer gets more starting purchase points on Elite than on Veteran.

• Tactical Combat

- The pixel size of the Mini-Map is now scaled based on the size of the resolution of the game window and the size of the tactical map. For resolutions where x or y size is 800 or less, the mini-map is scaled to 4 pixels per mega-tile (24m) if the map is greater than 36 mega-tiles in size, 5 pixels/MT if the map is greater than 30 MT in size, or 6 pixels per MT otherwise. If both x and y resolution are greater than 800 pixels the mini-map is scaled to 5 pixels per MT if the map is greater than 31 MT, or 6 pixels per MT otherwise. For map makers, if your MMM file is scaled to 6 pixels per MT they will only ever be 'squashed', rather than 'stretched', so they should not look

blocky regardless of the scaling.

- Fixed a bug where mini-map display of setup zones could be offset slightly from their actual location on the main map.
- Fixed a crash that could occur on the Nijmegen Bridge map when playing the game in 800x600 resolution and displaying the mini-map.
- Base number of rounds for 'off-map' mortar fire support reduced. Combined with the accuracy reduction in the data files, the overall punch of mortar support has been reduced.
- Vehicle crew members are now vulnerable to small arms fire when manning exposed weapons or when in an open topped vehicle fired on from a large height advantage at close range.
- Vehicles using the MOVE command will only use reverse for short moves, or when there is a known enemy to keep the front armor towards.
- Vehicles using SNEAK will no longer abort their move when spotting a new enemy unless they are moving towards a known enemy.
- Reduced the chance for non-penetrating hits to cause internal damage or crew casualties to vehicles.
- Vehicle movement speed near / through trees is now much slower, with a higher bog chance but a lower chance of immobilization.
- Vehicles that are bogged or mired move more slowly.
- Bailed out crews now continue to rout towards the home map edge, rather than stop and stand, if they are unable to rout off the map on their first attempt.
- Routing teams can no longer capture territory or Victory Locations.
- Light armored vehicles and open topped vehicles now more vulnerable to infantry close assault.
- Infantry teams with secondary weapons effective against vehicles (demo charge, gammon bombs) now employ them when close assaulting a vehicle.
- Infantry close assaulting a vehicle has an increased chance to hit.
- Line of Sight for teams manning heavy machine guns or mortars is now always traced from the team's gunner.
- Pinned or Cowered soldiers now prefer crawling to standing when moving.
- Soldiers with a weapon requiring a setup time will only move to a new location if it is rated significantly better than their current location.
- Fixed vehicles no longer pivot or move a very small distance right after you hit 'Begin' to start a battle.
- Fixed a crash that could occur when a weapon with a very small blast radius was fired (Stuart V SP ammo is the only such case in LSA)

- Fixed a case where the “We can’t hurt that” message was displayed when targeting infantry in heavy cover.
- Fixed case where fire orders could be cancelled when the option “Always See Enemy” was on but the target was considered to be concealed still.
- Fixed a case of soldier getting into circular move along the side of a long, linear obstacle.
- Fixed a case of soldier getting stuck behind an obstacle right at the map edge.
- Fixed last survivor on a team could capture terrain when routed.
- Timer and force morale now show up when viewing Overview screen.

- **AI**

- Deployment of infantry teams more heavily favors building edges facing towards the enemy.
- Deployment of AT guns now favors areas with a moderate field of fire, rather than a very restricted field of fire.
- Reduced chance that AI will decide to move a team while the AI has decided to defend.
- The AI is more likely to offer a cease fire when close to a Force Morale failure.
- The AI is more likely to accept a cease fire offer if no Victory Locations have changed hands in some time.
- Fixed a case where AI player could target a human player’s team that was in line of sight but not yet spotted.

- **Battle Group Screen**

- Slots available to the reserve battle group are now allocated into slots not available to the primary battle group first, assuming the primary battle group has a platoon of the correct type which does not already have the maximum number of slots. If there are no such slots the primary and reserve battle group will both be able to fill some slot(s).
- Added the text “RES” to the team icon for teams that are on loan from the reserve battle group.
- Removing a team (returning it to the Force Pool) removes the surviving team members as well, rather than re-distributing them to bring other teams up to strength. Teams that are automatically removed due to excessive casualties (immediately post-battle) still re-distribute their personnel to fill out other understrength teams.

- **Strategic Screen**

- Front line battle group name (in info banner area) properly updated when you issue a Relieve order.
- Fixed a bug that could cause a hang when a valid location for a reinforcing battle group could not be found.
- Fixed a bug that could show the wrong supply level for a battle group stacked with a friendly airborne battle group when the airborne battle group was on limited supply due to the automatic airborne supply level for the first few days. NOTE: Incoming supply display still only reflects the state of incoming supply at the start of the current strategic turn.
- When merging two battle groups, the absorbed battle group now returns all active teams to its Force Pool before being absorbed, recovering whatever points it can get back for returning those teams. The total purchase points from the absorbed battle group are then transferred to the absorbing battle group.
- Initial purchase point allotment for all battle groups increased slightly, based on the number and type of teams they might be expected to loan while in reserve.
- Static Troops are now immediately absorbed into friendly battle groups when a friendly battle group starts the game, or enters the strategic map, on the same map as the Static Troops.
- Fixed case where incorrect end game video could be shown when game ends on the Strategic screen.
- Fixed case where extra Victory Location could be awarded to opposing side when one side switched front line battle groups.
- “Under repair” bridge status now cleared correctly after movement resolution when full supply is lost and the bridge is uncontested.

- **Debrief Screen**

- For single battles: If the battle ends because a bridge was blown, victory is determined by the map and VL control at the moment the battle ended, rather than granting all map control to the side that was trying to capture the bridge. NOTE: This is for single battles only.
- Non-tank vehicles (halftracks, armored cars, etc) now count as vehicle kills, not tank kills.
- Fixed a bug where the Axis side could be incorrectly granted control over neutral ground adjacent to Axis controlled ground during post-battle calculations.

- **Scenario Editor**

- Fixed a crash that could occur when the game was running in full screen mode if you loaded a battle, operation, or campaign that did not use all possible dates in the game,

then minimized and restored the game window.

- Fixed a bug where the editor could give incorrect error messages when you tried to save a valid scenario file if you had previously played a battle, operation, or campaign before entering the Scenario Editor.
- Scenario Editor no longer shows the wrong battle group name in the top banner when you clicked on or very close to the diamond rectangle.
- Scenario Editor "Battle Group Info" now reflects reinforcements that will arrive in the battle group's force pool based on turn currently selected.

- **Data File Changes**

- Campaign.txt: Fixed incorrect (blank) entry in Veghel Bridge data that could cause incorrect calculation of the river line for this map.
- AlsTeams.txt: Corrected White, Humber, and Daimler Scout / Armored cars that were set to SAI unit type 10 (halftrack) to SAI unit type 9 (armored car) for correct path finder behavior.
- AxsTeams.txt: Corrected Sdkfz 250/9 halftrack to SAI unit type 10 (halftrack) from SAI unit type 9 (armored car) for correct path finder behavior.
- BGroups.txt: Modified KG Knaust default slot types so the AI will select tanks by default.
- Elements.txt: Added a new column 'Foliage'. This column is for terrain elements that represent the foliage around the central trunk of a tree. Elements coded with 'foliage' set to 1 will be scaled to the height of the tree they are adjacent to.
- Elements.txt: Increased visual hindrance and cover values for all foliage elements. Line of sight is blocked much quicker through woods, and soldiers are harder to hit in woods.
- Elements.txt: "Field" element now rubbles to "Shellhole".
- Elements.txt: "Sandbag" element now rubbles to "Debris" instead of "Brick Wall".
- FPools.txt: Added header fields to control BG slot scaling.
- Vehicles.txt: Corrected fire angles for Pz III turret weapons and Sdkfz 250/9 turret weapons.
- Weapons.txt: German 5cm and 8cm mortar accuracy reduced to match all other mortars.
- Weapons.txt: Accuracy of 'off-map' mortar fire support reduced to match all other mortars.
- Weapons.txt: Removed incorrect blast effect from 17pdr SP (APDS) ammo.
- Weapons.txt: Corrected 17pdr AP penetration at point blank range.

- Weapons.txt: Corrected base accuracy for 3.7cm Pak HEAT round.
 - Reduced chance of a gun damage result for non-penetrating hits on vehicles.
 - Reduced gun damage and immobilize chance for grenades versus vehicles with higher armor.
 - Reduce soldier's likelihood of throwing grenades at vehicles outside of close assault situation.
 - Reduced rating of anti-vehicle SP ammo (i.e. APDS) vs. infantry and terrain, so it is not used unless all other ammo is gone.
- **Stock Scenarios**
 - Last Stand Arnhem Operation: Added KG Brinkmann to German forces present on the first turn.
 - Grand Campaign: Added German major supply depot on Helmond map.
- **Additional items**
 - Numerous map fixes. All 64 maps triple-checked for elevation issues. Other issues addressed pertained to map coding, RFM and art issues. A few known issues will be addressed in the next update.
 - Corrected several misspellings to battle briefings and battle names.
 - A few strat map image improvements.
 - Corrected echelon symbols on three strat BG icons.
 - Fixed error where sandbags rubble to "brick wall" element instead of "debris" element.
 - Fixed campaign.txt co-ordinates where Best bridge map where the destroyed bridge graphic was off by one pixel.
 - Fixed extra team(s) could be assigned to a BG when it returned after retreating off the map.
 - Fixed crash with custom scenario on Ravenstein map when no Allied entry zone was set.
 - Fixed case where a bridge could become primed for demolition when Axis captured a single bridge Victory Location.

V5.60.01 – July 28, 2010

- **AI**
 - Tweaked AI aggressiveness for case where a single BG is evaluating an attack move

by itself.

- Numerous small changes to the tactical AI to improve AI team coordination and ability to choose and navigate an attack route across the map. AI will be somewhat more active and fire more often.
- Fixed a bug where strategic AI attack moves could be canceled when multiple battle groups were attacking the same map from multiple directions.

- **Logic**

- Chance for misses and area fire to hit a soldier in the area reduced slightly.
- Chance for a stray hit to bypass terrain protection reduced significantly.
- Teams are now easier to spot if they are actively firing a machine gun or back blast weapon (bazooka, panzershreck).

- **Bugs**

- "Save As" from the debrief screen now makes a copy of the post-battle saved game file, rather than saving the game state shown on the Debrief screen.
- Fixed a bug where a battle was expected on a map with no Allied battle group when 1) Axis static troops were on the map, 2) an Axis battle group was forced to retreat onto the map, and 3) the battle which caused the Axis battle group to retreat was not the last battle of the turn.
- Fixed a bug where an incorrect circular dependency was created when the last move in a chain of moves (with each battle group waiting on the one at their destination to move) is from a map that has a higher map index than any of the other maps in the chain.
- Fixed Axis briefing text misspellings on Nijmegen Bridge.
- Fixed a voice cue for Germans speaking German where the cue was spoken in English with a British accent.
- Corrected layout errors in Manuals.

- **Map**

- Tweaked or fixed elevations for: Arnhem Road Bridge, Ginkel Heath, Helmond, Renkum Heath, Groesbeek, Valkenswaard, Grave Bridge.
- Added floor element under patio canopy on building on Nijmegen Bridge map to trigger the roof graphic.
- Fixed lighter color on South Oosterbeek rail gate RFM graphic.

- **Initial Release**