

The Bolt out of the Blue 10.0 Beta Changelog

Enhancements

- Expanded Map: Yes, the map is bigger. I always wanted to build Bolt a different way but didn't feel I had what was needed to make it happen. Well, now I do, and you can thank David for it. Plausibility will never be questioned again; units will start from their bases on both sides with a variable release of normally 25%. So, no 2 games will be alike, reliability is everywhere, the players will have lots of freedom to do whatever they want.
- Visibility reduced to Min-2 Max-4 for every day.
- More variable weather- after the 1st day 70% chance normal conditions, 30% soft. After the 2nd day same but add 10% chance of storms. Germany in June rains about 33% of the time, I'm using soft conditions to represent a light rain and thunderstorms of course the heavy stuff.
- Removed the NATO Italian airdrop.
- Removed the small chance of Polish troops withdrawing.
- Raised terrain combat modifiers 10% for village, town, city, industrial.
- Raised Electronic War Parameter of NATO from 10 to 14 and WP 3 to 12.
- Changed Night move disruption from 30 to 12.
- Whatever quality Recon units were before now they are 1 step higher.
- Added some French strike aircraft.
- All Recon units have 33% more movement.
- New replacement value in the PDT - set to 0 for both sides. I already have replacements built into the OOB.
- Reworked all Supply Depots, almost all are on map edge so farther away you are the less supply there is. Starting the 17th, the WP will start losing 1% supply each day to help show results from off map Interdiction on roadways, bridges etc. NATO will also start losing 1% each day starting the 17th to show loss of infrastructure and reliance on supplies from the US mainland.
- Adjusted some HQ command ranges down, with the extra ECM HQs with long range were getting hammered.
- Redid all Recon units in the OOB, for the most part no more small recon units. I think now is a good simulation of what they provide. For example, the WP divisional recon Bn's are now merged as a Bn, so they have on average 32 vehicles, then I added the 4 regiments recon units into another recon unit of 28-38. And with WP divisional command range being 12 I think these 2 bigger units represent divisional recon well not to mention its more survivable bigger and Recon spotting is better; all goes along with the adjusted Recon Spotting Rule.
- French OOB got a little remodel.
- Belgium OOB got a tiny remodel.
- Company's and merging are back, most KGs are removed unless it's a company size unit that doesn't merge with anything then it remained KG. There's higher fatigue recovery in the scenario and I see this as a better method of getting around the 3x rule, so we are able to merge units again.

- Attack helo's are now off map like Aircraft. No more blocking movement, flying all over map, using every turn, will now always face AAA/SAMS, interdiction and so on.
- Austria OOB got a remodel, more Austria now, had to reorganize.
- Rhine, Elbe, and Danube River parts that are on the map are all between 300-500 meters and since Danube is a full hex so should all 3. And yes, they weren't 1 mile but for game play and to show a difference between these major rivers and regular rivers on map this is the only way. This is one thing I wanted standardized.
- Bolt turns are shorter than Vanilla and bridge build was overlooked so this has been lowered to 66 from 85. I wanted something that still made it most likely to happen but had more variability to it so you couldn't depend on it happening every time and with turns being shorter anyways it made sense.
- Pontoon bridge takes 2 turns to build now instead of 3.
- Streams are not really all streams per say on the map, more like minor rivers, with that said to move across stream in Bolt was lower than Vanilla, that is now changed. To move across streams will now cost more MPs. The cost is comparable to vanilla.
- Made some ease of life changes to the OOB. Some of these NATO reserve companies inside active Bn's I've made changes. For example, the Dutch had 2 B morale and 1 C, I just made it them all B, as it doesn't really affect much. German M-113 company's, I took the 2 in each Brigade and moved it into the split Bn with tanks and took the 2 Marder companies in the mixed tank Bn and put in the Mech Bn's those forming a full unit to combine. Works great and still simulates what was in the unit, there's others but you get the idea.
- Turn 1 is at 1am so attachments are possible, and I've gone through who can get attached to who. Except for the Strategy on turn 1 on where you want the NVA 1st MOT division I felt East German, Polish, Czech, and French units shouldn't be able to attach or be attached to any more than what the start of game gives you. Make sure at game start to adjust for whatever your strategy is, if you want 30 Soviet divisions in OpDirRuhr and 1 in OpDirLux then go ahead and any Strategy's involving different command HQs are on the 0100 hour so you can make the proper attachment at the same time so don't forget.
- You will notice few Strategies, that is because the design of the start is a strategy in its own. It's all in your head. The Strategy's that are in you will notice duplicates on multiple nights in a row, this is to help you, I have no idea where the combat will be on a certain day in the game, so I have provided a defensive option and many offensive ones that take place on multiple days to help in timing of attacks.
- Increased WP Air Drop loss rate to 100 from 70. What this means is before it would take up to 34% losses in clear terrain, now its 40%.
- AI, AI, AI, and more AI. So much AI I broke the editor, still not as good as another person of course but I hope someone finds it fun enough to play against. Attack is a little easier than defense but either way how do you plan a defense or attack 80 turns in? Where is everyone? At least Offense is always pushing forward, but I am happy both ways, honestly think it came out better than I thought it would. I have planned out the AI from 1st turn till last so unless your absolutely sure you will win you might want it to play out.