

**Heroes of Normandie**  
Read me File – 14 April 2016  
Version 1.41

**Welcome.**

Thank you for playing Heroes of Normandie™! 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.slitherine.com](http://www.slitherine.com).

Below you will find the latest and greatest information on Heroes of Normandie™. 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 Support Forum at [www.slitherine.com/forum](http://www.slitherine.com/forum) or post in the Heroes of Normandie™ Support Forum at [www.slitherine.com](http://www.slitherine.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:**

**v1.41 – April 14, 2016**

**NEW FEATURES:**

**ACTION CARDS**

- Introduced Action Cards!
- 28 German cards
- 31 US cards
- Cards can be played against the AI and in Multiplayer
- The AI proficiency in using the cards depends on the difficulty level
- A new CARD section in the GAME WIKI, to show all the possible Action Cards
- A CARD HELP button to explain how Action Cards work

## **MULTIPLAYER**

- Anti-cheat System. It now impossible to cheat in single/multiplayer scenarios by replaying the same turn twice.
- Added a new “Claim Victory” button in the Multiplayer section, for games that are not played by the opponent for more than a week. The winner gets 1500 points by default.
- Introduced 5 new multiplayer missions: “Dokumente”, “A long way”, “Last Stand”, “Heroes Fight”, and the crazy-choose-your-army “Muddy Day”.

## **EDITOR**

- Extended the possible number of turns to a maximum of 24.
- Added confirmation dialogs for exiting the Editor
- Added the option to deploy units flipped on their back side

## **GAMEPLAY**

- The names of wounded units are now shown in red, as in the board game
- Scores for Rogue Mode are now synchronized and shown in the leaderboard

## **BUGFIXES:**

### **EDITOR**

- If create a custom mission with both armies deployed, the scenario now starts directly from the Order Phase
- Bugfixing and improvements to the stability of the Editor and the Store section'
- Some games were not properly notified to the winner in case of resignation of the opponent. This prevented the winner to be awarded his points.

## **MULTIPLAYER**

- The Resign option was shown in-game even during the opponent's turn'
- The lateral Game Switcher didn't show the last turn of lost games

- If a game A was received while game B was being sent, game A could overwrite game B, causing game A to be duplicated and game B to be lost.

## **GAMEPLAY**

- In some cases a victory could not be assigned when completing a mission on easier difficulty level
- On some systems with an additional controller, the Store section could become unresponsive.
- In some cases, the game crashed when completing a secondary objective that caused a unit to unfreeze.
- Siegfried could be killed in just one step
- The red “activated” markers disappeared when exiting/entering a scenario.
- Units that had too much gear (+4 weapons) couldn’t see the “ambush” button.
- Some Rangers units didn’t have the Assault ability when ambushed

## **CARDS**

- Solved a bug that in some occasions didn’t show a tank as fixed when the REPAIRS card was used.
- In some cases, playing a card immediately after giving your orders caused the game to crash.
- In some cases, losing an assault with a Bazooka Unit caused the game to crash
- In some cases, moving a suppressed Unit with an “Advance” Action Card caused the game to crash
- In some cases, using the “Return to Sender” Action Card caused the game to crash
- Some cards caused the game to crash if used during the Orders Phase

## **v1.22 – December 18, 2015**

- Added confirmation dialogs for exiting the Editor
- Added the option to deploy units flipped on their back side
- If create a custom mission with both armies deployed, the scenario now starts directly

from the Order Phase

- Bugfixing and improvements to the stability of the Editor and the Store section

#### **v1.21 – December 17, 2015**

- Fixed the bugs of the new HOTSEAT mode, which now allows playing official and custom scenarios.
- A brand new mission editor, designed to be fast and simple to use:
  - Create your map by selecting its size and tiles
  - Place buildings and bonus items
  - Purchase/Deploy units or let the player choose.
  - Choose your victory conditions
  - Save and Play your mission against the A.I or challenge a friend in hotseat or online multiplayer !'

#### **v1.12 – November 19, 2015**

- New section: added the new HOTSEAT section, that allows to play multiplayer scenarios on the same PC
- Interface new feature: Added a new tooltip that highlights the button that explains the 'units stats'
- Interface new feature: Autonomous ability: autonomous units are no more automatically selected as first during the activation phase.
- Interface new feature: Sniper ability: the game interface now correctly shows the die roll modifiers (LOS penalties)
- Interface new feature: Perforating ability: the game interface now correctly shows the 'perforating' die roll modifier
- Interface new feature: The game interface now shows the current turn number in the Order Phase.
- Interface new feature: it is now possible to Cancel an assault.
- Rule adjustment: as in the board game, Rex doesn't stop LoS anymore
- Rule adjustment: as in the board game, the KillShot rule is in the board game
- Rule adjustment: Suppressive Fire is now easier: LoS penalties are not doubled (this follows the board game rules)'

- Bugfix: corrected the damage marker message
- Bugfix: corrected the suppressed marker display at the start of every new turn

#### **v1.11 – October 16, 2015**

- Introduced 5 levels of difficulty. The "Major" level is equal to the old "IronMan" option. The other difficulty levels make things easier for the player by providing different advantages.
- Added 3 new maps for Multiplayer
- Fixed a glitch which could prevent some modifiers to be shown in the right bar during an assault.
- Fixed a bug which could prevent the login window to show up.
- Fixed a bug which caused a crash in the End Mission window of the rogue campaign
- Fixed a bug which could produce incorrect Lines Of Sight for some squares near bridges.
- Fixed a bug on the 4th German Army in Skirmish Mode, which had a recruitment option assigned to the wrong slot
- Changed the main objective of mission "Sitting Ducks": it isn't required anymore to be alone in the areas to occupy.'

#### **v1.06 – October 8, 2015**

- Fixed a bug that prevented the correct display of the leaderboard
- Optimized the calls to the multiplayers servers. This should solve the issues that caused the overload without compromising the game's performance.
- Solved AI Bug that caused the game to freeze
- Fixed bug in appearance of the German Fire Unit'
- Added auto-save to Skirmish Mode
- Introduced IronMan Mode

#### **v1.01 – October 1, 2015**

- Initial Release