

**Close Combat Wacht am Rhein
Read me File – 17 February 2009
Version 4.50.07b**

Welcome.

Thank you for playing Close Combat Wacht am Rhein™! 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 Wacht am Rhein™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found on page 9 of the manual. Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are still experiencing problems with the game, please contact support@matrixgames.com or post in the Close Combat Wacht am Rhein™ Support Forum at www.matrixgames.com. Please provide as much detail on your issue as soon as possible.

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

2/17/2009 – 4.50.07b

• **Features and Enhancements**

- CC4 Classic main screen revised
- Hetzer now has remote mg not coaxial
- SS/and FJ now have their own uniforms and ranks
- Tank crews wear Panzer Black
- Improved bridge crossing
- Corrected spelling for Fuhrer Begleit Brigade
- Revised FP for FBB
- New Grille graphic
- New wrecks
- Weapons file now has M1 and M1A1 carbine for regular inf. and paras
- New 75mm gun so tank guns aren't shared
- Weapons penetration data and vehicle armor revised.
- HE explosive effects revised

- Aircraft MG's now have small explosion graphic so you can see where the strafe
- Elements file altered so there is less chance of getting tracked or breaking a wheel. (you will still have to be very lucky if you can drive through a forest unscathed)
- Smoke burn time extended
- Pathfinding over bridges (of all types) improved
- Changed the way BG reinforcements work - Original code = Existing FP was reset to whatever the base FP was for that date in the Fpools file. New method = Team quantity is set to the higher of the base FP or the existing FP. Team types in the base FP but not in the existing FP are also added to the existing FP
- Display frame rate capped to reduce video card load on certain systems.
- AT gun crews now less likely to engage non-vehicle targets when under a DEFEND order.
- Fixed: Halftracks and armored cars were not being used properly by the AI to fill out a BG when primary units were depleted.
- The REINFORCE button on the Battle Group screen is now enabled only if the new FP would give you more units than the current FP
- BGLEADERPIC now shown on the Battle Group screen if you're running the game with the /D option (i.e. CC4 Classic) Showing correctly
- Strategic Screen scroll speed reduced.
- Being able to trace a supply line is now the determining factor for losing units when a BG disbands, not the BG's current level of ammo supply
- BGs that disband while out of supply now lose units from their FP as well as active units. The chance to lose a unit in the FP depends on difficulty setting:
 - Recruit: 0%
 - Green: 5%
 - Line: 10%
 - Veteran: 15%
 - Elite: 20%

If you intentionally disband your own BG (using the 'Disband' button) the chance for losing a FP team is 5% less.

- Force Pools are now initialized as follows: Campaign = full team quantities from the FP file for that date/difficulty. Operation = 2/3 that quantity. Battle = 1/3 that quantity. Previously these were 2/3 for both Camps and Ops and full value for single battles
- Reinforcement button on BG screen now enabled if reinforcements are available to the BG and doing so would add teams to the FP

- **Fixes**

- Map updates/fixes: The following maps have had graphics or data updated
 - Wardin
 - Wiltz
 - Neffe
 - Champlon

- Martelange
 - Andler
 - 3 Ponts
 - Malmedy (Thanks Pvt_Grunt for your work on this!)
 - Rosieres
 - Bulingen
 - Baraque de Fraiture
 - Fixed: Reinforcements now visible during preview even when there is a BG currently on the map where the reinforcements would arrive
 - Fixed an issue with disbanded (and thus empty) BGs being left on the strategic map. Existing games with this problem should also play normally now.
 - Ground conditions (dry/wet) now shown on the Strategic Screen regardless of current selection (map, BG, etc).
 - Fixed the issue with BGs being able to move 'behind' an attacker on the first turn of the game. Now if opposing BGs are on the same map at the very start of the game they will not be able to move out of that map onto an enemy controlled map. This applies to the very first turn of the game only
 - Fixed: Multi-player screen dialogs for modem and serial port settings were not displaying properly.
 - Fixed: Viewing reinforcements on the Strategic Screen would not show reinforcement battle group if an active battle group was on the arrival map during the actual current turn.
 - Fixed overview map red circle location placement in Close Combat IV Classic
- **AI Enhancements and Fixes**
 - Fixed: German AI was not allocating heavy artillery support properly.

10/27/2008 – 4.50.2

- **Fixes**
 - Fixed Missing Save Game directory in Close Combat Classic
 - Fixed a Crash Bug that could happen after a large amount of terrain damage was recorded for a map
 - Fixed Map Issue in Close Combat Classic
 - Fixed Error with Game Menu not displaying Catalog