

- Program now finds CD in any drive (previously, if CD was not in first logical drive, program would fail)
- The game will no longer report that there is an NPC in a custom sector map.
- The Bink tools (logos, intro, etc) have been updated.
- Underground maps will now link together properly.
- An editor bug that caused a crash when deleting inventory was fixed.
- Stealth wasn't working properly when characters reached experience level 6.
- A logic error for the power plant fan has been corrected.
- An error with IMP specialties not being reinitialized has been fixed.
- A savegame import problem whereby mercs would appear to be wounded has been fixed.
- The Line of Sight and Best-Cover indicators were not working in all custom maps. This has now been fixed.
- The range of Line of Sight and Best-cover indicator was defaulting to 1. This has now been increased.
- A situation where the game could crash instead of playing the end game sequence has been fixed.
- A situation whereby Jerry would think you had more than 6 mercs, when you actually didn't, was corrected.