

Gary Grigsby's World At War: A World Divided™ (v1.052)

Thank you for playing Gary Grigsby's World At War: A World Divided™! 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.

If you are experiencing problems with the game, please contact support@matrixgames.com or post in the Gary Grigsby's World At War: A World Divided Support Forum at www.matrixgames.com. Please provide as much detail on your issue as soon as possible.

Be sure to reset to default your Game Options and Game Preferences (both User and Map Preferences) when you first load the game after installing a patch. Once you have done this, you may make any changes desired.

IMPORTANT INSTALLATION AND SAVE FILE NOTE: the save file format of this patch is *not compatible* with saves from prior patches. Older saves cannot be loaded with this patch. If you have ongoing games, we recommend copying your existing AWD folder prior to installation in order to continue those games.

Change log: v1.052 8 March 2021

1. Added support for new 4 player game with Russia/China as a faction and no AI player.
2. Fixed error in save file version info that was causing valid Server files to be rejected.
3. Fixed error in Non-server games that was affecting filename lengths and preventing valid saves.
4. The error with 'missing supplies' was a side effect of the non-server bug, the game was being reset to a default condition.
5. Fixed scroll bar positioning.

Change log: v1.051 13 January 2021

1. Improved the look and functionality of the full screen mode.
2. Fixed several minor bugs including some with the game playback feature.

Change log: v1.050 5 June 2020

1. Added Multiplayer to replace the PBEM system. This is accessed via one of the arrow buttons on the main menu (this button art will be changed in the final version). More info below.
2. Fixed the East/West Scenario that was previously incorrectly ending on turn 1. Also, changed Paris so it is worth 2 VPs.
3. Fixed a map bug that could cause some improper op fire near the Philippines.

Multiplayer – To utilize the multiplayer server, first create a user account at slitherine.com. You can use this to log into the multiplayer lobby screen. There you can create a challenge game, choosing the scenario, game options, and number of players. You can also view challenges created by others which you can join. You can also see a list of games you are currently playing.

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1. Helpful notes

1.1. Summary of special hotkeys

Some of the hotkeys are shortcuts for buttons that appear on the screen. However, some provide functionality that cannot be otherwise accessed; these are listed here since it is easy to overlook them. Note that these are not necessarily new features, it is just useful to list them.

- a air units return, returns air units to base (e.g. if movement points are all expended and the air unit is unable to undo move because of FOW, then this can return the air unit to base). This feature was added in 1.030 release.
- d disband unit, destroys the selected active player unit
- e event log, show the history of event messages.
- v view unit data, displays some information about the currently selected unit.

2. Change log: v1.040 (March 8, 2009)

This is once again a limited public beta patch, available through the Members Area.

This version is not save compatible with v1.030. To continue games started in v1.030, copy your AWD folder prior to installation of v1.040.

2.1. Scenarios

Global Glory (ver4.040): This scenario has been changed. Most notably it includes national capability offsets for unit attributes (minor nations like Rumania can build infantry, but at reduced capability), surrenders (like Italy) for German satellites in Europe, revamped surrender events for Russia and WA (with real garrison requirements), India as a separate nation with the Nationalist Uprising causing India to revert to neutral status, WR changes for Allies attacking Neutrals, and a new political event and mobilization setup to better model Finland's part in the war.

For more information on this scenario, see the accompanying scenario description.

Global Glory '42: this is a new scenario – all the rules and setup of Global Glory, but with a 1942 start date. In addition to being a playable scenario, this provides players with the opportunity to experiment with some aspects of the Global Glory scenario (e.g. relatively quickly set up WA or Soviet surrender events, or the Indian insurrection).

2.2. Rule Changes

Note: rule changes apply to all preexisting scenarios. The new scenario Global Glory includes all of the following rule changes, and other additional rules. See the Global Glory description separately.

Artillery and flak require ground taking units to attack: artillery or flak (which cannot take ground) will no longer fire if they advance into an enemy region without the support of at least one ground taking unit (militia/infantry/airborne/armor). This prevents gamey artillery “bounce” attacks to kill opposing units and return to starting region.

Behavior of Vichy regions when France surrenders: any French North African region containing non-French units when France surrenders will not become Vichy. It will remain unchanged (e.g. remain WA controlled if non-French WA units are present). This can only occur if Southern France is somehow unfrozen.

Southern France unfreezes for Mediterranean war: the moment the war hits the Mediterranean, Southern France and French North Africa will unfreeze. I.e., if Spain, Italy, Yugoslavi, Greece or Turkey are at war, Southern France unfreezes.

French fleets on French surrender: Generally French fleets have a 20% chance of moving to England to escape disappearance (unchanged). Now, fleets that are at sea have a 50% chance of surviving and transferring to England. French fleets that are not frozen have some additional value and are not such prime candidates for suicide missions.

2.3. Features

Note: Mod-ability features are listed separately.

View national flags on all units option: Preferences screen option to enable viewing national flags on all units (recommended for playing Global Glory which emphasizes nations more with capability offsets and surrenders).

Select screen resolution: new capability to run the game with any resolution from 1024x768 to 6400x4800 pixels, selectable on the Preferences screen. Note that game window graphics are designed for 1024x768, the larger resolutions will entail some black fill.

Unit view mode enhancements: added some unit history to the view mode (hit key 'v'). Shows when unit created/built/repared. Also shows national capability offsets if appropriate (Global Glory only).

Retreat metric in region popup: the metric computed to determine which possible region will be used for retreat is now shown explicitly to the player in the region popup. The retreat metric is randomly determined as $x + \text{die}(x)$, where x is determined from population, factories, and rail in the candidate region and adjacent. The random value is evaluated per unit, so units might now retreat to more than one region.

2.4. Bug fixes

This is not a complete list. There are several small bugs with little visibility which are also fixed.

Crash on encountering incompatible save: Added some checking for save file capability. Should no longer crash.

National control: fixed some issues with national control. If a region started French, was captured by Germany, then recaptured by the WA, the infrastructure used to appear as a USA nationality instead of French. This wasn't often visible before the new feature to view all unit nationalities. It has been cleaned up.

Japanese a-bomb surrender: fixed bug where after the a-bomb was attained by the Allies, an invasion of Japan would no longer cause Japan to surrender.

Amphib through canal: amphibious assault movement through canals will now always be allowed. Previously, a bug made it inconsistently allowed some times and not other times.

CAGs targeting transports: there was an issue with CAGs targeting if only enemy transports are present; the CAGs would gang up on the first transport instead of distributing fire. This is corrected.

Damaged unit trace to factory requiring strat move capacity: in certain unusual corner cases, damaged units would not trace to factory unless there was transport capacity available. This is corrected.

Rail moving factories: removed the limitation that factories could not be moved again after they have been moved to a region (moving to a region, then moving again, might be necessary for the player to specify a particular route and could not previously be done).

2.5. Modability

Note: for more details and how to use mod-ability features, peruse the data files. An attempt was made to thoroughly comment each feature. This is a partial list.

MAJOR CHANGES TO FILE STRUCTURE: the data file structure has undergone major changes to minimize upkeep difficulties and bug potential. Data that is used in several places is now defined in a single location, and "include file" mechanisms make it easier to mix and match files to differentiate where desired while using common base files.

National capability modifiers: adjustable unit attributes per unit type and per nation. Global Glory uses this only for -1 on all combat attributes of "minor" nations, but more flexibility is available for modding. Note that in-game UI support for more complex settings may not be adequate.

Insta-unit mobilization: added capability to spawn units of any type, not just militia, when a nation is attacked. This is used by Global Glory to give Finland infantry when attacked.

Political event probabilities for bombing and disconnect: changed the implementation of probability adjustment from bombed factories to allow a running average instead of just infinite accumulation (this is

used by Global Glory for the “Blitz” bombing of UK). Also added a probability adjustment for lack of strategic movement link between regions (used by Global Glory to increase odds of WA surrender if England is isolated, or Indian uprising if India is isolated).

War readiness adjustments: most war readiness adjustments are now modable. E.g. for German garrison in W Poland, WA attacking neutral, Axis attacking neutral, etc.

Political event ability to set nations neutral: new capability used in Global Glory to neutralize Finland (if it makes peace with Russia) and India (if there is a nationalist uprising).

Political event set garrison: new ability for a political event to create new garrison requirements, which can be dependent on the map state (e.g. adjacent to an enemy region, location unknown a priori). Used in Global Glory for Soviet and WA surrender events.

3. Change log: v1.030 (July 25, 2008)

This is once again a limited public beta patch, available through the Members Area.

Every effort has been made to make this version save compatible with v1.020. You should be able to continue old games in progress, bearing in mind that some of the rules may change if the newer executable is adopted mid-game.

New games begun in v1.030 should not be continued in v1.020.

3.1. Scenarios

Global Glory (ver4.00): This scenario has been changed. Most notably it includes undeveloped resource centers (to model regions with potential for resource extraction but no built up extraction infrastructure, like Iraq), a new set of Balkans political events, and revamped surrender events for Russia and WA.

For more information on this scenario, see the accompanying scenario description.

3.2. Rule Clarifications

Russian militia mobilization: correction to the manual section 1.8: on the first turn that a Russian Nationality region is attacked by Germany (not Japan) the Soviets receive (at the end of their next Production Phase) two militia units per population point in each Russian Nationality region they control. (The manual erroneously states that this applies to any Russian controlled region.)

French surrender: the version 1.020 release notes erroneously stated that French surrender can occur if Eastern France is German controlled, but should have mentioned Southern France instead of Eastern France. If Southern France is German controlled and either Western or Eastern France is German controlled then surrender will occur, but Vichy will not be established: non-European French regions that typically become Vichy would remain WA controlled.

3.3. Rule Changes

Note: rule changes apply to all preexisting scenarios. The new scenario Global Glory includes all of the following rule changes, and other additional rules. See the Global Glory description separately.

Air island op-fire against naval: air units on an island will no longer op-fire at non-sub naval units leaving the surrounding sea-zone if the naval units that start their turn in that sea zone.

Air CAP op-fire against naval: air units on CAP adjacent to their air-base over enemy non-sub naval units in a sea zone will now op-fire against those naval units as they leave the sea zone, even if the naval units started their turn in that sea-zone. This works in conjunction with the island op-fire change to ensure that proactive patrols (CAP) are always more effective than passive (island base).

Air CAP at sea: air units that have already experienced combat in a turn may now be posted on CAP over a sea zone, even if that sea zone has enemy naval units.

Combined arms: Heavy bombers no longer contribute towards Combined Arms, offensively or defensively.

French surrender via Southern France: Southern France is now added to the list (along with Western France and Northern France) of regions which will cause French surrender. As noted in v1.020, if France surrenders while Southern France is German controlled then the European French regions will surrender, but Vichy will not be established (non-European French regions will remain WA controlled).

Random technology events: all technology events that used to provide a bump of 1+d4 research points will now provide a bump of 2+d4 research points.

Russian militia mobilization: Russian militia will no longer be mobilized if Russia is already hostile to the Germans when a Russian national region is first attacked. I.e. if the Russians DOW and initiate hostilities first (by actively attacking) then the Russians will not receive militia mobilization.

CAG versus naval targeting: CAGs will first uniquely target all combat naval units (non-transport) according to the probability weightings {40,4,2,1} for {CV, HF, LF, SF}. After all such combat units are targeted, CAGs will uniquely double up on combat naval units or single-up on transport fleets according to the probability weightings {40,4,2,1,1} for {CV,HF,LF,SF,TF}. After all combat ships are double covered and all transports are single covered, CAG targeting is random.

Non-CAG air versus naval targeting: Non-CAG air units will uniquely target units (after CAG targeting is determined). After all units are singly targeted, non-CAG air unit targeting is random.

Italian neutrality and surrender: if Italy is attacked while neutral, the Italian surrender (elimination of Italian units) will no longer be allowed to occur.

Ship evacuation from port: when the active player is exploring attacking an enemy port region, the naval units in the port will no longer evacuate the port when the quantity attacking units becomes large enough that loss of the port is likely (ships will still evacuate if and when the active player captures the region).

3.4. Features

Note: Mod-ability features are listed separately.

Air return to base: the hotkey “a” will now retreat air units to base. This is useful if air cannot undo its move because of FOW revelation, but cannot initiate combat to return to base. Using this feature air returns to base as though combat were performed (without recovering movement points).

Damaged tracing: Slightly enhanced to discourage tracing to frozen factories.

Victory saves: made some tweaks to the victory processing and ability to save the file. You should now be able to save the victory and forward it to your opponent, who can open it in View Mode (typically, the save would be at the end of the WA turn; since it is still the WA turn, the Axis player must open in View Mode).

FOW for VCR playback: added FOW for VCR playback. If FOW is enabled, then a player will no longer see opposing units move in playback if the player cannot see either the starting or the ending region of the unit’s move.

3.5. Bug fixes

Victory evaluation season: the victory level evaluation (decisive/substantial/marginal) will now be computed correctly based on the season at the end of the Allied turn, instead of the season at the start of the next Axis turn. This works in conjunction with victory saves feature upgrade.

Political event display season: the political events screen will now add one season in order to determine whether an event may possibly occur at the beginning of the next season (when events will next be evaluated).

Naval units retreating over enemy ships: attacking naval units will now retreat as far as necessary (along their forward traveled path) to find a non-enemy occupied sea zone. Previously, naval units would retreat one sea zone and could end up in an enemy occupied sea zone (e.g. a transport), requiring combat but unable to initiate since they previously fought.

VCR playback speed: the playback speed will now always be the non-player, instead of the player.

Unused factory warning: fixed a bug that made this warning unreliable.

WA versus Soviet continuation: fixed a bug in setup of victory conditions of WA versus Soviet continuation (this did not apply to the '46 scenario, only continuation after a regular game). Other than the incorrect display of the victory conditions, it is not clear exactly what impact the bug had.

3.6. Modability

Note: for more details and how to use mod-ability features, peruse the data files. An attempt was made to thoroughly comment each feature.

Undeveloped resources: added a feature for undeveloped resources. These are resource centers that require investment of supply to develop and make productive. The supplies and time it takes to develop these resources are greater than the usual 1 turn & 10 supplies for double damaged resource centers. This feature is applied in Global Glory.

Fort in Northern France: it is now possible to prevent the fortification of N France from disappearing when France surrenders. Set the FORT parameter for the region to any number larger than 1.

Political events: new features have been added. One would have to peruse the detailed comments in the scenario files to figure them out.

4. Change log: v1.020 (Nov. 11, 2007)

This is once again a limited public beta patch, available through the Members Area.

Due to the extensive changes to allow future mod-ability, save game files from earlier versions will not work with this version. For those wishing to continue playing current games, we suggest you first copy you're A World Divided game to a new folder before applying this new patch to the originally installed AWD folder. You will be able to continue your old games by running the exe file from this copy of the game.

4.1. Scenarios

Global Glory: This is a brand new scenario! The scenario emphasizes the importance of oil with consideration of resources and "oil refineries" (factories in zero-population regions that can only produce supplies) and adds some rules for realism (such as air penalties at maximum range, narrows overflight by air units, and port benefits for transports).

Please check the scenario notes in a separate file.

All preexisting scenarios: Japan's starting intelligence Security is increased from 8 to 12 for all '39-'41 scenarios, to 15 for '42-'43 scenarios.

All preexisting '39-'42 scenarios: starting artillery evasion for all Players reduced to 5 (from 6).

4.2. Rule Changes

Note: rule changes apply to all preexisting scenarios. The new scenario Global Glory includes all of the following rule changes, and other additional rules. See the Global Glory description separately.

Japanese a-bomb surrender: this rule has been changed, so that now the a-bomb must actually be successfully dropped on Japan to induce surrender. The Japanese VP threshold for surrender is also reduced from 10 to 7.

IF

(the a-bomb is dropped on a factory in a non-zero population Japanese nationality region

AND causes a double hit

AND at the end of that same turn the Japanese VPs is below 7

AND Japan at war with Russia

)

OR

(the US has the bomb

AND Japan has no regions with both a working factory and non-zero population

AND at the end of the turn the Japanese VPs is below 7

AND Japan at war with Russia

)

THEN

Japan surrenders.

French surrender: surrender can now occur if ~~East~~ Southern¹ France is German controlled, but in this case Vichy will not be established: non-European French regions that typically become Vichy would remain WA controlled.

Artillery targeting: changed for the Range 2 portion of combat (the second time that the artillery fires, after the first fire at Range 3). Now, the target selection at Range 2 is unconstrained random, rather than artillery targeting artillery first. Range 3 targeting is unchanged (at Range 3 an artillery unit will still select an available artillery target first).

CAG counter strikes: counter strikes are modified, so that the counterstrike may be aborted if an overwhelming number of air units defend the counterstrike region. This modification prevents a gamey tactic of baiting counterstrikes.

- 1) when the cstrike is "organized", the quantity of cstrike air units (all types of air) is counted, call it *ca* (cstriking air)
- 2) the quantity of defending (active player) fighter and CAG units in the cstrike target region is counted, call it *da* (defending air)
- 3) the "observed" quantity of defending air is computed as the sum of *da* rolls of die(3) plus one, divided by two, rounded down. That is, $oda = \text{floor}((1 + \text{sum_over_da}(\text{die}(3)))/2)$.
- 4) the counterstrike is aborted if $oda > ca$.
- 5) if the counterstrike is aborted, then all of the defending air in the cstrike zone is marked as "cannot undo move", so that a player cannot simply load up the air, prevent the cstrike, then undo the move and use the air some other way.

The die rolls give some uncertainty as to whether the cstrike will occur. The range of the "observed" quantity of defending air will be $1/2 * da \leq oda \leq 3/2 * da$, but it is not uniformly distributed. The larger *da* is the "tighter" the distribution is in relative terms.

Damaged units to damaged factories: damaged units will now be able to queue for repair in damaged factories, rather than being destroyed if they can't trace to an operational factory.

Bombardment attacks and cumulative suppression: bombardment attacks will no longer benefit from prior suppression (i.e. a bombardment will not receive the bonus for already suppressed units). Allowing bombardment to benefit from suppression had the effect of allowing suppression to "compound" (like compound interest) and grow exponentially, so twice the number of bombardments was more than twice as good.

Bombardment attacks and evasion modifiers: when there is an evasion adjustment (e.g. evasion is reduced by 1 if the targeted unit is unsupplied), then bombardment attacks (suppression fire) have an additional modifier added to the die roll. This roll modifier is -3 times the evasion adjustment.

For example, if a unit is unsupplied then evasion is reduced by 1. In addition, if the fire is bombardment then the modifier of $(-3) \times (-1) = +3$ would be applied. This is doubled (as normal for bombardment), so that +6 is added to the roll result.

This change allows all of the typical evasion based modifiers to have a more reasonable impact in the case of bombardment attack.

Naval bombardment penalty with no land units: when there are no land units in support of naval bombardment, the bombard roll penalty is now 4 (was 5).

¹ The v1.020 version of this file erroneously stated that this rule applied to East France.

Unsupplied op-fire: op-fire now suffers a target evasion penalty (evasion increase) if the op-firing unit is unsupplied and there is no supply available for the op-firing unit. Note that this checks for supply availability, but does not consume supply.

Combined arms: militia no longer counts as an infantry class unit for combined arms, and airborne now will count as an infantry class unit for combined arms.

4.3. Features

Note: Mod-ability features are listed separately.

View Mode: Added a read-only mode for loading files, so that a player may load a file of any player's turn, even the opponent's. When loaded in View Mode, the game cannot be played and the file cannot be resaved. When view mode is enabled, the loader will prompt for a player password and load the game as the player with the matching password, with appropriate FOW visibility. If multiple Players have the same password (e.g. Germany and Japan), one can click "No" to loading Germany and will then be prompted for Japan. If the player uses an empty password ("") then the game will load as Player "Neutral", which allows view of only those regions visible to both sides.

Unit Stacking: differentiation of displayed units in non-movement phases has been improved, so that for example one may distinguish repaired versus damaged infrastructure when viewed in the production phase.

Resource movement: resource movement in production phase improved, so that it is less likely that unused resources will sit in a major factory region until they are eliminated when production is complete. It is now more likely that unused resources will end up in a factory+resource region where they can be stored until next turn.

Retreats: retreat decisions have been improved by taking into consideration the presence of friendly factories and population in nearby regions. This should only be noticeable when retreating from a region with no functional rail.

4.4. Bug fixes

Airfield attack: the "airfield attack" defense value of 15 will no longer be asserted for land-to-air fire.

Air unit retreat to factory: fixed air unit flight based retreat to factory, so that air units must fly to a land zone before tracing to factory. Flying to a sea zone and then tracing is now precluded.

Damaged CAG trace to factory: Damaged CAGs attached to a carrier will no longer be able to trace an infinite distance, they will be limited to factories within 20 MPs, similar to naval units.

Damaged units teleporting to factories: Units could previously trace to any friendly factory (i.e. of a non-hostile nation) then teleport to the factory of the unit's nationality with the most available production, even if the traced factory was surrounded. Now, a unit can trace to any friendly factory. If that factory is a port, the unit may "teleport" to any port-factory of the unit's nation within 18MPs. If the unit cannot trace to the unit's nation, or to a port for shipment to the unit's nation, then the unit will be stuck in the friendly nation for repair at that location. E.g. Soviet units damaged in an isolated East Poland will be stuck in East Poland for repair, instead of teleporting to Moscow.

Op-fire from Saudi-Arabia: the Mandab Strait will now behave as a straight from Saudi Arabia, so that artillery in Saudi Arabia will now op-fire on naval traffic through the strait.

Naval port-to-port: A naval unit doing a port-to-port move, which is stopped in transit by FOW revelation, may continue its move to a port that is in port-to-port range. Previously the unit would be stuck where it stopped.

Infantry damaged as dropped airborne: Infantry that move via heavy bomber transport and are subsequently forced to retreat in the enemy player's turn will no longer be damaged as though they were dropped airborne units forced to retreat.

Fuel cost: Fixed a bug that sometimes allowed an armor unit to move 2 regions and expend only 1 supply.

SPs for air in range of New Zealand: there was a bug which prevented the removal of this bonus when Victoria was captured, which has been fixed.

Memory bugs: a couple of memory corruption bugs were fixed, which should hopefully eliminate some sources of instability.

4.5. Modability

Note: for more details and how to use mod-ability features, peruse the data files. An attempt was made to thoroughly comment each feature.

Partition agreement: all units from Belorussia move to East Poland, all units in Veliky move to Baltic States (previously a fixed number would move, inadequate if more units were placed in these regions than were in the baseline scenarios).

Political events:

- Additional modifiers for political event probabilities.

- Configurable whether an event is blocked by a previous event.

- Events can be allowed to occur more than once.

- Fixed some surrender bugs for mod-able political events.

- Event can change amount of resource gift.

- Events can be dependent on state of a gift, or the date, or a Player's VPs.

Air penalty at max range: the ability to add a firing and fired-at penalty at max range is added.

Evasion modifier adjustments for suppression: the ability to add an attack roll modifier based on the evasion adjustments of the target is added.

Air move over narrows: mod-ability option allowing air movement over narrows (e.g. 1MP from West France to England).

Research limits after WS+2: the limit is now modable (was hardcoded at limit=tech_level).

Zero-pop factory regions: ability to configure that zero-population regions cannot do research.

4.6. AI

Minor AI improvements:

- WA AI will not attack neutral units at sea until the USA is at war.

- AI will no longer move into sea zones with allied units (bug fix).

The Russian AI may move units into East Poland under some circumstances.

5. Change log: V1.011 (April 15, 2007)

This is a limited public beta patch, available through the Members Area. **Due to the extensive changes to allow future mod-ability, save game files from earlier versions will not work with this version. For those wishing to continue playing current games, we suggest you first copy you're A World Divided game to a new folder before applying this new patch to the originally installed AWD folder. You will be able to continue your old games by running the exe file from this copy of the game.**

- 1) Bug fix - overflow of lines in the Event Log caused random characters at the end of the line.
- 2) Bug fix - damaged "elite" units did not remain "vet" in the production queue.
- 3) Bug fix - factories in the production queue advanced even if no production was available.
- 4) Bug fix - the inability of Russian units to retreat into a frozen zone.
- 5) Bug fix - Russian units starting in a non-frozen zone were able to tactically move through frozen zones.
- 6) Bug fix - nonland units in Iraq when the coup occurred would not have been retreated.
- 7) Bug fix - a couple of load/save issues, with unknown symptoms (one was related to history, maybe it will fix history and replay related problems, but that is unknown).
- 8) Bug fix - a specific sequence of events could prevent the first Russian penalty from occurring.
- 9) Bug fix - the "Continue Game?" option did not work after an Axis AV.
- 10) GUI improvement - the Political Event screen is enhanced. Color coding of events is changed: RED can happen now (prerequisites are satisfied), BLACK hasn't happened yet and can't happen right now (could happen later), GREY has already occurred and will not occur again. (Note black and grey are swapped from previously). There is now an explicit indication of the current probability of an event if it is dependent on region ownership (i.e. the Spanish coup).
- 11) GUI improvement - the Event Log size is increased from 250 lines to 400 lines.
- 12) Mod-ability improvement - There's a whole slew of new things that are possible in scenario design. The biggest is complete mod-ability of political events, which can actually provide a significant amount of control of the political situation (e.g. they support some basic surrender concepts, intended for [but not limited to] Russia, India and Australia). Effort was made to thoroughly comment the data files so that one can figure out how to use this.
 - a. initial USA and USSR factory multipliers are configurable (wawgoldfactory.txt, FACMULT)
 - b. can specify files to replace wawgoldareadata.txt and wawgoldmapregionloc.txt (wawgoldregions.txt, AREADATA_FILE and REGIONLOC_FILE). These files define port locations.
 - c. can specify infrastructure as damaged at start (wawgoldregions39.txt). An example would be
UNIT,RESOURCE,3,2,1 ⇐ 3 undamaged, 2 @ level 1 damage, 1 @ level 2 damage.
 - d. all political events are mod-able, and new ones may be added. (wawgoldscendat39.txt, with verbose comments to describe the syntax). There is enough control in political events to implement some basic surrender rules, e.g. can force cession of specific territories or enemy-adjacent territories, can force remaining player regions to be "refrozen" with new frozen rules and WR thresholds.

- e. strategic move limits while frozen are now configurable by year, and the limit can be increased from zero even for the WA (wawgoldscendat39.txt , STRAT_MOVE_LIMIT).
 - f. some transport capacity modifiers can be applied, e.g. benefits for ports and penalties for adjacent hostile land (wawgoldscendat39.txt, TRANSPORT_PENALTY_2MP, TRANSPORT_PENALTY_HOSTILE, TRANSPORT_BONUS_PORT1, TRANSPORT_BONUS_PORT2).
 - g. some additional flexibility (plus fixed bugs and added verbose descriptive comment to describe its use) in the programmable suppression rules (WawGoldScenExtra.txt, BombardSuppressionRule)
- 13) Rule change (section 10.7) - the “Greece joins the Allies” event now depends on Greece being Pro-Allied, instead of prior occurrence of the “Greece border war” event. This should have no practical effect.
 - 14) Rule change (section 10.7) - the “Iraq Axis coup” event now yields a German militia rather than an Italian militia.
 - 15) Rule clarification (section 10.7) - the “Iraq Axis coup” event yields 1 supply, not 5 supply as stated in the manual.

6. Change log: V1.010 (January 8, 2007)

- 1) Rule Change (Section 10.7) – The chance that the Coup in Spain political event will occur is now 1% (instead of 3%), and increases by 2% if Malta is German controlled, by 4% if London is German controlled, and by 4% if Gibraltar is German controlled. These are cumulative so if all three are German controlled the chance the event will be triggered is 11%. All conditions for the event to occur remain the same.
- 2) Rule Change (Section 10.2) – The Soviet Union and the United States will now only check to see if they have exceeded their second war readiness thresholds at the beginning of their respective turns (just after any War Readiness increases are applied for the turn). This will prevent the unfreezing of USSR and US politically frozen zones, due to reaching these WR thresholds, during other player turns.
- 3) Bug Fix – In version 1.008, the chance of the Spanish Coup occurring was 100% (instead of 3%). The chance is now based on the rule change in item 1 above.
- 4) Bug Fix – When the US was attacked in such a way that the 5 WR increase for attacking a US territory put the US over its second WR threshold, the basic 15 WR increase for the attack would not be added for the attack on the Allies. This has been fixed so that these attacks will increase WR by 20 (15+5) in all cases.
- 5) Bug Fix – The Portugal Joins Western Alliance random event was not correctly setting Portugal to offer to join the Allies (it was setting The Low Countries). Portugal will now be correctly set when this event occurs.
- 6) Scenario Change – The following changes have been made to the Uncommon Valor scenario that was added in version 1.008:
 - Move 1 arty and flak from Scotland to Malta.
 - Move 1 militia from Scotland to England.
 - Move 1 militia from Eastern USA to Midway.

Move 1 militia from Fiji to New Caledonia.

Move 1 transport from Hawaiian sea zone to Midway's sea zone.

Froze Midway's sea zone.

Changed US War Readiness thresholds to 27/37/53 (previously they were 28/37/52).

7. Change log: V1.008 (December 18, 2006)

- 1) New Feature – Added a “Report Recent Events” feature. This will keep a running record of the last 250 text messages displayed during the game (does not include production or resource/supply trade messages). Pressing the “e” key will bring up this report.
- 2) New Scenario provided by Jesse LeBreton – Added a new scenario titled “Alternate 1939- Uncommon Valor” – This scenario is a variant of the Total War scenario with changes to the Strategic Points and the Victory Thresholds. These changes were made to give incentives for the Axis player to go after certain regions, with the biggest impact being a greater incentive for a major Japanese campaign in the South and Central Pacific (with the idea that success would more likely cause the Western Allies to make peace with the Axis). The changes made are:
 - a. Lowered Chungking to 2 SPs and added one SP to Lanchow.
 - b. Added 2 SPs to Hawaii. Added 1 SP to Luzon, Midway, Papua, Bismarck Arch., Solomon Islands, New Caledonia and Queensland.
 - c. Reduced Victoria to 3 SPs and reduced the maximum points scored by Air Proximity to New Zealand to 3 SPs (from 4).
 - d. Added one SP to Vladivostok.
 - e. Reduced Moscow to 5 Strategic Points (SPs) and increased Stalingrad to 2 SPs.
 - f. Changed the victory levels to 71-77-83 (from 67-72-78).
 - g. Japanese Tactical Bomber Torpedoes increased to 3 (instead of 2).
 - h. Chinese Sub Fleet Evasion reduced to 1 (instead of 2).
- 3) GUI Improvement - The random technology event screen now lists the year in which each event is first checked.
- 4) GUI Improvement – War Readiness messages have been made to appear in a consistent format throughout the game.
- 5) Rule Change - The Eastern Black Sea region has been added to the list of frozen regions in the Soviet Western Zone. See rule section 3.2.6.
- 6) Rule Change - The random political event where The Low Countries joins the Western Allies will now only occur if Western France is controlled by the Western Allies.
- 7) Rule Change – When a damaged air unit is attempting to retreat to a factory under rule 8.5.5, the air unit is allowed to use it's speed rating (movement points) to move to a friendly area which is linked strategically to a factory. In the past the air unit only checked whether it could move strategically to a factory from its current location.
- 8) Rule Clarification – Airborne units that are dropped into an enemy area and forced to retreat during combat are always damaged when they are forced to retreat.

- 9) Rule Clarification – When Germany and Japan surrender, regions that are automatically taken over by Soviet and WA forces have their German and Japanese nationality factories removed from the game.
- 10) Bug Fix – In some cases the game was not ending even when both Germany and Japan had both surrendered due to the settings used for the No Auto Victory and/or No End Date game options. Now Axis surrender will be always cause the victory/end screen to be displayed.
- 11) Bug Fix – A game did not end because after German surrender, attacks against neutrals were causing them to become part of Germany. Now, once Germany surrenders, no neutrals join Germany, no German tech events take place and no German friendly coups take effect.
- 12) Bug Fix - Japan was surrendering even when not at war with the Soviet Union. Now, Japan will not surrender unless the Soviet at war condition is met (along with the other conditions). Also, once the Soviet Eastern Zone unfreezes, they must actually attack Japanese regions or units in order to declare war on Japan if Japan has not yet attacked Soviet regions or areas.
- 13) Bug Fix – In some cases the AI might take an area and then move the unit that attacked out of the area even though it had no movement points remaining (it was rare and seems to have happened only when attacking empty areas). This should no longer happen.
- 14) Bug Fix – A very infrequent lockup could occur during a WA AI turn involving an attack by a Carrier Fleet with a Carrier Air unit and Light Fleets against a Submarine. The infinite loop was found and fixed so this lockup should no longer occur.
- 15) Bug Fix – In some rare cases (especially with Advanced Supplies On and Auto Supplies Off), some units were allowed to execute Extended Movement without expending the required additional supply points. Units will now correctly expend additional supplies for Extended Movement or will be unable to execute this movement.
- 16) Bug Fix – Allied supplies in Iraq were not being converted when the Iraq coup random political event occurred. They will now be converted into Italian supplies when the Iraq coup event occurs.
- 17) Bug Fix - An attack on Dutch New Guinea or Celebes (when they are still neutral) was not unfreezing all WA areas. It will now unfreeze the areas as per the rules.
- 18) Bug Fix – The Western Allied AI would sometimes move WA transports through politically frozen zones in the Pacific. This should no longer happen.
- 19) Bug Fix – When the Greece Joins the Allies random political event was triggered, The Low Countries was being set to Allied (Greece should have been set to Allied). Also, when this event occurred it was not correctly being listed as having occurred on the random political events screen. These have been fixed and Greece will now be set to Allied and the event will correctly be listed as having occurred.
- 20) Bug Fix – Siam was not being set to Leaning Axis if Siam was Pro-Allied when Vichy was created. Siam will now always be set to Leaning Axis when Vichy is declared.
- 21) Bug Fix - It is possible that Spain was immediately joining the Axis as a result of the Spanish Coup political random event, instead of Germany having a choice to decline their entry. Now, Germany will always have a chance to decline their entry into the war, although if they do, US War Readiness will still increase by 3 and the event will be counted as having triggered and will not trigger again.
- 22) Bug Fix – It is possible that The Low Countries were not immediately joining the Western Allies when the random political event involving The Low Countries was triggered. Now, The Low Countries will always immediately join the Western Allies the moment this event is triggered.

- 23) Bug Fix - In some cases WA (The Low Countries) units were not being removed from areas that convert to German or Vichy control. All WA units will now be correctly removed from areas that convert to German or Vichy control when Vichy is declared.
- 24) Bug Fix – Amphibiously invading units that were being fired upon by Op-fire were not being damaged due to accumulated suppression exceeding five times their durability. They will now be damaged per the rules for accumulated suppression.
- 25) Bug Fix – During artillery op-fire at an amphibious invasion, the artillery was firing at the transports and the invading unit. They will now only fire at the invading unit as per the rules.
- 26) Bug Fix – Units that moved from Spain to Gibraltar and participated in a failed attack were being destroyed for being unable to retreat due to the one-way ferry. They will now be allowed to retreat from Gibraltar to Spain.
- 27) Bug Fix – Some text long text messages were being cut off when printed on the screen (messages such as Spy Research theft and changes in War Readiness levels). Text messages can now be broken into three lines and should no longer be cut off. The Event message background has also been made wider.
- 28) Bug Fix – When playing a TCP/IP game with the Allies as host player, supplies sent by neutrals to Germany were not actually being added to the German supply totals. Supplies should now be correctly added to Germany.
- 29) Bug Fix – A German symbol was being improperly displayed on the map when View Supply Units was toggled on. This was happening in areas containing Japanese and US units but no Japanese supply units. The German symbol will no longer be displayed in this case.