

Gary Grigsby's War in the East 2

Read me File – 15th December 2021

Version 01.02.12

Welcome.

Thank you for playing Gary Grigsby's War in the East 2™! 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](#).

Below you will find the latest and greatest information on Gary Grigsby's War in the East 2™. 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 [Ticket System](#) or post in the Gary Grigsby's War in the East 2 [Support Forum](#). Please provide as much detail on your issue as you can.

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

Information Regarding Crashes, 4k Displays and DPI Scaling – Please see [this thread](#) for information on how to troubleshoot crashes and correctly set your DPI scaling for high resolutions.

Suggested Difficulty Levels – We players new to the Gary Grigsby's War in the East series begin by using the Easy Difficulty level and then move to the Normal level. Those with prior War in the... experience may want to start out with the Normal level. After that the next suggested bump up would be to give the AI side 110 morale help or set all of the AI side's help levels to 110. After that, the Challenging level should be just that, Challenging, against all but very experienced players. In games against the AI, you can change the difficulty levels mid-game. So, if are finding your game to be too hard or too easy, it's easy to make an adjustment to suit your level of play.

Change History:

v01.02.12 – 15th December 2021

New Features and Rule Changes

- This version includes the War in the West editor manual in the /Manuals folder that was accidentally left out of the 1.02.11 official update. Although there are many differences between the WitW and WitE2 editors, the WitW editor manual is a useful guide to understanding the WitE2 editor.
- Greatly reduced the chance that more men show as disrupted in the combat report detail than were in the battle. If it happens, this indicates an element has been disrupted more than once.

Bug Fixes and AI Improvements

- Day/night button on top menu display not appearing during air transport ops. Fixed.
- Can air transport any unit into an enemy hex adjacent to friendly airbase and it acts like an airborne drop. Fixed (not allowed into enemy hexes).
- More AT guns are built than the build limit. Fixed.
- Guards Rifle Corps was incorrectly downgraded to a Guards Rifle Division. Unit used to create corps had a rename that was not cleared that should have been cleared at the time of corps creation. Fixed.
- AI - Soviet unit warps to near Vienna (far behind enemy lines). Fixed.
- AI – Improved Axis AI in late war.

v01.02.11 – 8th December 2021

New Features and Rule Changes

- Reduced the chance of indirect fire disruption hits.

Bug Fixes and AI Improvements

- Game crashes during ground combat. Fixed.
- AI – AI warps units into an isolated pocket. Fixed.

v01.02.08 – 2nd December 2021

New Features and Rule Changes

- Reduced the chance that HE fire by non-infantry type weapons will gain extra shots during direct fire phases.

Bug Fixes and AI Improvements

- Escorts are not flying in ground support air missions. Fixed.
- Vehicles in isolated depots are being returned to the pool in exchange for freight. If enough are sent back, this can make the pocket think it is in airhead supply. Isolated trucks should not be returning vehicles. Fixed.
- Soviet Romanian HQs are being disbanded automatically for the human player. Fixed.
- AI - Axis AI moves a unit into an enemy controlled hex without taking control of the hex, and is then destroyed. Fixed.

v01.02.06 – 17th November 2021

New Features and Rule Changes

IMPORTANT NOTE: All save game and scenario files created with this or later versions may only be loaded with this or a later version. Versions prior to 1.02.06 may not load these newer save game or scenario files. Old saves and scenarios may be loaded with this and newer versions.

- New rule - A mission generated by a ground attack air directive that is performing an attack on a unit has a chance of having the mission converted to an interdiction attack. The chance of switching to interdiction increases with the number of movement points expended by the unit in the unit's prior turn, and increases against units smaller than divisions.
- Changes/Clarifications with flak
 - Clarification – A ground element can be counted multiple times in a single battle report in the list of anti-aircraft elements. This is because the attack is broken up into 'flights', and each flight has the chance of being engaged by a ground element. So, a ground element could fire at 6 different flights and be counted 6 times.
 - Non-flak elements were being added into the anti-aircraft count in cases when they should not have been. This was a display only issue as they weren't actually adding to the anti-aircraft value firing at the aircraft. This has been fixed.
 - Non-flak elements will never fire at aircraft flying into or through an adjacent hex. This was rare before, but has been removed entirely.
 - Increased the importance of aircraft armor in mitigating damage from flak.
 - Reduced op losses for day missions and ground support. Also, fixed the function that was supposed to credit some aircraft damaged by flak, that crashed during landing routine, as flak losses. This was incorrectly always counting them as op losses.
- AFV losses in combat were tweaked down slightly.
- Production of guns with build limits was limited when the amount in the pool exceeded 10x the build limit. This limit has been changed to 100x the build limit.
- Increased op losses for night missions for pilots with experience less than 70 experience, with those under 60 experience experiencing roughly double the op losses previously experienced.
- Reduced night bombing accuracy by air units that do not have navigational aids (currently only Allies in War in the West have them).
- Until the Axis control a port on the Caspian Sea, every Caspian Sea hex will automatically receive 20 interdiction points at the end of each air execution phase (enough to make the hexes Soviet controlled).
- Made changes to the layout of the right side of the campaign victory screen.
- Editor - Set hex sea zone and weather zone values as fully generic.
- Editor – Hooked up ability to set an event to activate in the air planning phase (actually executes at the end of the logistics phase).
- This version includes the War in the West editor manual in the /Manuals folder. Although there are many differences between the WitW and WitE2 editors, the WitW editor manual is a useful guide to understanding the WitE2 editor.

Bug Fixes and AI Improvements

- Display of load outs - Air group loadouts listed in CR don't show the same as in the air unit detail screen

- CR screen was very slow to respond in certain coming expansion scenarios. Fixed.
- Heavy tank regiments are not built with guards designation. Fixed.
- Editor - Button to cancel withdrawals for units in the editor does not work. Fixed.
- Editor – Can't change sea zone of some ports in scenarios. Fixed.
- Support units are not being committed to battle during the first turn of a scenario if the first player is played by the AI. Fixed.
- Dynamic hex sea zone value is not changed when changing sea zone in editor, so it keeps displaying old value. Fixed.
- Show AD targets rollover text is incorrect on the last button which should read Active Targets Only. Fixed.
- Metrics screen logistics phase losses are always showing 0 in Metrics. Fixed.
- Fixed several bugs with the campaign city bonus victory points.
- AI – During first turn AI script, support units are not getting included in combats. Fixed.

Data and Scenario Changes

- Ob.dat changes – These changes reported in 1.02.00 were accidentally left out but were included in 1.02.01:
 - Delayed 42 Guards Mechanized Corps OB to 11/42.
 - Removed 42a Guards Tank Corps OB.
 - Renamed 42b Guards Tank Corps OB to 42 Guards Tank Corps and delayed it to 12/42.
- Leader.dat changes:
 - New Yugoslavian leaders added for future expansion scenario.
 - 72 - Ernst Hell last date extended to 8/44
 - 134 – Ludwig Mueller last date extended to 8/44
 - Created 4 Croatian leaders: 481-484 with German nationality
 - Created a new batch Soviet leaders from 3000 ascending (Romanian, Bulgarian, Yugoslavian, and British). We now have some leaders in the list twice, and this allows these leaders to be added to the units that are considered Soviet nationality.
- Hex.dat and hexart.dat changes – Added rail line
- New photo – 0226 PZL 23B (RU)
- Changes to map in factory/city/maptext/hex/cityOwner and scenario files as noted below.
- Locations renamed:

◦ 343 Nordholtz	119,162-> Nordholz
◦ 0502 Kemijärvi	172,51 -> partially corrupted name fixed
◦ 1005 Sp. Nova Ves	171,195 -> Spisska Nova Ves
◦ 1166 Piestany	160,200 -> Piestany
◦ 2022 Etil	250,146 -> Ertil
◦ 2052 Muchkap	254,144 -> Zherdevka (Muchkap is on rail line further east)
◦ 2057 Ostrozhsk	247,156 -> Ostrogozhsk
◦ 2077 Repenyevka	245,154 -> Repyovka
◦ 2406 Suvorovo	215,211 -> Sovorove
◦ 2439 Shumsk	186,147 -> Shumskas
◦ 2711 Novo Kaltva	253,160 -> Novaya Kalitva
◦ 2727 Burluk	242,165 -> Velykyi Burluk
◦ 2919 Karmaleva	180,146 -> Karmelava
◦ 2925 Bely Kolodes	239,165 -> Bilyi Kolodiaz
◦ 2968 Kikeritsy	190,106 -> Kiorstovo
- Locations renamed + data changed:
 - 2428 Kretinga (old) 167,140 -> Rucava (-1 population/manpower for new Kretinga)
 - 2966 Siversky (old) 194,108 -> Nizovskaya, airfield reduced to 1, capture dates modified
- Location data changed:
 - 0497 Janisjarvi (FIN) 194,86 -> changed to Soviet, ad 1x pop/manp/raily from duplicate
- New locations added:
 - 0514 Immola 187,93 - real location of Immola airfield, old one was Nummela
 - 2667 Kretinga 167,141 - real location of Kretinga, 1x pop/manp/raily, occupation dates from Rucava

- 2965 Siversky 194,106 - real location of Siversky, with airbase size 2
- Locations removed or slots cleared:
 - 1790 Janisjarvi (SOV), duplicate of 0497
 - 2784 Remontroe, misnamed duplicate of 2158 Remontnoe
 - 2800 Biamak, duplicate of 2300 Baimak
 - 2809 Troizk, misnamed duplicate of 2303 Troitsk
 - 2819 Kungur, misnamed duplicate of 2243 Kungur
 - 2893 Birska, misplaced duplicate of 2295 Birska
- Changes to all scenarios:
 - set player for 3 new locations
 - renamed several airbase units to get in sync with location name
 - add airbases and airbase units to Siversky(new), Izmail, Luga and/or Krasnogvardeysk
 - clear some deleted locations
 - 287 Arab Bn now uses proper German Nebelwerfer
- 1941 Campaign
 - III./JG 52 changed to Bf 109F-4 full
 - III./JG 77 changed to Bf 109F-4 20+15
 - Stab/JG 1 changed to Bf 109F-4 full + remove from invalid airbase
 - I./JG 1 changed to Bf 109F-4 11+15
- RAR 42-43
 - 51/52 GRD rename slot lacking Guards status
 - fixed some improperly motorized airbases
- Operation Typhoon
 - 45/62 RD HHQ set to STAVKA
 - Internal note: some dupe PVO units in Moscow
- Destruction of SW Front
 - fixed an improperly motorized airbase
 - Internal note: 2x dupe PVO AA
- Road to Minsk
 - fixed some improperly motorized airbases
- Velikie Luki
 - fixed an improperly motorized airbase
 - remove two improper ground elements from German/Soviet pool

v01.02.01 – 28th October 2021

New Features and Rule Changes

- Added new preference screen items:
 - Show videos – Defaulted on, this allows you to turn off opening and end game videos.
 - Export Battle Details (CSV) – Defaulted off, when on it will generate a report in the /logs folder inside the save directory for the game. The report will contain the high detail level messages from combat.
 - Pre-logistics Auto Save – Defaulted off, when on a save will automatically be created just before the start of each player's logistics phase.
- Lowered the chance of intercepting transports missions that are flying behind friendly lines (further from the front the lower the chance of intercepts).
- Rule Clarification – It is possible for vehicles to transport freight from one depot to another depot that is not connected to the rail grid. This is generally rare, but possible.
- Added Living Manual v1.08.pdf file in the \Manuals folder. This is up to date with changes through game version 1.01.15.

Bug Fixes and AI Improvements

- Fighters that are not assigned to a non-ground support AD are no longer auto-intercepting enemy ground support. Fixed.
- Frozen units can be transferred to TBs. Fixed.
- There is a way to transfer aircraft without miles travelled being charged. Fixed.
- It was found that one of the functions that calculates the range between hexes could return invalid ranges. This was found when a unit at the corner of an air superiority box was not properly

covered by the air superiority fighters. Fixed.

- The CR/Equipment/Aircraft compare window was not scaling. Fixed.
- Text in the Battle Report Detail/Air Combat tab is smaller than other text. Fixed.
- Under some circumstances, when the Astrakhan to Baku rail is cut, a large portion of the Soviet Caucasus became isolated when it shouldn't. Fixed.
- When clicking on the show combat recon button, the show city recon graphics are shown at the top of the screen (instead of show combat recon). Fixed.
- When pressing shift-t repeatedly, it only toggles between combat and city recon and does not turn off the show recon. Fixed.
- Air unit range circles are not correct. Fixed.
- Airbase receives 2.49 million tons of freight/supplies. Fixed.
- 4 81mm mortars cause 3k kills. Fixed.
- AI – Improved a move to routine used by attacking AI which will make it more likely to attack units in the way.
- AI – Improved filling gaps in the defensive line.
- AI – Improved Axis AI line forming in first winter (41/42).

Data and Scenario Changes

- Ground.dat changes:
 - Increased the front armor of the Tiger from 105 to 107 and side armor from 73 to 80 as a result of research while developing a rule for implementing Schuerzen (the 73 was definitely an error)
 - Decreased the Reliability of the King Tiger and Jagdtiger from 60 to 55 based on a video on the King Tiger from the British Tank Museum
 - Standardized the MG ammo of the various T-34s (76mm) at 2898 rounds
 - 45mm M37 AT Gun production increased from 250 to 320 per week and scrapping removed
 - 45mm M42 AT Gun production decreased from 78 to 74 per week
 - 57mm ZIS-2 AT Gun production decreased from 85 to 82 per week
 - Fixed name in element 435 (stielgranate)
- Device.dat changes:
 - Adjusted device #15 to reflect Polish aircraft guns were 7.92 caliber
 - Fixed name in device 562 (stielgranate)
- Leader.dat change – renamed 874 Falakeev to Falaleyev
- Added photo - 511 37mm vz.37 AT Gun
- Changes to map (city/maptext/factory/cityowner/hex files):
 - 0501 Immola AF (173,104) -> renamed Nummela AF
 - 1500 Mogilev (205,147) -> Armaments fac relocates to Barnaul in early July, 8 of 12 HI points relocate to Kuybyshev in early July
 - 1558 Mogilev-Podolsky (205,192) -> Armaments fac improperly dated relocation removed
 - 2926 Chaplynka (234,199) -> add Axis capture date September 12, 1941
 - 2966 Siversky (194,108) -> add Axis capture date August 28 1941
 - 2978 Brighton and Hove (81,181) -> remove invalid city owner change
 - several stray city owner changes removed
 - 436 Jesau -> removed trailing space
 - 504 Utti -> removed trailing space
 - 971 B taszj (166,219) -> corrupted name fixed, special characters did not work
 - 975 -> corrupted name fixed, special characters did not work
 - 977 -> corrupted name fixed, special characters did not work
 - 1162 Milowitz -> remove trailing space
 - repairs made to broken/invalid rail links in neutral countries
- Stalingrad to Berlin changes:
 - Roslavl Airbase spelling corrected.
 - 1st SS Ital Inf Bde changed from an Italian unit to an Axis Generic unit so it will arrive in the IT TB after the Italian Surrender

- 24th SS Mountain Division changed from an Italian unit to an Axis Generic unit so it will arrive in the BA TB after the Italian Surrender
 - Changed the wording of some events for capitalization and uniformity. i.e. US 9th Army was given credit for taking Bavaria not the US 7th Army.
- Vistula to Berlin changes - Changed the wording of some events for capitalization and uniformity.
- Ac.dat changes:
 - Bf 109F-4 has droptanks available 6/41
 - 0049 Go 244 - maxload reduced to 2000kg
 - 0377 TB-3 - maxload increased to 5000kg, changes to bombload options internal fuel and endurance reduced, add aux fuel tanks to gain back range for light loads
 - 0378 TB-3G-2 - internal fuel and endurance reduced, add aux fuel tanks to gain back range for light loads
 - 0383 Li-2 - internal fuel and endurance reduced, maxload reduced to 2000kg add aux fuel tanks to gain back range for light loads
 - 0384 Li-2VV - internal fuel and endurance reduced/add aux fuel tanks to gain back range for light loads
 - C-47/Dakota (multiple variants) - internal fuel and endurance reduced, maxload increased to 6500 lbs add aux fuel tanks to gain back range for light loads
 - Ju 52/3m (multiple variants) - internal fuel, endurance and cruise speed reduced, maxload increased to 2200kg add larger aux fuel tanks to gain back range for light loads crew reduced to 3, armor increased to 1 (some crew armor present like armored seat)
 - SM.75/81/82 (multiple variants) - internal fuel and endurance reduced/add aux fuel tanks to gain back range for light loads
 - New - 0226 PZL 23B (RU)

v01.01.15 – 12th October 2021

New Features and Rule Changes

- For a unit on the map to disband or be sent to a theater box, it must now be more than 8 hexes from enemy units. To be able to send a unit to a TB, it must also be on a connected rail hex. Other limitations/restrictions re disbanding and transferring to a theater box remain unchanged.
- Multiple changes to Assault HQ rules:
 - The command point multipliers for HQs in Assault HQs are now:
 Date Axis Army Axis Corps // Soviet Front Soviet Army&Corps
 1941 1.34 1.17 // no bonus no bonus
 1942 1.34 1.17 // 1.10 1.10
 1943 1.34 1.17 // 1.34 1.25
 1944 1.34 1.17 // 1.67 1.34
 1945 1.34 1.17 // 1.67 1.34
 - Limits on maximum number of Assault HQs are now:
 Date Axis Soviet
 1941 4 2
 1942 3 2
 1943 3 3
 1944 2 4
 1945 2 4
- Changes made to ground combat. Increased the range at which the opening direct fire shots are fired, while increasing the amount of fire at these longer ranges. Increased the number of rounds of combat between opening range and 50 yard combat. Opening ranges will be longer for clear and less dense terrain. Net effect of combat changes increases overall losses slightly.
- When captured, airbases will have their ground element experience seeded at the level of the owning sides air national morale.
- Now when a corps is created using 2 or 3 guards units, if an appropriate guards OB is not available, the newly formed corps will not be a guards unit. A data change in this version delays the first available Guards Tank Corps to December 1942, and the first available Guards Mechanized Corps to November 1942. So merging guards brigades before these dates will not result in a guards corps.

Bug Fixes and AI Improvements

- Escorts not flying in ground support (usually when enemy has ground support turned off). Fixed.
- Cavalry units are being allowed to temporarily motorize. Fixed.
- Movement FOW turned on is preventing movement over a ferry hex into an enemy controlled hex with no enemy units. Fixed.
- Some units have their transfer flag set during a scripted withdrawal, and it is never turned off. This causes them to show incorrectly in the CR screen as still being in transfer. Fixed.
- Very weak units being displaced while isolated could shatter or rout out of a pocket instead of surrendering. Fixed.
- AFVs could sometimes return fire at a range greater than their weapon's range. Fixed.
- Units lose lots of ammo and in some cases their ammo on hand goes negative. Fixed.
- Rollover text over Command Efficiency button is wrong. Fixed.
- Stacks with X for CV value have attacker CV value showing instead of MPs. Fixed.
- When creating new Soviet units in the reserve, they could get a name already used by an active unit. Fixed.
- AI controlled city forts are participating in attacks. Fixed.
- Soviet AI puts NKPS units in Rostov city fort. Fixed.
- Axis AI attaches 2 German infantry regiments to Soviet 6th Army. Fixed.
- Axis AI changes human Batumi to export port. Fixed.

Data and Scenario Changes

- Ob.dat changes:
 - Corrected issue with some tank corps OB tank numbers.
 - Delayed 42 Guards Mechanized Corps OB to 11/42.
 - Removed 42a Guards Tank Corps OB.
 - Renamed 42b Guards Tank Corps OB to 42 Guards Tank Corps and delayed it to 12/42.
 - Corrected issue with Soviet Motorized Brigades by creating their own OB chain number 935 (as it existed in v1.00.00).
- Device.dat - Added the 152mm M1909 L/14 howitzer (0513) and 122mm M1910 L/13 howitzer (0514)
- Ground.dat - Added/changed the following ground elements:
 - (0111) 122mm leFH388(r) howitzer renamed to 122mm sFH396(r) howitzer, imports (captured) of this howitzer reduced from 500 to 100.
 - (0160) 122mm H/38 howitzer imports (captured) reduced from 217 to 41.
 - (0264) 122mm M-30 howitzer renamed to 122mm M1910 howitzer, device changed to 122mm M1910 howitzer.
 - (0305) 122mm M-30 howitzer renamed to 122mm M1910 howitzer, device changed to 122mm M1910 howitzer.
 - (0538) New 122mm leFH388(r) howitzer added (NEED PICTURE), uses device (0514) with 400 imports (captures).
 - (0539) New 122mm H/10-40 howitzer added (NEED PICTURE), uses device (0514) with 176 pieces in 41 campaign pools.
 - (0833) New 122mm M1910 howitzer added (NEED PICTURE)
 - (0834) New 152mm M1909 howitzer added (NEED PICTURE)

Production changes in ground.dat file:

- (0729) 107mm M38 mortar production increase from 10 to 15 per week
- (0786) 122mm M-30 howitzer production increased from 60 per week to 75
- (0787) 37mm 61-K AA gun production decreased from 85 to 75 per week
- (0809) 152mm M-10 howitzer production period extended to 8/41 and increased from 25 to 55 per week
- Factory.dat changes:
 - 0217 Coburg - Go 244 airframe factory added (Hartwig Sonneberg)
 - 1834 Staritsa (217,122) - not on rail so Railyard removed
 - 2002 Konstantinovskiy n (229,105)- added 1x railyard + 10 fuel from Konstantinovskiy (263,175)
 - 2055 Konstantinovskiy (263,175) - fuel factory moved to Konstantinovskiy n (229,105)
 - 2577 Makeevka (250,179) - Armament factory now relocates to proper Sverdlovsk in

- Urals
 - 2851 Krasnovodsk (341,193) - oil factory removed, was already replaced by larger factory in Nebit-Dag (350,192)
 - 3657 Bayonne (67,237) - size-1 port added
- Ac.dat changes:
 - double production of Me 323 to include the heavily used Me 321 glider (100% production accounted for)
 - quintuple production of Go 244 to include the heavily used DFS 230 and Go 242 gliders (50% production accounted for)
 - He 111 recon versions camera change
 - He 111H transports now import from older H-3 bombers
 - Ju 86C transport remodeled after Ju 86E bomber
 - LeO 451 T (2x variant) - maxload reduced to 1500kg
 - Added new Fw 200C - Stalingrad special transport version
 - Added new He 111H-6 T - transport version of older H-6 bombers, available 1943
- 4 new aircraft symbol art files, and the following new photos:
 - Ground Elem:
 - 511 37mm vz.37 AT Gun
 - 538 122mm leFH388(r) Howitzer
 - 539 122mm H/10-40 Howitzer
 - 773 Reconnaissance Squad 41
 - 833 122mm M1910 Howitzer
 - 834 152mm M1909 Howitzer
 - Aircraft:
 - 068 Ju 86C -> Ju 86E-based transport
 - 429 He 111H-6 T (transport version)
 - 430 Fw 200C (transport version)
 - 438 C.202CB (DE)
 - 439 CR.42 (DE)
 - 495 Do 17P (BU)
 - 496 Do 17K-M (BU)
 - 497 PZL.43 (BU)
 - 498 Fi 156 (BU)
 - 499 Bk-534 Dogan (BU)
 - 500 Ju 87D-5 (BU)
 - 504 B-534 Dogan (BU)
 - 509 Fw 189A (BU)
 - 510 KB-11 Fazan
- Changes made to generic files control/mapregion/city/maptext/hex:
 - CLIMATE (scenarios need to have separate adjustments):
 - 282,281 set to Arid Steppes
 - 363,208-209 set to Arid Desert
 - 334,261 and 332,259 set to Temperate Dry
 - 300-309:237, 300-310:238, 311:239, 311-312:240 set to Humid Warm
 - 360-361:268 set to Arid Steppes
 - 21,265 set to Temperate Humid
 - 242,198;242,196;243,202;236,202 set to Temperate Humid
 - REGION NAME:
 - 0153 Chlakov - renamed to proper Chkalov
 - NATION:
 - 140,54 set to Norway
 - Narvik (144,53) set to Norway
 - 166,61 set to Finland
 - 185,44 set to Soviet Union
 - 62,199 set to France
 - 113,172 set to Germany

63,301 set to Algeria
1,338 through 1,333 set to Morocco
316,233 set to Iran
225,196 set to Soviet Union
184,113 set to Soviet Union
Kronstadt(192,102) set to Soviet Union
39,249 set to Spain
68,77 set to Britain
219,126 set to Soviet Union
216,217/218 set to Romania

- REGION:
 - 328,154 attached to Kazakstan region
 - 299,183 and 304,183 attached to Daghestan region
 - 352,143 attached to Uzbekistan region
 - 267,152 attached to Stalingrad region
 - 131,162 added to Mecklenburg region
 - 52,1/2/4 attached to Greenland region
 - 324,273 attached to Mesopotamia region
 - 143,35+36 attached to Troms region
 - 233,94 added to Region Yaroslavl
 - 161,279-280 added to Ionian Sea region
 - 176,25 and 178,24 added to Barents Sea region
 - 321,150 through 326,152 added to Caspian Sea region
 - 219,126 set to Smolensk region
 - 216,217/218 set to Dobrugea region
 - 127,84 through 128,81 added to Atlantic Ocean region
 - fixing a bunch of water hexes with wrong or missing sea region
- SEA ZONES changes need to be replicated for scenarios (scenarios need to have separate adjustments):
 - 176,25 and 178,24 added to Barents Sea zone
 - 321,150 through 326,152 added to Caspian Sea zone
 - Bayonne (67,237) added to Atlantic sea zone
 - Gabes (125,321) added to Med sea zone (was linked to Med but not shaded in green?)
 - Chatham (83,177) added to North Sea sea zone (was linked to North Sea but not shaded in green?)
 - Bristol (71,175) added to Atlantic sea zone (was linked to Atlantic but not shaded in green?)
 - Kenmare (43,163) added to Atlantic sea zone (was linked to Atlantic but not shaded in green?)
 - Copenhagen (134,147) added to Skakerrag-Kattegatt sea zone (was linked but not shaded in green?)
 - 127,84 through 128,81 added to Atlantic Ocean zone
 - fixing a bunch of water hexes with wrong or missing sea zone
- CONTROL (scenarios need to have separate adjustments):
 - Damietta (257,317) set to Allied ctrl
 - 348,278 through 350,278 set to allied ctrl
 - Pantelleria + Lampedusa set to Axis ctrl
 - 147-149,122 set to neutral
 - 39,249 set to Neutral
- MAP TEXT:
 - Malmo (136,147) fixed overlapping map text by slight relocation
 - Zuider Zee renamed IJsselmeer
- LOCATION (some airbase units may end up with names different from their location):
 - 1649 Msinskaja (194,109) -> Mshinskaya
 - 1804 Soroka (197,61) -> Belomorsk
 - 1849 Spass-Demensk (218,138) -> Spas-Demensk

1904 Sosnizy (192,107) -> Sosnitsy
 2123 Novo-annenskaya (262,151) -> Novoanninskaya
 2180 Kamennomostenaya (269,201) -> Kamennomostsky
 2185 Goergievsk (285,194) -> Georgievsk
 2187 Srednaya Akhtuba (276,159) -> Srednyaya Akhtuba
 2190 Mikoyan-Shakhtar (279,200) -> Mikoyan-Shahar
 2523 Novojelnya (187,156)-> Novoyelnya
 2532 Volochinsk (197,186)-> Volochysk
 2582 Dybaltsevo (251,176) -> Debaltsevo
 2600 Sosnogorsk (252,37) -> Sosnogorsk
 2660 Snigirevka (229,195) -> Snigirevka
 2692 Tarabunary (217,209) -> Tatarbunary
 2719 Korolevets (222,161) -> Krolevets
 2769 Novgorod Seversky (220,157) -> Novgorod-Seversky
 2793 Krasnokelesny (246,147) -> Krasnolesny
 2796 Zolotukhino (233,152) -> Zolotukhino
 2801 Rokitno (197,171) -> Rokitnoe
 2834 Plessezk (219,68) -> Plesetsk
 2844 Kandalakscha (185,43) -> Kandalaksha
 2862 Ladozhskaya (265,194) -> Ladozhskaya
 2872 Dneprodzershinsk (235,181) -> Dniprodzerzhinsk
 2879 Shpikov (207,189) -> Shpikov
 2883 Akadyr (367,76) -> Agadyr

- 41 Campaign scenario files:
 - 122mm M1910 howitzer replaces 122mm M-30 howitzer in most non-motorized units with pool of 122mm M-30 howitzers reduced to 251 from 2300 and new pool of 2041 122mm M1910 howitzers;
 - 152mm M1909 howitzer replaces 152mm M-10 howitzer in all non-artillery units and a few artillery units as well with resultant pool of 108 152mm M-10 howitzers;
 - 76mm M27 infantry gun pool reduced from 4300 guns to 300;
 - 120mm M38 mortar pool reduced from 3140 to 1250;
 - 45mm M37 AT gun pool reduced from 5000 to 4200;
 - 50mm M40/41 mortar pool of 17000 eliminated;
 - 85mm KS-12 AA gun pool increased from 0 to 1250
 - Control:
 - 30,274;39,249; set to Neutral ctrl
 - 348,278 through 350,278; 260.287 set to Allied ctrl
 - 143,35-36 set to Axis ctrl
 - Sea zone:
 - added to Lake Ladoga zone
 - Osinovets,Kobona,Syasstroy
 - added to Baltic Sea zone
 - Oranienbaum;Heiligenbeil;170,119;172,120;166+168,145;
 - Onega added to White Sea zone
 - added to Barents Sea zone: 176,25;178,24
 - added to Atlantic zone: several in Norway,Kenmare,Bristol;33,284;
 - added to North Sea zone: several in Norway;118,38-39;Chatham
 - added to Black Sea zone: Sulina,Kherson,Nikolaev,Yalta,Gelendzhik;236,202;254,202
 - added to Azov Sea zone: Temryuk, + some hexes around; 242,198;243,202;254,197+199; 252,201
 - added to Caspian Sea: Krasnovodsk,Guriey;321,150 through 326,152
 - Climate:
 - 282,281;301,160;360-361:268 set to Arid Steppes
 - 363,208-209 set to Arid Desert
 - 334,261 and 332,259 set to Temperate Dry
 - 300-309:237;300-310:238;311:239;311-312:240; set to Humid Warm

- 242,198;242,196;243,202;236,202;254,202;254,199;220,209 set to Temperate Humid
 - airbases renamed to match new location name: 14036 Debaltsevo
 - Corrected unit slot 394 (337th VG Division) so it will rename slot 2734 instead of slot 2735.
 - Corrected unit slot 1546 (Army Group A rename) so it has an HQ type of 2 instead of 3.
 - All 1941 short scenarios - The unit by unit changes made to the artillery in the 1941 campaign scenarios were carried over into the 41 short scenarios and pools adjusted where appropriate.
 - Destruction of SW Front:
 - Added to Black Sea zone: Sulina,Kherson,Nikolaev,Yalta,Gelendzhik;236,202;254,202
 - added to Azov Sea zone: Temryuk + some hexes around; 242,198;243,202;254,197+199; 252,201
 - Climate set to Temperate Humid: 242,198;242,196;243,202;236,202;254,199;254,202;220,209
 - airbases renamed to match new location name: 13919 Debaltsevo
 - RtlL:
 - added to Lake Ladoga zone: Osinovets,Kobona,Syasstroy
 - added to Baltic Sea zone: Oranienbaum;Heiligenbeil;170,119;172,120;166+168,145;
 - Typhoon:
 - Axis -> Soviet ctrl 238,126
 - RAR:
 - added to Black Sea zone: Sulina,Kherson,Nikolaev,Yalta,Gelendzhik;236,202;254,202
 - added to Azov Sea zone: Temryuk + some hexes around; 242,198;243,202;254,197+199; 252,201
 - added to Caspian Sea: Guriev;321,150 through 326,152
 - 242,198;242,196;243,202;236,202;254,202;254,199;220,209 set to Temperate Humid
 - airbases renamed to match new location name: 13783 Debaltsevo, 13935 Novoanninskaya
 - Stalingrad to Berlin:
 - 943rd Rifle Division removed from the Campaign
 - 948th Rifle Division Removed from the Campaign
 - 1st Gds Tank Bde and 49th Tank Bde attached to 3rd Mech Corps
 - 40th and 229th Tank Battalions changed to Tank Regiments
 - 81st Guards Mortar Rgt reduced to 100% of TO&E
 - 68th Gds, 69th Gds, 87th Gds, 98th Gds, and 99th Gds reduced to 100% of TO&E
 - Removed the 25th, 31st, 93rd, and 145th Tank Bds from the Campaign and left the 8th Tank Corps in the Campaign
 - 78th Rifle Division moved from 49th Army to 5th Army
 - 5th Army Mortar/Rocket Rgts reduced to 100% of TO&E
 - Velikie Luki made a Fort 5, 1/83rd Infantry Division increased to 100% of TO&E and the 505th Pioneer Bn of LIX Korps was added as an attachment.
 - All three of the Regiments of the 3rd Mountain Division set to Reserve Status in the Velikie Luki area
 - 468th, 501st, and 1189th AT Regiments removed from the game
 - 5th Mech Corps TO&E changed to 42 LL Mech Corps
 - 16th Tank Corps reduced to 120 AFVs with two tank regiments attached
 - 4th Mech Corps and 13th Mech Corps reduced to 146 AFVs
 - 3rd Mech Corps converts to 8th Gds Mech Corps (LL)
 - 7th Tank Corps converts to 3rd Gds Mech Corps (LL)
 - Four Italian RSI divisions and five Italian ANR air units will arrive in late 43/45 fighting for the Axis (after Italian surrender). These units are Axis-Generic units.
 - Changes made to fix map issues similar to changes in Campaign 1941.
 - Vistula to Berlin – Changes made to fix map issues similar to changes in Campaign 1941.
- v01.01.10 – 15th September 2021**
- New Features and Rule Changes**
- Top bar now responds to display scaling setting.
 - Blocked FBD/NKPS units from being able to be temporarily motorized.

- Adjusted the way limited freight national supply sources are used in non-campaign scenarios. The net effect will be the NSS's in non-campaign scenarios will be more easily accessed for freight shipments to depots.
- Isolated forts with 'Partisan' in the name will not automatically become depleted when not stacked with a combat unit.
- Rule Clarification – Air Superiority and Naval Patrol missions always fly first, irrespective of priority settings.
- Rule Clarification – The intensity level setting in the AD creation right panel, actually represents the current air doctrine setting. Changing this for an AD, actually changes the air doctrine setting to match for the current air command, and changes all similar ADs. If the player wishes to change one AD only, they should change the strike num setting.

Bug Fixes and AI Improvements

- Non-isolated support units in HQs are destroyed if they are in a hex where combat takes place and they lose the combat. Fixed.
- In some cases, units in isolated hexes that were able to trace to isolated Kronstadt were displacing out of the pocket, instead of surrendering. Fixed.
- There were cases where Assault HQs, or HQs under Assault HQs could be overloaded or outside of their command range, and the units would still receive bonuses of being under an Assault HQ. Fixed.
- Incorrect/phantom ground losses are reported during air transport of a units. Fixed.
- Temp motorized unit that rallies from rout has 32470 MPs. Fixed.
- Using x from city detail to send unit back to HQ causes it to be effectively destroyed. Fixed
- Clicking on airbase in AOG right panel list causes air unit detail display to be hidden under window. Fixed.

Data and Scenario Changes

- 1941 Campaign and 1941 Campaign – No Early End event changes:
 - Events 140 and 142 now each yield 150 APs
 - Events 141 and 143-146 now each yield 100 APs
- Stalingrad to Berlin Campaign – Event 145 now yields 100 APs.
- OB.dat update:
 - 42a Guards and non-Guards Tank Corps OBs have been revised for three tank brigades instead of two.
 - Added 44 upgrade path for the Soviet Heavy Anti-Tank Regiment.
- Factory.dat update:
 - 1834 Staritsa (217,122) - not on rail so Railyard removed
 - 2002 Konstantinovsky n (229,105)- added 1x railyard + 10 fuel from Konstantinovsky (263,175)
 - 2055 Konstantinovsky (263,175) - fuel factory moved to Konstantinovsky n (229,105)
 - 2577 Makeevka (250,179) - Armament factory now relocates to proper Sverdlovsk in Urals
 - 2851 Krasnovodsk (341,193) - oil factory removed, was already replaced by larger factory in Nebit-Dag (350,192)
- Ac.dat update:
 - Bf 109E-7/F-2: drop tank option ends in June 1941
 - Data overhaul for French aircraft
 - fuel-related data changes for D.520
 - some changes to Slovakian aircraft like slightly increased Bf 109 imports
 - added several Bulgarian aircraft types
 - data updates for Soviet I-15/-16 series
 - 0511 Seaford - moved to 0530
 - 0512 Hertfordshire - moved to 0537
- Added icons for Bulgarian aircraft. Moved photos for Seaford & Hertfordshire aircraft.
- Ground/device/gtype updates:
 - New ground element 442 - StuG L6 47/32 630(i)
 - Added non-mechanized Soviet Reconnaissance Squad (0773) with no upgrade.

- Changed the Bicycle ground type to Light Infantry because of file limitations
 - Mechanized reconnaissance squad renamed to Reconnaissance Squad 43 (0776).
 - Made some minor changes to American-made tanks and upgraded the reliability of the Panzer Ib.
- Added 33 ground element photos for ground elements 442, 505-536,1500.
- Leader.dat additions with photos for Bulgarian leaders:
 - 2501 Ayryanov Dimitr V.
 - 2502 Boydev Vasil T.
 - 2503 Hadzhipetkov Nikola N.
 - 2504 Krstev Asen I.
 - 2505 Lukash Konstantin L
 - 2506 Manchev Gancho I.
 - 2507 Markov Ivan H.
 - 2508 Mihov Nikola M.
 - 2509 Nakov Nikola K.
 - 2510 Nikolov Asen D.
 - 2511 Sirakov Asen N.
 - 2512 Stanchev Kiril N.
 - 2513 Stefanov Atanas A.
 - 2514 Stoyanov Kostantin B.
 - 2515 Stoychev Nikola G.
 - 2516 Popdimitrov Aleksandr
 - 2517 Trifonov Trifon Y.
 - 2518 Urumov Boyan G.
 - 2519 Yanchulev Kiril D.
 - 2520 Stoychev Vladimir D.

v01.01.09 – 27th August 2021

New Features and Rule Changes

- Reordered some of the ground elements on the left side of the Production screen to make them appear in a more logical order.
- In-game scaling - Scaled air unit load out window and server message window.
- Added Living Manual v1.06.pdf file in the \Manuals folder. This is up to date with changes through game version 1.01.09.

Bug Fixes and AI Improvements

- Support units are destroyed when non-isolated HQs displace (should only happen for isolated HQs). Fixed.
- Depot in isolated hex inside a pocket delivers freight to non-isolated outside the pocket 3 or less hexes away. Fixed.
- Sometimes fighters could not fly escort for transports if they had any previous miles flown. Fixed, they should now be available to escort and will try to fly if assigned.
- Fighter escorts in ground support and air transport could, in some cases, be charged more miles flown, and suffer more op losses than they should have. Fixed.
- Ending the turn of a Multiplayer game when disconnected to the internet could cause a corruption of the game's player turn order if the turn is ended again and successfully uploaded. Fixed. Now, the player will get a message that the upload has unsuccessful, and it will allow the player to try again. If the player is not able to reconnect to the internet and successfully upload the save, the player can exit the game without corrupting the game on the server (but they will lose whatever has been done during the current session). Players with very frequent connectivity issues should consider the benefits of using PBEM instead of MP.
- Adjusting music volume doesn't take immediate effect/impacts mouse click. Fixed.
- Production screen - ground element list on left doesn't scale when show types is turned on. Fixed.
- Airfield detail display - airfield capacity number goes very big negative value. Fixed.
- Y/N confirmation window for applying loadouts can appear behind other windows when at lower resolutions. Fixed.

- Combining 2 brigades on map to make division (via buildup) causes multiple units with same name. Fixed.
- Rocket units always get built named 500th even when there are already units with that name. Fixed.
- Can Merge a unit even when the player has no APs. Fixed.
- Created railyards in depots built in airfield only locations do not show up in city detail screen. Fixed.

v01.01.07 – 17th August 2021

New Features and Rule Changes

- Changed rules for isolated support/multi-role units inside HQs when the HQ displaces (either through relocate order or forced displacement). Now those units will be destroyed when the HQ displaces. As with surrenders, some small amount of men and equipment can escape to the pool.
- Reduced the number of fighters that are assigned by default to air transport missions.
- Reduced by 50% the chance of pilots being killed when an operational loss is recorded.
- Added Living Manual v1.05.pdf file in the \Manuals folder. This is up to date with changes through game version 1.01.07.

Bug Fixes and AI Improvements

- Can't access MP games using 1.01.03 version. Fixed.
- Multi-role units can't convert back to be on map units (no 'Convert' showing in their unit detail screen). Fixed.
- CR screen - Location/Storage tab SU column always shows 0. Fixed.
- Export ports not receiving freight. Fixed.
- Units are sometimes surrendering when they should be routing instead. Fixed. Note: You may have to go through a logistics phase for the bug to be fixed in existing games as a unit's data may already be corrupted in a way that would force it to surrender instead of routing.
- Partisans are operating less effectively than they should in non-campaign scenarios, especially in low partisan areas. Fixed.
- Corrected spelling of High (Hight) Water Mark in Multiplayer screen.
- AI assist naval ops setting bad stage base and not including nav patrol aircraft from Romanian Air Command. Improved.
- AI – Improved Axis AI line forming just north of the Sea of Azov in 1943.
- AI – Improved Axis pull back in Baltic States.

v01.01.03 – 9th August 2021

New Features and Rule Changes

- Added in-game scaling for all right side panels (factory navigation, turn summary, Air Directive creation, right unit bar) and for supply details window. At this point, all parts of the game except for the top bar area are impacted by the display scaling percentage preference item. Note that you will see issues with these right side changes in the editor if you are running at over 100% (best to use the editor at 100%).
- The supply priority of naval units are automatically set to 4 at the start of every logistics phase.
- Reduced the effect the range of the mission has on op losses for naval patrol missions. Should significantly reduce the op losses of naval patrol missions.
- Made automatic rail repair a higher priority during the logistics phase, making it more likely that automatic rail repair units will be able to secure the needed supplies/freight to do their work.
- Improved system for airfield construction so it is more likely that construction will occur if there are available construction units. There is still a supply/freight requirement so it is not guaranteed in low supply areas.
- To be eligible to escort an air transport mission, the fighter unit must now either be within range of the target hex, or if not, be within range of the stage base while the stage base is in range of the target hex.

Bug Fixes and AI Improvements

- Multiplayer – If disconnected from the internet when attempting to upload a save, game could become unstable and crash. Fixed.

- Bug 9103 - Naval Support Group always appears isolated - never gets resupplied. Fixed.
- Bug 9150 – With TB control on, you cannot clear the withdrawal data on the bottom left of the air unit detail screen, with it off, you can clear the data. Fixed.
- AI Bugs 9152 and 9167 – German AI, especially in late 1942 and in 1943, launches many bad hasty attacks. Fixed.
- AI bug 9170 – The pure AI (not AI assist) was corrupting the ground attack intensity air doctrine for some Luftflottes and Air Armies. Fixed.

Data and Scenario Changes

- Stalingrad to Berlin Changes:
 - Corrected Soviet AI first turn script
 - XXIII German Corps does not Disband on Turn 117. It does not Disband at all.
 - The correct von Stuelpnagel chosen as Commander of WMBef France. There are two in the game.
 - I./ZG 76 converts to I./JG 76 on Turn 88 and then converts to IV./JG 300 on Turn 98
 - 614th Heavy Panzerjager Company changed from Ferdinand to Elefant Heavy Tank Destroyer
 - II./JG 5 which becomes IV./JG 4 Moves to AR on Turn 114 not the Map
 - XIV SS Corps which becomes X SS Corps moves to Map on Turn 114 not the AR
- Road to Minsk changes:
 - 23 MC set to be a HQ, added leader and attached to Stavka
 - 7th MC placed on map, added leader, attached to Stavka
 - 69th Rifle Corps added leader and fixed name
 - Fixed control of hex 177,156 (now Soviet)
 - 109th Mech Div attached to 5 Mech Corps
 - Zeroed out German pool value in ground element 221
- Velikie Luki changes:
 - Corrected leader in OKH (now Zeitzler)
- Ground.dat and device.dat changes:
 - New Bulgarian ground elements added (slots 505-536 and 1500)

v01.01.02 – 23rd July 2021

IMPORTANT NOTE: All save game and scenario files created with this or later versions may only be loaded with this or a later version. Versions prior to 1.01.02 may not load these newer save game or scenario files. Old saves and scenarios may be loaded with this and newer versions.

New Features and Rule Changes

- Added “Display Scaling Percentage” preference item. This allows players some control over scaling their display in-game. **Note that when this version is first used, the system will automatically reset all preferences to default and attempt to set a scaling percentage that is best given your windows display settings.** Players can change the scaling percentage by hovering over the value in the preference screen and selecting from the dropdown list. The game will only allow the player to select scaling percentages that fit their current display. When you change the scaling percentage, it is necessary to exit the program and restart in order for the new setting to take effect. At this time, items that appear on the right and top bars are not scaled, but the map and all other windows are impacted by the scaling percentage preference.
- Editor - Unit/Air group transfer TB flags will be automatically cleared when a scenario is loaded into the Editor. These transfer flags display in-game dynamic state and should be clear at the start of any scenario. Loading and saving off a scenario in the editor will now clear this info.
- Added Living Manual v1.03.pdf file in the \Manuals folder. This is up to date with changes through game version 1.01.00.

Bug Fixes and AI Improvements

- Units that detach from city forts disappear (placed in 0,0). Fixed.
- Dismissing leader via leader pic on right bar doesn't dismiss leader but does cost some APs. Fixed.
- Minus Fuel on hand at AB after Air Freight Transport. Fixed. (system will use city fuel or convert freight at stage base into fuel from the pool).

- In rare situations, resources/supplies/fuel/oil stored in a city could go negative. Fixed in 1.01.00 but unreported in the whatsnew.
- CTD when trying to create AD for PVO Air Command in RGOW. Fixed. (Also data change with RGOW scenario).
- CTD from clicking on manpower on left of production screen. Fixed.
- Selecting "Mission" text on air unit detail activates disband unit window instead of fighter/bomber switch. Fixed.
- Units in Oranienbaum and Kronstadt are not isolated when cut off. Fixed.
- Player in the middle of a game is dropped into the editor. Fixed.
- Can attach 11 units to a city fort instead of just 10. Fixed.
- Destroyed Damaged numbers in the Battle Report Detail General Info tab are incorrect. Fixed.
- AP cost and APs available are not immediately updating on Soviet build unit screen. Fixed.
- Can assign combat units and additional support units to FBD/NKPS units (should not be possible). Fixed.
- Event open when Event window opens doesn't immediately reduce unread count. Fixed.
- Axis Allied manpower production is using German production usage percentage instead of using Axis Allied production usage. Fixed.
- Production screen built number for German manpower showed a negative value at the start of some small scenarios. Fixed.
- AI - During AI turn, a human player AOG changes the higher level AOG it is assigned to. Fixed.
- AI - CTD at 38% of Soviet AI in 1943. Fixed.
- AI - Strange Ai attack with only support units and no defender listed. Fixed.

Data and Scenario Changes

- 1941 Campaign and 1941 Campaign - No Early End scenario changes:
 - 6th Panzer Division increased Pz35(t) from 155 to 160
 - Changed a couple of Soviet Tank Divisions that start the game unready to using the 41b Tank Division OB
 - XXXX Mot. Corps HQ now arrives on 10 August 1941 to the map
 - Fixed Soviet Northern Offensive Event so it matches the 110% cv requirement in the manual (had been 115%).
- Stalingrad to Berlin scenario changes:
 - All Assault-Sapper Squads removed from the game in favor of Engineer-Sapper Squads.
 - Felmy Corps changed to LXVIII zbV Corps which Renames to LXVIII Corps
 - 6th SS Mountain Division arrives in WE on Turn 109 not 113. Made SS Elite to match VtB.
 - WMBef Belgium Removed on Turn 96
 - WMBef France Removed on Turn 99
 - WMBef Holland Removed on Turn 104
 - LIV Corps Renames to 25th Army on Turn 104
 - 16th SS PzGr moves to Map on Turn 111 not Turn 113.
 - 269th ID moves to Map on Turn 112 not Turn 117.
 - 712th ID moves to Map on Turn 112 not Turn 115.
 - 403rd Volkartilliere Bde moves to Map on Turn 112 not Turn 116.
 - 404th Volkartilliere Bde moves to Map on Turn 112 not Turn 116.
 - 405th Volkartilliere Bde moves to Map on Turn 116 not Turn 118.
 - 406th Volkartilliere Bde moves to Map on Turn 116 not Turn 117.
 - 407th Volkartilliere Bde moves to Map on Turn 116.
 - 408th Volkartilliere Bde moves to Map on Turn 116.
 - 1st SS Werfer Bde has a Delay of 108 and moves to Map on Turn 114.
 - WMBef France has von Stuelpnagel added as Commander.
 - LXXXI Corps adds Adolf Kuntzen added as Commander.
 - XIV/X SS Corps moves to Map on Turn 114.
 - IX SS Mountain Corps moves to Map from the Balkans on Turn 109 not Turn 112.
 - 911th StuG Bde Disbands on Turn 114 not Turn 107.
 - 167th VG Division moves to WE on Turn 109 not Turn 112.

- 711th ID moves to Map on Turn 110 not Turn 108.
 - 3rd, 4th, 6th and 7th Fallschirmjager Divisions made LW-Elite from LW.
 - XIII Fallschirmjager Corps given E. Meindl as Commander
 - XC Corps given E. Petersen as Commander
 - XXXIII Corps given E. Engelbrecht as Commander
 - XXXVI Mountain Corps given Karl Weisenberger as Commander
 - 444th Security Division added to [SG]
 - 286th Security Division converts to 286th Infantry Division on Turn 110
 - 203rd Security Division converts to 203rd Infantry Division on Turn 101 not Turn 100.
- Vistula to Berlin scenario changes:
 - All Assault-Sapper Squads removed from the game in favor of Engineer-Sapper Squads.
 - 405th Volksartilliere Bde moves to Map on Turn 4 not Turn 5.
 - 406th Volksartilliere Bde moves to Map on Turn 4 not Turn 5.
 - 407th Volksartilliere Bde moves to Map on Turn 4 not Turn 5.
 - 408th Volksartilliere Bde moves to Map on Turn 4 not Turn 5.
 - All Hungarian Ground Elements updated to new equipment after the 1943 Infantry Division TO&E.
 - WMBef Holland removed from the Campaign.
- Red God of War changes:
 - Removed all Assault-Sapper Battalions in favor of the Engineer-Sapper Battalion.
 - Linked the PVO Air Command HQ with its AOG.
 - 1st Guards Tank Brigade was removed as it was a sub-unit of a Mechanized Corps.
 - 1603rd Rifle Division was corrected to the 160th Rifle Division.
- Road to Leningrad change:
 - 6th Panzer Division increased Pz35(t) from 155 to 160
- OB.dat Update:
 - Made Axis Fortified Zones buildable - Limit 40 with a 4 AP Build Cost.
 - Made 42a Ski Brigade buildable
 - Updated 1944 Hungarian and Rumanian OBs
 - Added Soviet Cavalry-Mechanized Group HQ
 - Added 42 Soviet Motorized Brigade that upgrades from the 41 Motorized Brigade
 - Soviet Mechanized and Motorized Brigade are now combined in the build limits using the same build chain
- Changes to w_device.dat and w_gtype.dat files - Made some minor adjustments to things like load cost and production costs of various elements, nothing too significant. Reduced the combat value of engineers back to that of rifle squads (3).
- New Ground elements added to w_ground.dat file:
 - Rumania:
 - 41 Bicycle Recon Squad - 6/41 - end (Infantry Regimental Recon Platoons)
 - 41 Mot. Recon Squad - 6/41 - end (Armored Division recon units)
 - 43 Armored Recon Squad (Sdkfz 250) - 10/42 - end (Armored Division recon units)
 - 42 SMG Recon Squad - 1/42 - end (Infantry Regimental SMG Company)
 - 41 Motorcycle Squad - 6/41 - end (various recon units)
 - 75mm PaK40 - 10/42 - end (Armored Division in 42 and Infantry units in late 44). Limited quantities.
 - Hungary:
 - 41 Recon Squad - 6/41 - end (general recon units)
 - Finland:
 - 7.62mm AAMG - 6/41 - end (Infantry)
 - 75mm Field Gun - 6/41 - end - probably the 75K/17 "Bethlehem" imported from the USA is the most common.
 - Slovakia:
 - Cavalry Squad - 6/41 - end (started as Infantry Regimental Recon and later in Security Divisions)
 - Bicycle Recon Squad - 6/41 - end (standard recon element in most elements)

- Motorcycle Squad - 6/41 - end (standard recon element in motorized units)
 - Labor Squad - 6/41 - end (standard)
 - 50mm Mortar - 8/43 - end (adopted later by infantry and security units)
 - 88mm Anti-Aircraft Gun - 6/41 - end (limited quantities in mobile and later infantry units)
 - LT-33 - 6/41 - end - Tančík vz. 33 - Wikipedia
 - Italy:
 - Recon Squad - 6/41 - end (standard regimental recon platoon in infantry)
 - Mot. Recon Squad - 6/41 - end (standard recon element in motorized and armored units)
 - 12.7mm AAMG - 6/41 - end (AAMG Battalions)
 - 88mm Anti-Aircraft Gun - 6/41 - end (Heavy AAA Battalions)
- New Photos:
 - Leader: (replacement picture)
 - 859 Dashichev Ivan
 - Ground elem:
 - 484 7.62mm ItKk/31 Twin AAMG
 - 485 75mm K/17 Field Gun
 - 486 Recon Squad
 - 487 Motorized Recon Squad
 - 488 12.7mm Breda AAMG
 - 489 88mm Flak18 AA Gun
 - 490 Bicycle Recon Squad
 - 491 Motor Recon Squad
 - 492 Armored Recon Squad
 - 493 SMG Recon Squad
 - 494 Motorcycle Squad
 - 495 75mm PaK40 AT Gun
 - 496 Recon Squad
 - 497 LT vz.33
 - 498 Cavalry Squad
 - 499 Bicycle Recon Squad
 - 500 Motorcycle Squad
 - 501 Labor Squad
 - 502 50mm GrW 36 Mortar
 - 503 88mm vz.36 AA Gun
- New leader added to Leader.dat file - 650 Cocorasclu, Traian
- Corrected RGOW and RAR scenario .txt file descriptions of APs per turn.

v01.01.00 – 28th June 2021

IMPORTANT NOTE: All save game and scenario files created with this or later versions may only be loaded with this or a later version. Versions prior to 1.01.02 may not load these newer save game or scenario files. Old saves and scenarios may be loaded with this and newer versions.

New Features and Rule Changes

- Far into work on adding an in-game scaling preference option. Since the work is not complete, we have not yet made the preference option visible. Once completed in a future update, the program default will be changed to use application scaling, and players will be able to adjust the scaling using this preference item. As part of this, engine improvements have been made to more fully support ClearType fonts and to improve the placement of certain unit/map elements for better scaling, performance and clarity. Several windows have been redone/improved, as part of getting them to scale. Improvements include: added sorting of additional columns in some windows, information on assignments to HQs now also showing in the HQ detail Elements tab, changed selection of multiple battle reports in the same hex to a drop down list (hover on top left corner of battle report).
- Added a new scenario that is a modified version of the 1941 Campaign (1941 Campaign – No Early End). The only difference between this and the 1941 campaign is that the no early end

version does not make checks for Sudden Victory or Sudden Loss. There is still the check at the end of 1944 re the Soviet HWM needing to match the Axis HWM (or Allied control of parts of Germany). This scenario will always contain the latest 1941 campaign changes unless otherwise noted in the scenario update notes (the plan is to keep them totally in sync).

- Rule Errata
 - HQs and attached support units in isolated city forts that are forced to retreat are destroyed. Units will be rebuilt per the normal rules, except in this case HQs will also be rebuilt.
 - When Follow Path is set to 'no' for an Air Directive, each mission created by the AD will automatically set a stage base for the mission when it launches and the aircraft will fly directly to the stage base and then directly to the target. The stage base created is heavily weighted toward the bombers in the mission (so not as useful if you have short range escorts you want to fly in the missions). In this case the player selected stage base is ignored.
 - When tracing distance for freight movement from a depot to a unit, the number of MPs will never be more than 4x the number of hexes.
 - The Command Range Modifier is slightly different than as explained in the manual. When determining the modifier, instead of subtracting 5 from the range before determining the modifier, you subtract the following:
 - Corps HQ – 5
 - Army – 10
 - Army Group/Front – 15
 - High command - 20
 - Manpower multipliers for Finland, Italy, and Slovakia are different from that listed in the manual. They are:
 - 1941,42,43,44,45
 - Finland 10,3,3,3,3
 - Italy 3,3,3,3,3
 - Slovakia 1,1,1,1,1
- Rule Clarification for Leader Dismissal Costs:
 - The cost of dismissing a leader is increased by the political rating of the leader being dismissed. If the leader is an Axis Allied leader, the cost is double the political rating of the leader.
 - The cost of dismissing a leader is reduced by the political rating of the leader of the Higher HQ for the leader being dismissed (i.e. OKH political rating is subtracted from the cost of dismissing the leader for Army Group North).
 - The base cost before items a and b, are as follows All High Command 30, Axis Army Group 30, Axis Army 20, Axis Corps 10, Soviet Front 15, Soviet Army 10, Soviet Corps 5.
 - There is a minimum cost of 2.
- Rule change for temporarily motorized units:
 - Soviet units may not be temporarily motorized in 1941.
 - Corps and division sized units have a minimum AP cost of 3 to temp motorize.
 - Temporarily motorized units have to pass an extra admin check when determining their MPs (failure reduces their MPs).
 - Soviet motorized units that are brigade size or smaller have a max MP of 35, and this applies to temporarily motorized units.
- Romanian Surrender - Romanian Surrender event no longer triggered by the loss of Constanta, Sulina, Cogealac, or Medgidia. Since this is a data change, it is only in games started with this or a later version of the game.
- Adjusted formula to spread out assignment of ground support over more air units where possible instead of overusing the same units. However, it is still heavily biased towards using air units flying shorter distances.
- Reduced the combat effectiveness of Light Mortar ground type weapons. Increased the combat effectiveness of Mortar ground type weapons.
- Added the ability to cancel an AOGs withdrawal orders on the AOG detail window. Linked any cancellation of withdrawal orders for an Air Command HQ to the withdrawal orders for its

- associated army level AOG. A cancellation of either, will cancel both.
- Moved Assault Squad category higher on the left side of production screen.
- Changes to logistics:
 - Reduced effectiveness of super depots at reducing rail congestion penalties in 1941-1943, with less effectiveness reduction in 1943 than in 1941/42. Net effect is deliveries to super depots earlier in the war will be lower.
 - Reduced effectiveness of single rail lines when using super depots. Net effect is potential for less shipments to super depots via single rail lines than in the past.
 - Changed the algorithm that selects an NSS as a freight source to make it less likely to pick an NSS that is already heavily utilized.
 - Note: Priority 0 depots have never been more or less likely to be picked as a freight source for a shipment just because it is priority 0. Priority 0 depots simply never receive a freight shipment. If you want to ensure getting rid of the freight at a priority 0 depot, you need to disband the depot.
- Significantly increased the incremental (fractional) experience gain each time a pilot returns from a mission. This will reduce the number of missions flown needed to gain a full experience point.
- Rule change – Units in refit and more than 10 hexes from the nearest enemy unit may now gain morale points even if their morale is over 50 (still must be under NM). The morale gain is now 1-2 points, not 0-2.

Bug Fixes and AI Improvements

- Assigning Construction Units to HQ on a city hex sometimes costs 1 AP (should be free). Fixed.
- Units in City Forts were not able to receive ammo from a depot in their hex during defensive combat. Fixed.
- Unit in City fort that renames appears in two places. Fixed.
- Losses reported for units not in the battle when Leningrad is captured. Fixed.
- Fixed several isolation issues:
 - Units near Leningrad and Sevastopol were sometimes being counted as isolated when they shouldn't. This was causing a loss of morale. Fixed.
 - Hexes/units on Baltic islands incorrectly isolated. Fixed.
 - Soviet units in the Caucasus become isolated when Axis units cut the Caucasus off from the rest of the Soviet Union. The port connections should be enough to prevent isolation. Fixed.
- Upon scenario load/start, factories in cities that have capture dates earlier than the start date of the scenario, are all being set to 100% damage. They should be calculating damage based on time since capture (there is some randomness to this, so values change each time a scenario is started). Fixed.
- CTD when pressing F9 with summary up in ground phase. Fixed.
- Can't move units to Kherson by sea. Fixed.
- Axis Allied flak are supposed to be limited to only their cities. Fixed.
- Some gun/artillery elements firing too close. Fixed.
- CR/HQ filter for Aslt column has typo. Fixed.
- The Logistics Report 'trucks lost in movement this turn' line was always showing 0 so this line was removed from the report.
- Depleted AA support units automatically sent to the reserve were also showing as being in the last city they were in. Fixed.
- MPs to depot in supply detail screen were sometimes incorrect. Fixed.
- Fixed several minor bugs in air group transfer interface.
- Possible MP exploit. Fixed.
- AD creation screen lists max ADs as 10 (should be 32). Fixed.
- When creating an airbase in a non-location hex, hex number is wrong in pop-up. Fixed.
- Changing mode with AD creation visible replaces 1st AD instead of selected AD. Fixed.
- Removed set individual AB supply priority via right click (since AB supply priority is automatically set, there was no reason to have this as it had no effect).
- Editor – Removed AI Line Forming x, y and Formation role from the displays as these are not intended to be editable values.

- Editor - Can't edit aircraft weapon set Last Date. Fixed.
- AI - Ai moves amphibious HQ into city fort. Fixed.
- AI - Amphib moves into swamp hex (from city fort hex). Fixed.
- AI – Soviet AI units warp into Axis hexes inside the Stalingrad pocket. Fixed.
- AI – Soviet AI support units in Theater boxes could be incorrectly attached to on map units (where they could be destroyed) while still showing in the TB. Fixed.
- AI - In Road to Leningrad some Soviet AI airbases ended up under OKL. Fixed.
- AI – The enemy AI moves human player air units to an AI airbase. Fixed.
- AI - Improved Axis defensive AI enemy threat calculations.

Data and Scenario Changes

- Scenario changes in Campaign 41, Road to Leningrad, Destruction of Southwest Front, and Operation Typhoon:
 - adjusted for changes to 76.2mm Infantry Gun, 107mm Mortar, & 120mm Mortar pools
 - 76.2mm field gun reallocations and pools of field guns, infantry gun, and mortars
 - Corrected spelling errors
- 1941 Campaign:
 - Fixed Frozen 8th Italian Army
 - Fixed 3rd Guards Leningrad Militia Division renaming issue
 - 39th Infantry Division no longer renames to 41st Fortress Division
 - 41st Fortress Division is now built from scratch
 - Removed Flieger Fuehrer Ostsee disband
 - Urals Military District and Air Command are now locked in the Far East TB
 - Event visibility fixes for events 40,41,43,95,108,114,129,133,134,136,170,171,172,173,174
 - Romanian Surrender event is no longer triggered by the loss of Constanta, Sulina, Cogealac, or Medgidia.
 - Various small fixes
 - Added Dobrogea Rum. Air Command AOG
 - Added 101st and 102nd Rum. Naval Recon Sqns
 - Made Osinovets a Port Depot
 - Changed events 82 and 88 so Albania and Montenegro do not become playable map regions when the Soviets take control.
- Destruction of Southwestern Front:
 - Odessa Air Command renames to Southern Air Command on Turn 1
 - Event visibility fix for event 133
 - Added Dobrogea Rum. Air Command AOG
 - Added 101st and 102nd Rum. Naval Recon Sqns
- Stalingrad to Berlin:
 - Changed Syasstroy (201,97) to an export port.
 - Event visibility fixes as in Campaign 41.
 - Romanian Surrender event is no longer triggered by the loss of Constanta, Sulina, Cogealac, or Medgidia.
 - Depending on the date of conversion some Infantry Divisions convert to the 44 Volksgrenadier Division while a few convert to the 45 Volksgrenadier Division TO&E. Conversions are now triggered by the turn number rather than depleted status.
 - Changed events 82 and 88 so Albania and Montenegro do not become playable map regions when the Soviets take control.
 - Correction(s) made to renaming of V Corps change to the XI SS Panzer Corps.
 - The 344th Static Div. becomes the 344th VG Div.
 - The 353rd ID becomes the 353rd VG Div.
 - The 22nd Airlanding Div. does not convert to VG Status
 - 1st Hun. Cavalry Brigade was added at Budapest. This is an Axis Elite unit. It is Frozen for 75 Turns. On Turn 76 (April 27, 1944) it becomes the 1st Hun. Hussar Division (The Best Unit in the Royal Hungarian Army).
- Vistula to Berlin changes:

- All VG Divisions now have the 45 Volksgrenadier Division TO&E which became available in November 1944.
 - Upgraded some Fallschirmjager Divisions to the 44 Fallschirmjager Division and a few to the 45 Fallschirmjager Division.
 - Moved KG(J) 6, KG(J) 27, KG(J) 30, and KG(J) 55 from the Map to the WE TB.
 - Albania and Montenegro now start as Soviet controlled off map regions.
 - The 353rd ID becomes the 353rd VG Division
 - The 251st VG Div. becomes the 251st ID
 - The 48th VG Div. becomes the 48th ID
 - The 56th VG Div. becomes the 56th ID
 - The 95th VG Div. becomes the 95th ID
 - The 257th VG Div. added to WE
 - Adjusted some Hungarian ground units. Hungarian ground units now have Experience and Morale near their National Morale of 50
- OB Update
 - 41a, 41b and 42a Tank Brigades - added 4 x Zis-30
 - Removed 14.5mm PTRD Anti-Tank Rifles from the 41b Cavalry Division since they are not in production until Dec 41
 - Added 41c Cavalry Division which starts fielding PTRDs in Dec 1941
 - Upgraded various ground elements in several OBs
 - Added OB 1001 - 42a Ski Brigade - Apr 42
 - Added OB 1016 - 42 Airborne Brigade - Apr 42
 - Fixed OB 0883 and OB 0877 - Now use the 41 Rifle Squad instead of 42 Rifle Squad
 - Fixed OB 0880 - Now uses T-34 M1943
- Leader.dat changes:
 - Ld0215 von Pfeffer-Wildenbruch, Karl changed to Pfeffer-Wildenbruch, Karl
 - Ld0296 Feuerstein, Valentin changed to Feurstein, Valentin
 - Ld0305 von Weikersthal, Walther changed to Fischer von Weikersthal, Walther
 - Various Italian Leader changes regarding promotion date and available date
 - Ld0707 Nemeth, Jozsef changed to Nemeth, Jozsef
 - Ld0712 Ruszkiczay, Imre changed to Ruszkiczay-Ruediger, Imre
 - Ld0718 Vasvary, Jozsef changed to Vasvary, Jozsef
 - Ld1037 Nikitin, Ivan change to Nikitin, Ivan S. // Change "Last Date" to April 1942
 - Ld1062 Pyatykhin, Ivan reduce his rank to 1 and add a promotion Date
- Leader Photo changes/additions:
 - Ld0529 Sogno, Vittorio
 - Ld0537 Cappa, Umberto
 - Ld0539 Armellini, Quirino
 - Ld0541 Basso, Antonio
 - Ld0561 Forgiero, Arnaldo
 - Ld0592 Morigi, Giorgio
 - Ld0718 Vasvary, Jozsef
 - Ld1199 Konkov, Vasily
- Hexart.dat and hex.dat changes – Blocked naval exit from the Black Sea near Istanbul.
- Changes to ac.dat:
 - re-calculated cruise speed and endurance for many aircraft, very limited changes to overall range unless:
 - cruise speed was reduced from max cruise to eco cruise = range gain
 - cruise speed was raised from max range to eco cruise = range lost
 - drop tanks removed:
 - for all German Bf 109/Fw 190 fighter and fighter-bomber, except Bf 109 E-7/F-2
 - Fw 190F, Fw 190G (DT-only sets)
 - non-German Bf 109 (except recons),
 - Soviet P-39
 - Pe-2/-3, Yer-2'44: gun change from 12.7 mm UBS to UB
 - double max load for certain soviet types from 200 to 400kg to remove extra penalty for

- using 2x100kg bombs
 - add 2x100kg bombload option for La-5/-7 types
 - LaGG-3: ends 12/41, upgrades to LaGG-3 '11'
 - LaGG-3 '11': delayed to 1/42, ends 6/42, 3 points better in reliability, +1 maneuver
 - LaGG-3 '29': delayed to 7/42, +1 durability
 - LaGG-3 '66': +2 durability, upgrade changed to La-7
 - SM.79 I-II renamed SM.79 (ITA/WI version), some changes to weapon sets
 - SM.79 III renamed SM.79bis, +1 durability, internal bombloads removed, change 20mm gun back to 12.7mm
- Changes to ground.dat:
 - moved the Rumanian Panzer IVg forward to 12/42 (same as Germans)
 - start of PaK40 production to 6/42 with weekly production of 146.
 - contracted PaK97/38 production period to not start until 4/42 and end 3/43 with weekly production of 72
 - moved 120mm GrW378(r) Mortar start date to 1/42
 - set build limit of Soviet 102mm and 180mm Naval Guns to -1 to fix display issue
 - Changed production rate and period of 107mm mortar.
 - Removed the upgrade of the USV gun to ZiS gun and added update of 1902/30 gun to ZiS gun.
- device.dat – Changed slot 49 from 37mm Cannon T9 to 12.7mm UB MG
- gtype.dat – Unspecified minor changes
- 3 revised aircraft tga icon files, A0166, A0170, A0488

v01.00.12 – 26th May 2021

New Features and Rule Changes

- Rule Errata
 - For a support unit to be committed to battle, the HQ that the support unit is attached to must be within 30 motorized movement points of the attacking unit being supported.
 - (section 27.5.1) – Any surviving Soviet Tank Divisions will convert to Tank Brigades in late January 1942, not March 1942. Surviving Mechanized Divisions will only convert to Rifle Divisions when they go depleted (i.e. they will not automatically convert to Rifle Divisions in March 1942).

Bug Fixes and AI Improvements

- Fatigue not going down much in reserve box units. Fixed.
- Virtsu location gets name wiped out in data during Soviet logistics phase. Fixed.
- Fliegerkorps out of chain of command causes CTD. Fixed.
- Unit goes to depot 4 hexes away when could go to depot 3 hexes away. Fixed.
- Static units reports getting trucks from depot in supply detail. Fixed.
- AI - Soviet AI units are on front line while entrained. Fixed.
- AI - Bad Ai Assist assignment leads to crash to desktop. Fixed.
- AI - AI assist creates German AD support Soviet Front. Fixed.

Data and Scenario Changes

- 1941 Campaign
 - Updated corps artillery regiments in accordance with the updated OB
 - Updated some Soviet Cavalry Divisions to use the proper OB
 - Various unit updates
- Red Army Resurgent - Revised tank strength to include the updated KV-1 ground element changes to the OBs
- 1941 Campaign, Road to Leningrad, DSWF - Updated Soviet Coastal Divisions in Odessa/Leningrad to have the correct 180mm Coastal Gun
- Stalingrad to Berlin and Red God of War - KV-1 changes
- OB Update
 - Updated several Soviet OBs dealing with the new KV-1 ground elements update (877, 883, 894, 912, 2101,2105).
 - OB 548 - 42 Hun. Armored Division. Turan's replaced with Panzer IVf

- OB 2123 - 41d Corps Artillery Regiment - now uses the appropriate version of the 122mm M-30 Howitzer
 - Soviet Coastal Artillery Divisions - replaced 180mm Naval Gun with 180mm Coastal Gun
 - OB 1983 - 44 Army Artillery Brigade - changed to fully motorized
- Ac.dat Update – A Finnish aircraft had invalid first month Bf 110F-2 crew reduced to the correct size of 2.
- Ground and device Update
 - Changed the Hungarian Panzer IVf and the Turan II to CS tanks based on the new TOE and adjusted Hungarian Panzer arrival dates and quantities.
 - Changes to some Romanian gun production (amount and/or dates):
 - 37mm Bofors increased production to 2/week
 - 47mm Breda now ending production in 12/44 instead of theoretical 8/45
 - 100mm howitzer now ending production in 2/44 instead of theoretical 8/45
 - 120mm Resita Morta increased production to 5 mortars per turn
 - Adjustments made to KV-1s:
 - Renamed the KV-1 M1940 to KV-1 M1939;
 - Renamed the KV-1 M1941 to KV-1 M1940 (change armor to same as KV-1 M1939);
 - Added new KV-1 M941 with correct gun (ZiS-5) and armor as original (element #839)
 - Fine-tuned some ground element load costs
- Revised/new photos and icons for KV-1 ground elements 755, 756, 839.
- City /maptext/hexart file updates - Numerous minor map typo corrections as recommended by players. Added a map warning triangle pointing at hex 188,188 for T1 activation of S Front (hexes east and south of 188,188 inclusive trigger S front)- max zoom for text only.
- Factory/Location Update
 - Bala-Ishem (350,192) renamed Nebit-Dag. Gave it 10 oil at the expense of Sabunchu (-10 current, -5 resize) and Krasnovodsk (removal of 2).
 - Baku port increased to size 3. Guriev and Astrakhan to size 2.
 - Krasnodar - Deleted relocation of fuel refinery.

v01.00.11 – 22nd April 2021

New Features and Rule Changes

- Reduced the likelihood that ground elements type SP Artillery and Heavy SP Artillery will become involved in direct fire ground combat.
- CV values on map for mountain units in mountain hexes and ski units in heavy snow now reflect their CV modifiers.

Bug Fixes and AI Improvements

- Creating multiplayer games while the PBEM button was turned on in the main menu causes problems with the MP game. Fixed. This will fix any existing server game when it is downloaded.
- Crash to desktop on loading using 1.00.07, caused by duplicate font loading for some rare system settings. Fixed.
- Crash to desktop at end of logistics, caused by changing the HQ of a unit In Transfer from a TB (should not be able to do this). Fixed.
- Non-replacement panzer battalions are incorrectly automatically merging into Panzer Divisions. Fixed.
- Troops cut off in Leningrad area incorrectly considered in supply during German turn and rout over lake. Fixed.
- No ground support is flying during attacks on city forts. Fixed.
- Many duplicate AOGs are appearing for the German player. Fixed.
- Hotkey for soft factors skips combat prep and fatigue. Fixed.
- AI - AI air assist is creating depots (it should not). Fixed.
- AI - Some Soviet AI frozen units are still moving 1 hex. Fixed.
- AI - Made it less likely that AI units will move illegally to escape from a near pocket.
- AI – Soviet AI moves frozen units (on Romanian border on turn 1 and out of Moscow). Fixed.

- AI - Axis AI is illegally taking control of Soviet hexes far in the Soviet rear in StoB and RAR scenarios. Also, sometimes Axis AI units warp into these hexes. Fixed.
- AI - Soviet AI moves into occupied enemy hex in Velikie Luki scenario and forces Axis unit to warp away. Fixed.
- AI - Germans take Osinovets and Soviet still moves unit onto Lake Ladoga. Fixed.
- AI – Improved Soviet AI attacks in Red God of War.
- AI – Improved AI use of reserve and refit modes.
- AI – Improved Soviet defense of Moscow in 42 and made some improvements in Soviet defense of Leningrad in 41/42.
- AI - Improved the system that replays first player AI scripts on the first turn of the game. The script should now more accurately recreate what the designer set up in the script.

Data and Scenario Changes

- 1941 Campaign
 - Fixed HMGs in German Mountain Divisions
 - Reassigned the four BAKs to the Long Range Air Command
 - Fixed naming issues in a couple of R.A.D. Detachments
 - Marine Flak adjustments
 - Improved German AI first turn script. Thanks to tyronec for the new script.
- Velikie Luki
 - Fixed proper nationality of some anti-tank guns
 - Set Axis and Soviet production to 1%
- Typhoon
 - Kalinin Front's Commander (Eremenko) has been cleared as he already begins the game commanding Bryansk Front. The Player will have to assign a commander.
- Red Army Resurgent
 - Fixed Italian 105mm Skoda Guns showing up in the German equipment pool
- Road to Leningrad
 - Removed KM Baltic Amphibious unit
- Stalingrad to Berlin
 - 559th Panzerjaeger Bn converts to 559th Heavy PzJg Bn on Turn 74 (Marder to Jagdpanther)
 - 357th and 359th Infantry Divisions now have the 44a Infantry Division TO&E
 - 655th Pioneer Bn converts to a Pioneer Bde on Turn 102
 - 655th Panzerjaeger Bn converts from the Nashorn to the Jagdpanther on Turn 95
 - 561st Panzerjager Bn converts from the Marder III to the Hetzer On Turn 116
- Vistula to Berlin
 - 559th Heavy Panzerjaeger Bn moves from the Nashorn to the Jagdpanther and is Unlocked in WE
 - 655th Pioneer Bde replaces the former Bn
 - 655th Panzerjaeger Bn has the Jagdpanther and is Unlocked in WE
 - 561st Panzerjaeger Bn converts from the M III to the Hetzer on Turn 3
- Some corrections to the ground element file for inconsistencies between the various configurations of German and captured Soviet equipment between Germany and her allies. Corrected some discrepancies in Axis and Soviet 120mm mortars.
- Thirteen new WitE2Pedia entries:- 1st Tank Division, 198th Mechanized Division, 115th, 171st, 357th-360th, 395th, 411th, 412th, 416th and 421st Rifle Divisions.
- A few minor graphic corrections to the map.
- OB Update
 - OB 819 - 42 Rum. Pioneer Battalion - cleaned up extraneous entry
 - OB 1073 - 42 Motorcycle Regiment - changed T-40 1941 to the T-60 1941
 - OB 194 - 41 Mountain Division - fixed entry for 7.92mm HMG

v01.00.07 – 06th April 2021

New Features and Rule Changes

- Adjusted scroll speed. Sped up scrolling in zoomed out views, and adjusted scrolling speed with

the arrow keys.

- Undocumented rule - Axis units in heavy snow from December 1941 to March 1942 have their defensive CV modified as follows:

Dec 1941 - /2

Jan 1942 - /1.5

Feb 1942 - /1.33

This is reflected in the CV values shown on the map. In addition, once in combat, there are admin and land combat rating checks made. For each failed check, the defense value is modified an additional time. So, a unit in Jan 1942 in heavy snow can have its CV divided by 1.5 up to 3 times if it fails both checks.

Bug Fixes

- Game does not launch. It was determined that having certain speech recognition software turned on prevented the game from running. Fixed.
- Game crashes when a player assigns a support unit to a level 0 (as yet unbuilt) airbase that is not in a town/city/urban hex. It should not be possible to attempt to assign a support unit to a level 0 airbase, but you can attach a support unit to a city/town/urban hex where an airfield is being constructed. Fixed.
- Soviet AI is moving some fort units that should be immobile (Coastal Artillery Divisions and Fortified Regions). Fixed.
- CR HQ tab "frozen" column rollover text is incorrect. Fixed.
- Disbanding and creating depots from the city detail window in some cases could cause a crash to desktop. Fixed.
- Game crashed on turn 53 in AI phase. Fixed - several causes for possible AI crashes were found and fixed.
- CR HQ Tab - Map filter does not filter out HQs in TBs. Fixed.
- Unable to select PIL (pilot) column on Air / AOG CR tab. Fixed.
- Can't attach flak/construction units to cities (but AP is charged). (this was only an issue in the beta updates) Fixed.
- OB screen number of ready guns is wrong (always equal to total guns). Fixed.
- Black tiles appear in some coastal hexes when game is saved with weather setting different from show air/ground. Fixed.
- OKL leader listed with German a/c on Soviet side of combat results window. Fixed.

v01.00.00 – 25th March 2021

- Initial Release