

帝国 (Empire) 2.0

This is a (heavily) modified version based on the excellent RA scenario 8.0 designed principally by John III. The main body of work is accredited to him, and I have made large modifications and additions to suit this work's objective.

With big thanks to Dean Williamson, Jaco Van Deurzen and Andreas Garhoefer for the extensive play testing. Evoken for a lot of technical help...

Its best to have a separate installation of AE, its artwork and extended maps. The rules here take priority over the text documents if there is a conflict.

Original base mod <https://sites.google.com/site/reluctantadmiral/home/ra-4-0>

Back up your art folder – there is a lot of new additional art.

Unzip the relevant files in your SCEN folder, it's number 42 and 43, and install the ship and plane art. There are additional art files since the original game. Put the dll etc 3 files in the main folder if you need them... That's it, and you're ready to go!

This mod is not intended to be played against the AI. The AI has no script written for this mod.

Historical context

We are in a world of lower economic naval progression. Slower industrial development and very weak Washington/ London Treaties... Navies are still focused on surface actions as the slow build-up goes on through the 1930s. But many ships are obsolete as war looms.

In mid-October 1941, British spies in Tokyo report that Japan, bolstered by the thought of Moscow's imminent fall and general collapse in Russian morale, is about to seize assets of the British Empire. Also, they have found that Germany is showing its advanced technology with Japan on the basis that Japan first acts against British and Dutch interests.

London learns the first strike on the Malaysian peninsula is imminent. The attack is expected to take the form of amphibious landings and a land campaign toward Singapore and the DEI and later towards India. Britain prepares to take on Japan to protect its interests in the region.

At this stage, little thought is given to the growing area of naval aviation, and the expected short-lived conflict is likely to be decided ultimately by surface-to-surface combatants. Britain deploys two of its newest battleships and a modernised battlecruiser to defend the peninsula along with supporting assets. Despite asking America for assistance, America decides on a vigorous policy of neutrality, especially as Germany is passively now supporting the development of the Japanese war machine. America, whose Air Force is still modernising, is not wishing to enter into an immediate conflict with Japan even by accident but has based forces in Australia. Therefore withdrew its principal forces to Manila and Pearl Harbour; they even sell one old CVE to Australia in October. In late November, however, America sends some further reinforcement to the Philippines. Some of these units are still in transit as the war opens. While hoping for a conflict to be avoided for a couple of years, America orders the rapid advancement of the proposed expansion of the Carrier fleet.

Although Japan has preparations to modernise towards the more air-focused fleet, significant efforts are being made to increase the surface combatants with a keen interest in the hybrid-style scout ship of several classes. As the war starts, Japan will have to radically modify its plans accordingly, which will provide a very interesting challenge. The game assumes that the second two Yamato class are already under partial conversion to fleet carriers as the Yamato II class are accelerated to take their place in the battle line. These are the last two semi hybrid battleships Japan will ever build and are already under construction in December 1941.

The Allies fail, though, to break the code that plans for an attack on both targets.

Japan is not ready for war (cancelling in November the scrapping of several elderly ships needed as escorts), but the opportunity to carve up the British Empire leads the Empire of Japan to war. They still have many obsolete planes, and the new, more modern types are only just starting to be hurriedly produced. They still place their faith in surface units to support the campaign against Malaya and the British Empire but at the same time risk their most modern aircraft and best pilots towards the risky strike against America at Pearl Harbour inspired by the recent British attack at Taranto. Both episodes are to open simultaneously, bought forward by the daring British move to trigger Vichy French forces in China to change sides at the end of November 41. Two Vichy French submarines at sea escape and defect to Japan.

Japan feels supremely confident that with the collapse of the British Empire and the Dutch East Indies, America is likely to sue for peace after its wounding and destruction of allies. Japan will become the Empire of the Pacific.

The stage is set.

Game set up

Both sides in this game start with both sides in this game start with fairly unprepared plans for war. The acceleration towards war was accelerated by the success of the axis in Russia combined with the potential collapse of the British Empire. Both sides will have to cope with quite a large amount of obsolete equipment at the start, but this game also declares that technology will advance at a very rapid pace (for both sides) after the war commences. It further assumes that Germany does not declare war on America in early 1942 and that, therefore, America commits more resources to the conflict in the Pacific.

The games start especially since a preference in my design is towards the two-day game system. But that is down to players to decide.

Special turn one rules and house rules (house rules are optional – if you do not want them, then play without!).

The first turn rules in this game are quite different from other mods and the stock scenarios.

No allied player may move or create any task force on the map on turn one (including in a two-day turn option). Japan may, however, create Amph and Transport TF on turn 1. Players, however, may alter the threat tolerance and the routing to coastal. This is to simulate the confusion between political and military masters in the early hours of the conflict. It will also allow for a fairly historical

start in terms of capabilities of what can be done. It will allow for a single large strike on Pearl Harbour and Manila.

Japan may alter the orders of any aircraft units on turn one, and you need to. This includes the Pearl Harbour attack and the possibility to use Army and Naval air units against Manila port.

British and Commonwealth air units may alter their orders to anything the player wishes. This is simulating the more prepared nature of Britain for the up-and-coming conflict.

American and American Allied air units, including the Chinese, may alter their orders, but whatever they do it must be matched by the same volume of training. So, for instance, CAP at 40% requires training at 40%. The naval attack is allowed but 40% must be training. This simulates the unpreparedness and neutrality of US forces.

Optional house rules with 2 day turns will also slow the pace.

Political points for crossing national borders should be paid—exception between Thailand and Burma and Malaya. Allied units from India may enter Thailand, Burma and Malaya without penalty. Japanese units in Thailand and Burma may do likewise to enter India. Thai units may only enter Burma, Cambodia and Malaya.

Because of the terrain in the DEI, Malaya, Burma, China, et cetera being fairly inhospitable, combined with the weather throughout most of the year, the following house rule is suggested. No more than **one** deliberate attack (**two if playing two day turns**) in a **Combination Mountain, jungle combinations** or **jungle rough, Forest Rough hex** per turn in 1941 and 42. **Two** attacks per turn thereafter 1943 + (4 in two-day turns). **No pursuit is allowed at any time in the same**. Island attacks (no larger than one hex) are excluded from this rule. Shock attacks across rivers also excluded.

Sweeps should be conducted at the **second-highest** manoeuvre value.

Some Aircraft are clearly designated in their name xxxxxx (CV). These aircraft may only be stationed on CVL+ CV+ and CVB as defined. Submarines may only operate the type of aircraft they into the game with the exception Japanese may upgrade to Glen.

Japanese ships may not carry reserve FP replacements as this is considered in the revised advantageous loading.

All 4E bombers may only attack at 10,000 feet plus- Patrols excluded

The Japanese not accelerate aircraft. Realistic research and development should be on in this scenario. You may accelerate and research engines

The Midway class carriers may not pass the Panama canal (they were too wide)

Monsun Gruppe Naval and air units – Before 1/1/44 - Should really only operate in the Indian Ocean and Southern Ocean areas around Australia. they have two naval HQs which are fixed arriving during the game; you should only use those until they are unviable. They also have one Refuelling base, "Milk Cow" this is for only U Boats and should not be used by Japan or attacked by the allies.

V1.7i GM German base units may not be rebuilt. German units may station anywhere from 1/44.

V 1.7i Thai units air and ground rebuilt in Japan may move anywhere their restriction allows.

INA (Indian National Army) units may not board ships – they are intended to fight British Rule and inflame rebellion in India.

The fall of Tokyo to land forces before July 1945 triggers an immediate Allied Decisive victory. If the **game move the past end of sept 45 the best-allied result is a draw.**

German and Thai air units may only transfer in replacement level pilots. They may not transfer out any pilots. This house rule is to stop teaching it's being used to train large numbers of Japanese pilots.

Settings

The game is built around the idea of **two-day turns**. Especially the first turn has been set up with two days in mind. It is recommended that two-day turns are used for several reasons. One is you will get through the game quicker, second, they will not be the infinite micromanagement that commanders simply could not have had, and also it will slow operational activity/attacks.

Realistic research and development should be **on (Critical)**

PDU **on - But Thailand air units** should only operate Thai planes built by Japan

Highly variable reinforcements - should be **on for more uncertainty or playoff if you choose.**

Withdrawals - should be **off.**

Reliable allied torpedoes - should be **off.**

This mod is not intended to be played against the AI. The AI has no script written for this mod.

Designers tips for both sides

Japan

Japan has some problems at the start. The naval fleet air arm is capable of dealing a large blow at Pearl Harbour but the other carriers need their Kate air groups updating. There will be an immediate shortage of modern aircraft and pilots after hostilities start, so use them with care. And it need not be said you will probably not see pilots again like those of the KB on Dec 7th. Some arriving aircraft carrier groups are not carrier trained and others are completely missing by design. This is to show some of the disorganisation present in this arm of the Japanese military.

You have complete freedom to build the Navy you pretty much choose. You also have assets in the Indian Ocean use them well.

In this vision, Japan sees the viability of developing much further the idea of the long-range scout cruiser. These cruisers are primarily there to locate the enemy. Japanese doctrine determined that carrier aircraft were only for strikes themselves. The Tone class cruisers may carry seven aircraft in this mod and have the first available radar. The Mogami class cruisers may begin an upgrade to become CAV in early 1942 and can carry 12 floatplanes.

There are many other new difficult choices to be explored in the naval production system. There are a number of additional surface units added to the game, mainly of the more modern nature arriving as the game progresses but starting assets are getting obsolete. Importantly Japan must decide

whether or not to invest in building the "stand-in" CV Junyo class CV. These will be obsolete by the end of 1943, or perhaps Japan will wait for the more modern CV to arrive with the ensuing gap. There are also a few interesting convoy escort CVE. The 400 series submarines make a bigger and earlier appearance in this game and have been given the dual capability of carrying mines and some cargo capacity, which could prove very useful.

The CL Yahagi class and the CLAA Agano. Both excellent additions to any TF. There are also options to build lower grade CV quicker... or wait until you can bring newer modern types. It's a balancing act.

There are also a number of obsolete ships to be found uses. The two elderly CVE in Tokyo at the start represent ships that were about to be scrapped, as is the target ship and aged CL saved from scrapping at the last moment by the opening of the war.

There is a good opportunity to strike against Manila at the same time as Pearl Harbour with your land-based air. Manila holds the bulk of the American submarine force, but at the same time the airfields in the Philippines and indeed Pearl Harbour have a lot of aircraft, the most modern of which will be in very short supply immediately after the destruction will save you some trouble later. It's a difficult balance.

Many of the land-based air units, especially the fighters, need upgrading. You also have to build a few bombers and more modern fighter aircraft for Thailand.

The very best Japanese home defence fighters arrive earlier than their engines. These jet engines need to be accelerated if you plan to get these fighters in on time.

There are two surface task forces outside Pearl Harbour which you will have to be careful of, the KB is a bit light in escorts. On the second turn, if they have not been attacked, which seems unlikely, the Allies may try and risk a pursuit. Taskforce Z (substantially reinforced) presents a large threat, especially if the Allied player can maintain air superiority over it.

Many of the Japanese land units have improved morale at the start to simulate a kind of drunken victory fever. There are additional large anti-aircraft units raised as the Allied for engine bomber menace becomes apparent.

The second version of the Val has been slightly upgraded or range to bring it into line on range with the first version making the plane viable.

The heavy two-engine fighters may prove to be a reasonable defence against the four-engine bomber menace. Their larger cannons 37mm and upward, have been slightly upgraded on accuracy as have the Allies but this is more important to the Japanese. Production of the two engine fighters with slightly improved canon accuracy should now be viable.

The first jet fighter can make its appearance in the Summer/ Autumn of 1944. These are the very best Japanese home defence fighters who arrive earlier than their engines. These jet engines need to be accelerated if you plan to get these fighters in on time.

Many other airframes have also been advanced. Aircraft heavy cannons 37MM and upwards for both sides have been upgraded slightly in line with the improvements to the Japanese. The heavy bomber may now be slightly more vulnerable to Japanese heavy fighters.

Russian morale and experience has been substantially reduced, there is the possibility to take on Soviet Russia, but there are little preparations.

Until probably mid-1943 the Empire may have no bounds. But you must prepare for the swift onslaught.

Allies

The Allies biggest problem is facing the fact that three of the American aircraft carriers are in Pearl Harbour at the start (scn 43) . The Air Force also has generally obsolete aircraft. Allied forces are generally fairly scattered and lack significant destroyer support.

TF Z though, provides a unique opportunity for some (risky) first blood provided air cover can be maintained over it against the expected airstrikes.

The Allies have more airframes in terms of production than the stock version of RA and more advancement of airframe types to look forward to.

Most of the Essex fleet carriers are accelerated and in 1944/5, the four Midway class carriers arrive, as well as a significant enhancement to supporting ships.

Patrol aircraft will be in short supply until mid-war period. At the opening of the conflict many of the patrol aircraft are obsolete.

Russian morale and experience has been very substantially reduced. There is the potential for Japan to strike against Russia, Russia should prepare for this possibility. Your supporting allies in the Dutch and the French are a little stronger than historical.

All in all you have to make do and mend until probably to mid-1943. Do not make any mistakes with your precious carrier reserves and more modern ships. You will need all of them later.

I hope you enjoy this scenario it took much more time than I expected, but it's something I always wanted to do. I have tried to make it as interesting for both sides as possible and hope that players for say a \$500 stake would play either side! Any tips or advice are welcome.

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Thank you to everyone, and especially whose patch "modded" artwork has been used here, that have contributed over the years to continue to keep this going.

Happy gaming and best wishes, July 2021.

Michael Smith

Game design and tests August – December 2020 - March 2021, the year of the great Covid lockdown and time to do work like this. And it took much longer than I expected- not planning to do another.

Credits

A modified scenario based on Reluctant Admiral 8.0, my version 2.0 - not for commercial sale or gain. A big thanks to Dean for the long term commitment! Thanks for significant contributions from long-standing opponents for playtesting the original RA and empire from 1.1, Andreas Garhoefer and Jaco Van Deurzen. Then Kirk 23 for KM Raider art and Large Slow Target for some refinement ideas on several concepts. **Evoken and Dean (very especially)** for many tips and help, especially with aircraft load-outs! Thanks to Skyland for the information borrowed on the Thai army. Thanks for the Art and Data **to** Hrafnagud for several allied ships...And the wider WITP AE Community. If I owe you any credits, please let me know. Original RA Scenario Designers, who built a good solid foundation - Stanislav Bartoshevitch (FatR), Michael Benoit (NY59Giants), John R. Cochran, III (John 3rd), Juan Gomez (JuanG), Ben Kloosterman (BK), John (JWE), EJ (SuluSea) and John Young (Red Lancer). If you are missing from the credits, let me know, and I will add you in.



UPDATES AND PLAY BALANCE v1.6 = SCN 42/43

- Moved several of the S boats and other SS with reliable torpedoes back to Pearl Harbour and added a couple of earlier arrivals. This is in case a Japanese player wants to engage a game of hanging around Pearl Harbour. Especially tempting on a one-day turn system. Will encourage the KB to leave the area generally.
- SCN 42 – No carriers at PH , 4 US Carriers are instead steaming toward PH on Dec 7th. 2 CV per TF by design.
- SCN 43 – 3 Carriers at PH – total surprise.
- Corrected several ship air groups and added some that were missing. Made most early FP a little higher maintenance and some other aircraft.
- Slightly improved the morale of American fighters at Pearl Harbour, moved out some of the BB. Slightly decreased the number of damaged aircraft, slightly improve the experience of some units. Again this is mainly aimed at reducing the chances of the second Japanese strike. Slightly amended aircraft arrival dates here and there for both sides.
- Moved the Fighter groups and some others from disbanded CV at PH to the base itself.
- Corrected and enhanced the B36 strategic bomber in light of new research.
- Advanced the build opportunity for the following key ships; Shinano, Kii, Oyama Iwao, and Kodama Gentaro - to make it a little bit more tempting to try and build them. Amended one or two other potential arrivals to better reflect the ideology of the scn. Added two more Obsolete class BBs.
- Rationalised outfitting and stats for a number of the hypothetical Japanese ships. Improved the AMC a little to make them more viable. Added a little armour to the tower of the Myoko class CA, revised armour on some other ships as well.
- **Dutch and Australian** -Slightly improved Dutch and Australian land, sea, and air forces.
- Added a little bit more supply and some fuel to outlying allied bases, improved one or two bases, improved one or two forts. Reduced a few bases to reflect the mod and slow the pace.
- **India National Army** Slightly increased the size of the Indian national army (INA) in Japan's support, slightly improved its arrival.
- Slightly improved shipyards in Hong Kong and Singapore principally to make Japan fight to hold them.
- Improved the arrival of the Japanese Amph Brigades to make them a bit more viable and some chance of Japanese Amph ops in mid 42 to mid 43.Improved the quality a little of Japanese Assault Divs and minor changes to a few others.
- Made a slight adjustment to the organisation of the Pearl harbour attack TFs to better reflect the set up of the scn. Now KB 1+2 more balanced and slightly smaller (vulnerable) for secrecy.
- Clarification - On 2 day turns, allow two attacks in 1942 in jungle and jungle rough hexes - this excludes single hex Islands, remember. Movement across major rivers triggering shock attacks in jungle hexes are allowed.
- No pursuit rule extended to Mountain hexes as well - pursuits are therefore excluded from Jungle, Jungle Rough, and Mountains.
- Added some more damaged industry in Japan for them to build up if they are inclined.
- Slightly improved the quality and morale of the starting air groups on Japanese aircraft on elite carrier groups KB1 and 2 /Cruiser Air Groups.

- Added and amended a few more build options for Japan, including a hypothetical reaction to the Fletchers in an Akizuki II class DD (featuring light armour, heavier/ slower/ slightly shorter range but with better 10cm turrets in mid-1944). Added the Niitaka class CA as a build possibility/ distraction (credits to John 3rd design). Added an option to build a couple of large SST based on I400. These are the SST 500 series.
- **French** Rationalised the French forces and expanded a little. Slightly modified some French arrivals and set up. Reduced the night and day experience of French submarines a little and increased their TT dud rate to 20% - research shows these SS were not very useful. Added missing A/C to Surcouf (carry over from original RA8.0).
- Added Constellation BC to PH at the start. We assumed Lex and Sara were converted after C was built. The same applies to the Tosa/ Amagi; it makes more cohesion. Added Titanic class xAP, M Class SS. Hood BC. Thanks for the Art and Data to Hrafnagud.
- Slightly improved most starting Japanese Surface combat ships Night Exp. Again to reflect the intensive "night doctrine training," these elite crews would have pre-war. Arriving ships have far less.
- **China** – Chinese a bit stronger, some more forts, more supply, better garrison requirements in allied favour, amended air arrivals and replacements. Added Partisans in China and Manchukuo.
- Revisited ship stats, especially BC, where deck armour seemed a bit high esp for allied ships.
- **Thailand** - Reworking, turning them into a minor ally of Japan. Added naval units air units and revised the land units. Thailand enters the war on Japan's side on Jan 1st 1942. Thai units may only cross one border, naval units may only use Thai ports, air units may not leave Thailand. Japan must build aircraft for them. Thai aircraft may only be used in Thai units.
- **Kriegsmarine**- Added the famous **Monson Gruppe** assets to some extent plus 2 Nav-BF/HQs, which appears in 42/ 43 at their historical sites. Added a few what-ifs as well ... Japan wanted to buy the FW200 Well they get some. All units of MG should only operate in the Indian and Southern Ocean area from their base HQs (until they are destroyed).
- Added in the weapons load-out system (With supreme thanks to Evoken), principally, this is to make the war against the submarine a little bit more interesting... for both sides. Patrol aircraft and ASW aircraft will have more specific functions now. There are some ASM for both sides.
- Removed fighter bombers as an aircraft type to allow players more flexibility in changing aircraft types. PDU must be on.
- Some Japanese aircraft groups are missing from arriving carriers and some are not carrier trained. This is by design and represents the disorganisation within this arm of the Japanese military.
- **Scn 42** is the same but only has NO US CV in PH at the start. Two old BB are moved back into PH.
- **V1.4 fixed Engines issue from 1.3, one or two other balance changes**
- **V1.5 Important fixes**
- Refugees accidentally designated as Engineers – Fixed
- Removed R+D from 2 tiny aircraft factories - Fixed
- Delayed arrival date slightly of the two Dutch BC in Scn 42, now arrive Mombasa, play balance
- Delayed arrival date slightly of two USN CV in Scn 42, play balance

All coastal and River barges on both sides now designated as AKL
 Added a small troop capacity to some more Japanese AKL

Small changes to Japanese transport aircraft stats

One minor arrival date change for a couple of Japanese aircraft

Slightly reduced Chinese aircraft starting pools and production

- **V 1.6**
- Removed duplicate bases in DEI. – REQUIRES RESTART
- Removed the 5 starting (Prototype) planes from the pool from E15K2 Norm reduced other prototypes slightly.
- Adjusted a very slightly a couple of build rates for early allied and Japanese bombers and pools
- Adjusted some Japanese plane stats slightly for more cohesion and TR planeloads and SR.
- Reviewed some older Japanese BB ranges/ fuel in light of new thoughts on modernisation.
- Slightly put back Japanese CVL arriving 42 by c 1 month, scn 42 and 2/3 months scn 43.
- Slightly reduced Japanese Garrison requirements in China and added a few more security units.
- Slightly reduced exp on starting air Groups CV Shokaku, Zuikaku and CVL Ryujo
- Slightly reduced PP for both sides.
- Amended the optional one attack rule, per day turn to all Forest and all combination Mountain and Combination Rough hexes (optional).
- **V1.6a**
- Fixed Grace Loadouts
- **V1.6b**
- Removed small R+D Oscar 1c FTY left in error.
- **V1.6c**
- Moved duplicate base from Ternate to a new slot to be a proper base force
- Corrected Australian Spitfire MKII range stats to be in line with RAF Version
- **V1.7 – (after extensive PBEM play testing mid-1942 + test playing of late war stuff)**
- Small revisions and Tweaks to many aircraft. Tweaks to arrival dates.
- Fixed late war Ohka ASM aircraft and fixed missing durability For Ohka carrying Frances.
- M. Gruppe base forces are now immobile/fixed.
- Reduced the size of some starting Japanese Arms/AC. Factories to make the economy tighter.
- Added some Garrison requirements for Japan in Thailand (Rebels).
- Fixed two Thai HQ on arrival, slightly tweaked Thai XX arrival dates and replacement sqds.
- Removed as an oversight – Duplicate allied base from Boela.
- Removed extra production Shipyards in Singapore.
- Slightly improved V.late war Redwood/Ookami DD classes + SS – ASM ammo.
- Added new V.late war Japanese SS/ASM as a final development.
- Slightly reduced the Axis ASM weapons penetration and effect (generally now these Guided missiles cannot penetrate BB belt armour).
- Added a slightly improved version of the Pete FP for mid 42 as a prelude to the Norm – with a new upgrade path.
- Added Japanese Variant very late war TA 152 consistent with mod / 4E allied bomber development. Allowed an interesting upgrade path.
- Reduced starting pools on most modern Japanese and Thai aircraft.
- Slightly reduced Japanese Garrison requirements in PI.
- Reduced downward Japan starting Oil , Tweaked upward supply.
- Increased oil in DEI storage.
- Gave Japan a slightly improved standard Infantry Squad from 4301.
- Slightly improved ASW loadouts on some allied Patrol AC.

- Tweaked a few upgrade dates for ships and some AA revised to be more consistent with the mod and give players a bit more control.
- Tweaked CA Mogami conversion to be more consistent with the mod (more fuel/ range).
- Fixed Akagi 12/41 AA.
- Tweaked Kongo Class BC upgrade path to be more consistent with mod.
- Revised Amagi class belt armour to 290 to make some extra allowance for TT bulkhead
- Corrected Tosa class BB secondary armament to 10x1 from 8x1.
- Fixed starting 41/12 class of CVE Taiyo to correct Taiyo 41/12 class not later.
- Tweaked large late war improved allied Naval guns- 15" and 16" upwards a touch.
- Tweaked early allied AC pools and production to be a bit tighter.
- Tweaked B36 production and number in arrival units mid-1945, fixed issue with Tarzon Guided bomb.
- Gave Titanic and Olympic Engine refits from Mid 42 - for better range, also refurbished load capacity.
- Reduced Some more bases AF (mainly) build capacity (both sides) – For play balance and mod theme/ pace of lower pre-war development.
- Reduced accuracy on allied bombers' guns (turrets/ waist) in line with other mods and play experience. The gun is denoted by a "b". No change to fixed forward guns aimed by the pilot. Japanese are already pretty poor.
- Reduced starting Exp of some (mainly Infantry Division) Japanese units.
- Added one small SBS and one small SAS unit for the British – Arrive early 1943.
- Reduced disabled squads on some starting Indian and British units.
- Reduced disabled % in many starting allied CD units.
- Slightly improved some allied fort start levels in Burma (jungle + bases) to represent the difficulty of the terrain.
- Revised CV Ranger TT ordinance implementation to 6/42. New research.
- Rationalised Japanese old CL – CLAA Upgrades.
- **V1.7a**
- Several minor AC fixes
- **V1.7b**
- Reinstated optional Fuso/ Ise BB / BBCV optional conversions/ art .
- Reinstated optional Mogami CA upgrade path/ art.
- Added final Allied C Class CL/ CLAA upgrade.
- Several AC enhancements.
- Added A6M3 Version of the Rufe.
- Added short production run of B24 XB41 Gun Ship
- Further tweaked Japanese CL/CLAA updates/ art.
- Revised Japanese air group size and upgrade sizes mainly downwards.
- Tweaked some Japanese transport cargo ships loads back up.
- Improved resource production slightly for Japan, increased starting Home Islands stockpiled resource volume
- Added two more Oakland Class CLAA late 43.
- Gave Japanese AKL to AMc a small ASW capability
- A couple of device changes to make loading practical/easier
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- **V1.7c**
- Revisit of modern French BB/BC data, art.
- Revisit general CA/CL data.

- Changed French Le Fier class DD and Japanese Minekaze, Wakatake, and Momi from DD to TB. Tweaked data.
- Added Mogador class Large DD. X 2 – New art.
- Added Courbet Dreadnought class x 2 – New art.
- Added some more upgrades for French ships, mainly better ASW.
- Improved French OOB slightly, assuming more ships handed over to the allies and not destroyed/ scuttled (Mid 42 onwards arrivals), 6 X DD, 3 X TB, 1 X CM, 1 X CA, 1 X AO, 1 X AKE, 1 X ARD, 2 X PG, 2 X SS and 2 V Old BB).
- Changed French Bourganville “Colonial Patrol” to PG, has some small ML capacity. Added two more.
- Tweaks to Japanese Junyo and Shokaku class late war AA, also Junyo starting AA, more in line with mod.
- Amended and improved Emergency Convoys equipment to better fit the mod.
- All allied Submarines now require min RS 1 for upgrades (there are already more of these small yards on map). Japanese already had this restriction.
- Japanese Subs have upgrade dates better suited to the spirit of the mod and Kaiten availability dates/ tactical deployment. Tweaked cargo capacity slightly up on SST.
- General minor amendments on small J.Navy ships.
- A few minor device changes, mainly very old gun ranges/ Kaiten
- **V1.7d**
- Japanese DD/TB/APD review to be more consistent with mod.
- Japanese B65- Kai review to be a bit more effective and consistent with mod.
- A few further, mainly minor ship corrections.
- A couple of plane tweaks on new information.
- All Commonwealth C and D Class obsolete CL now convert to useful CLAA late 43 onwards. Tweaked other allied CL/CLAA to be more consistent with mod.
- Added Optional Yamato / Hybrid conversion from 9/43, including conversion to the 51 cm main gun 2x3. The art existed so I thought it would be nice to add it as it does fit the ideas of the mod and Japan has quite a lot more and better FP options mid-war onwards.
- Hellcat now (cvl) min operational requirement.
- Minor Japanese ship potential build dates changes
- **V1.7e – mainly play balance for scn 42**
- Improved starting supply for Japan, c +200,000.
- Other tweaks to the Japanese starting industry. Minor adjustments to allied supply scn 42.
- Tweaks to ship build/ arrival dates, mainly scn 42.
- Added 4 more late-war Japanese DD to try and build. Added 4 more obsolete DD 12/41
- Improved some Mid war Japanese plane availability dates c 1-2 months.
- Tweaked finish dates and production on a few allied AC downward.
- Corrected CVL Hiyo build date – accidentally introduced error in scn 42.
- Added a few more Japanese Security Police and Chinese collaboration Police units.
- Corrected stats to match for duplicate Japanese aircraft large cannon devices 37mm +.
- Aircraft tweaks.
- Base Tweaks.
- Split Spitfire IIa and IIaLR into two distinct aircraft.
- Added ability for Japan to build a few ACM.
- Added 3 more Japanese Naval Transport AC Groups. Appearing late 42/43.

- Added an Oscar IIIb (5/43) – early attempts to upgrade fighters toward the bomber menace.
- Added Thai Import Oscar IIIa as a final Thai fighter aircraft. Mid 43.
- **V1.7f – With thanks to Dean for the thoughtful input.**
- Corrected starting location of AO Tsurumi to Tokyo after bug reported.
- Increased F4F and F6F production slightly. Tweaked F4U series production.
- Changed a number of allied aircraft to Commonwealth Nationality.
- Reduced most other allied aircraft production levels pre-July 1942 and some after.
- Aircraft Tweaks on both sides.
- Added some more Chinese pilots and increased availability but decreased experience.
- Added a handful more Dutch Pilots.
- Minor Delays to some early 42 Allied Division arrivals.
- Minor tweaks to starting supply and industry.
- **V1.7g – almost everything play balance.**
- Radar and AA ammo omitted on one German ship - fixed.
- Japanese late war SS upgrades – tweaked.
- Reduced casement guns on (mainly Japanese) BB/BC for late war upgrades to reflect added weight of more AA than historical. Same with some TT reloads on CL/CA.
- Added 5 or 10mm armour to all protected/shielded TT devices on Japanese modern DD/CA ships.
- Slightly improved the “ Modern” Aso Class Japanese CVL.
- Amendments to some mid war arriving CV air groups to better match arrival dates - mainly scn 42.
- Tweaked and corrected a few ships armour.
- Rationalised CVE Weapons ordinance to be more cohesive.
- Aircraft tweaks. Including general raising of Transport types durability a little to reduce ops losses but increased the SR to 2 on all but the most simple, smaller/modern types. Some more Allied aircraft to Commonwealth Status.
- Added option to get the Ki 61 Tony / D4Y1 Judy into play 2/3 months earlier but have to R+D the engine Kawasaki Ha 60 harder - which has been put back 2 months.
- Rationalised/ tweaked a few other upgrade paths for Japan.
- Slightly reduced Japan’s starting HI factories and starting Engine R+D.
- Delayed the Japanese three most advanced Engines (Rocket, Jet and Piston) by c 2 to 3 months in scn 42 and 3 to 4 months in Scn 43. These are all under potential R+D at the start.
- Reduced slightly some allied starting TOE and some arrivals more so in scn 42.
- Slightly reduced Japanese Garrison requirements (PI/ China) – Scn 42 mainly.
- Corrections to Bomb/TT and some other devices back to stock original. Legacy from earlier mod.
- Added a slightly improved 24 inch LL only for heavy modern Japanese DD types upgrades early 44 onwards.
- Added another round of Akizuki DDAA late war option to try and build.
- Added Hiryu (Unryu) late war “economy” CV build option. Very light armour but cheap to build – no air groups as standard.
- **V1.7h**
 - **Fixed** Thai squad upgrade issue causes game to sometimes hang when clicking on Thai Inf units from Jan 43.
 - Fixed two Japanese air group starting TOE for “Special Groups” -

arriving Dec 42.

- Added the chance to get the B6N1 Jill into play (with SR 3) 10/11 1942 if the Engine is pushed in research.
- Aircraft tweaks.
- Ship Tweaks.
- Reworking of A6M4/ J Zero to be a truly early experimental designs, with flaws.
- Mogador DD class – Gun/TT issue – fixed.
- Updated Olympic and Titanic xAP stats after personal visit to H+W Shipyard, Belfast.
- Added two new L2D2 Tabbies that can be built – Freighter “wide door” variant for both J Army and Navy end 42/43.
- Added final version (1 SR) of the N1K1 George for 5/45
- B25 J1 and J11 starting mid 44 - now have no end dates.
- Slightly raised durability of most CVE classes.
- Revised SNLF Assault Divisions TOE to make them more useful for the intended role, revised and standardised Guards TOE.
- Amended Japanese ADU (Atoll Defence Units) to better reflect guns used removed from ships on upgrades and less big guns.
- Other TOE tweaks to better fit the mod and add a bit more depth.
- Slightly raised Tokyo starting LI
- Reduced slightly some isolated Island/ base AF start levels
- **V1.7i – with sincere thanks to Dean for allied side inputs...**
- Added final “Wide door” Cargo version of the Emily. 8/44.
- Japanese, German, and Italian SS/SST tweaks for better mod cohesion.
- Added 8 more Obsolete Interwar Japanese DD/TB in mothball status in December 41. The allies already had a lot added. *Play balance.*
- A few TOE tweaks, mainly adding MG AA and some more support here and there.
- Minor ship tweaks on upgrade dates and arrival dates – *play balance.*
- Ship and aircraft tweaks- for more cohesion.
- House Rule additions (House rules are optional) –
- A. Thai units rebuilt in Japan may move anywhere their restriction allows.
- B. Monsun Gruppe German base units x 2 may not be rebuilt. German air units/ Subs may station anywhere from 1/44. Surface units may already station at will.
- C. Japanese ships may not carry reserve FP replacements as this is considered in the revised advantageous loading.
- **V2.0 – with sincere thanks to Dean Williamson**
- **Amendments to Play the mod under the new Beta patch and new map V.1127 9-11-22. Still plays under 1126b for games in progress.**
- **V.1127**
- **New Convoys added for allies, Suez gets more convoys that come in after middle east opens 43/08, they come with supplies and equipment.**

- Cristobal gets convoys starting from 43/06 to 45/08.
- Soviets get some re supply convoys 2 in 44 and 2 in 45 that give planes supplies fuel and some ground equipment.
- USA get a convoy 42/07 USA get some AA from convoys and in 45/06 they get equipment for land troops.
- New bases in Australia, Japan, New islands, New off map bases.
- **SCN 43 the same as 42** but Allied early war CV slightly advanced, Japanese slightly delayed. CV Saratoga, BB California and Tennessee start at PH.
- Fixed potential bug with Nakajima Ha 45 Engine trying to upgrade to a slot that holds nothing.
- Fixed bug with B29C – B39 upgrade
- Aircraft/ ship tweaks.
- Reduced allied aircraft factories.
- Added Light Bomber tab to applicable A/C.
- Added several obsolete French A/C types, *chrome really*.
- Added P47 Mk.2 as Commonwealth aircraft from 5/44.
- Amended RAAF P51 D to Commonwealth.
- Added 1/44 “Lightweight” Recon Version of M6A2 to upgrade from the Glen, if players want to keep that option in play. SS may still upgrade to Kaiten Carriers in 1/44. *Chrome and more options*.
- Added a slightly improved version of the Sally for the Thai AF, 1/43.
- Added Thai Helen IIb 5/43.
- Added A6M5c back in as more progressive step and tweaked Zero upgrade paths.
- Added Japanese FW200 V10 (Patrol) aircraft to build - 2/42.
- Added Heavier version of the G8 Rita - Mid 44.
- Added and interim Oscar IIIc.
- Added Japanese Version of HE177 Samurai from Mid 44.
- Corrected/enhanced Japanese Aerial TT loadouts to reflect historical – data present in original DB but not used. Effect is early TT are not quite as good but mid war onwards are better. *Accuracy and Chrome*.
- Added more historical German and Italian, SS Torpedoes and guns. *Chrome and accuracy*
- Added historically cancelled Japanese Submarines I-125 and 6, and option to convert to SST.
- Added option to Convert Kuma Class CL to CLTT early war. Kitakami and Oi start now in this format. *Chrome and more options*.
- Added option to build an Agano II class CLAA late war- *play balance*.
- Added option to build 9 More Yugumo class DD late 42/early 43-late 43 as originally intended. Added some more Matsu class very late war DD - *play balance*.
- Added 4 more Tenryu (intended to be built) class obsolete CL at the start – *play balance*.
- Added 2 More Australian and 4 more British Battle Class DD 1944 onwards – *play balance*.

- Added 3 More S/T Class DD, under Dutch Flag late 42/43, *play balance*.
- A few device and TOE tweaks.
- Added USS Dean Williamson (AE) appears 6/44.
- Added 6 X French TB La Melpomene class 12/41
- Added light French CV Joffre 12/41 and Sister 6/44.
- Added at San Francisco 6 x Interwar four stackers in mothball, considered not sold to UK/RN.
- After consultation – starting Fuel, Supply and Oil increased in Home Islands. Changed Refinery fuel out to 10 from 9 and supply out to 2 from 1. Other small Industry tweaks - *play balance*.
- Slightly improved and added Allied, Chinese and allied daily supply. *Play balance*.
- Slightly improved allied starting forces. *Play balance*.
- Added a * to versions of Zero and Corsairs that are not carrier capable – *for ease of reference*.
- Full new art update, plus new art for new Scn 44 - *coming soon*.