

Deluxe AWD 1.06 patch 1.059 compatible

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Introduction

Since AWD's release, many changes have been made. All have been enhancements to the games underlying engine, but new features can only go so far. The single best improvement to a game of this type is always a map redesign that addresses weak spots that have been discovered after release. To that end, I created a new map which targets areas that impact gameplay the most. The Eastern Front received a complete makeover which I hope will prove to be better balanced and fun to play. China, having more territories now, can better resist a hostile Japan, and later play a greater role in tying down Japanese forces. The Mediterranean theater's redesign will make it more interesting and balanced. Also the seas around the British Isles received some attention too. It's my hope these changes will give AWD a refreshing new variety to gameplay, while enhancing the sense of historical realism and overall game balance. It's time to take a second look at AWD!

Highlights of Deluxe AWD

Aesthetic improvements

- A new map that's easier on the eye
- Several unit icons and a Nazi flag have been added
- Added title graphic to Tool Bar to fill blank space when run at 1280x1024
- Tweaked the zoom levels. Close and far now more extreme

Gameplay improvements

- New map regions that open new elements of gameplay
- An improved suppression system
- Amphibious invasions are now easier
- Many new events like the new Soviet Siberian transfer
- Increased fighter cost encourages a balanced Fighter/Tactical/Heavy ratio
- Reduced warship costs
- New transport mechanics that place increased importance on ports
- Many undeveloped resources for Allies to exploit
- Mid to late game Soviet and WA production will be much higher

Solo experience improved

- The Axis Blitz and Arsenal of Democracy scenarios have been carefully updated
- These AI vs Human scenarios will be harder than before

PBEM experience improved

- The A World Divided scenario replaces Total War as the main scenario
- Balanced to make AV rare and Draw to Minor victory's the norm

Old restrictions removed

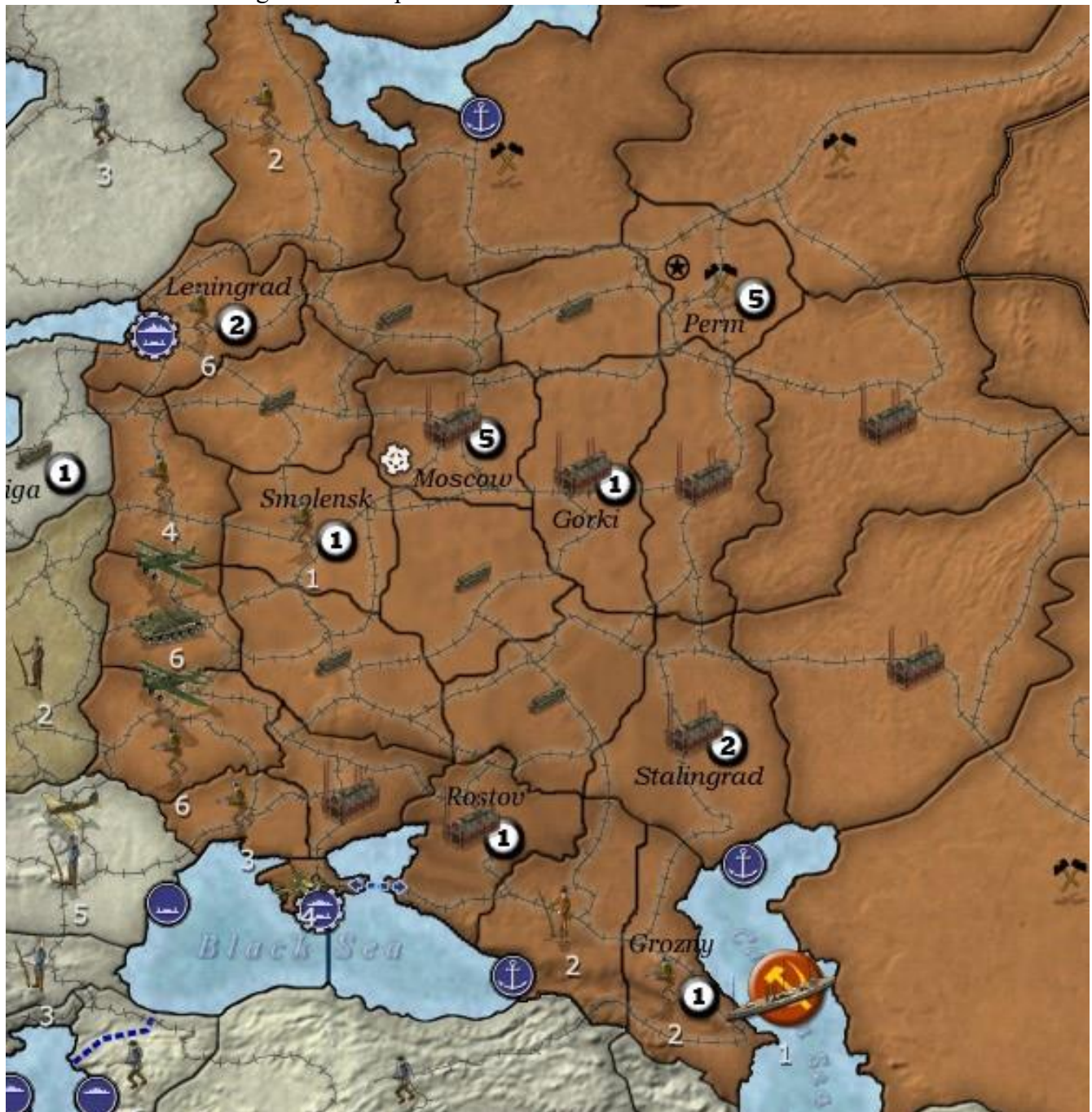
- French can now build units at start
- China now produces every turn

Installation instructions and update changes are located at the end.

First lets take a tour of the new map, then afterwards I will cover major changes that impact gameplay. Once you digest this (it's really not that long) you're ready to play.

The new improved Russia.

- Moscow and Stalingrad are now sufficiently separated, with each placed in a truer location
- Moscow now has a temporary fortress which is lost if conquered
- Perm serves as a backup capital if Moscow falls
- The Caucasus region is now split east/west



China remade.

- Several new territories were added to create more depth

- China now conforms to normal factory production. It now produces every turn



The new Mediterranean.

- This redesign slows Italy's strategic movement into North Africa by increasing the demands on its transport chain
- Malta has been moved to a truer location and thus plays a greater role than before
- Crete, Sicily, and Sardinia get a similar treatment
- An additional one-way movement arrow has been placed on Spain's northern border. This restriction represents the natural defenses the Pyrenees Mt's provide.

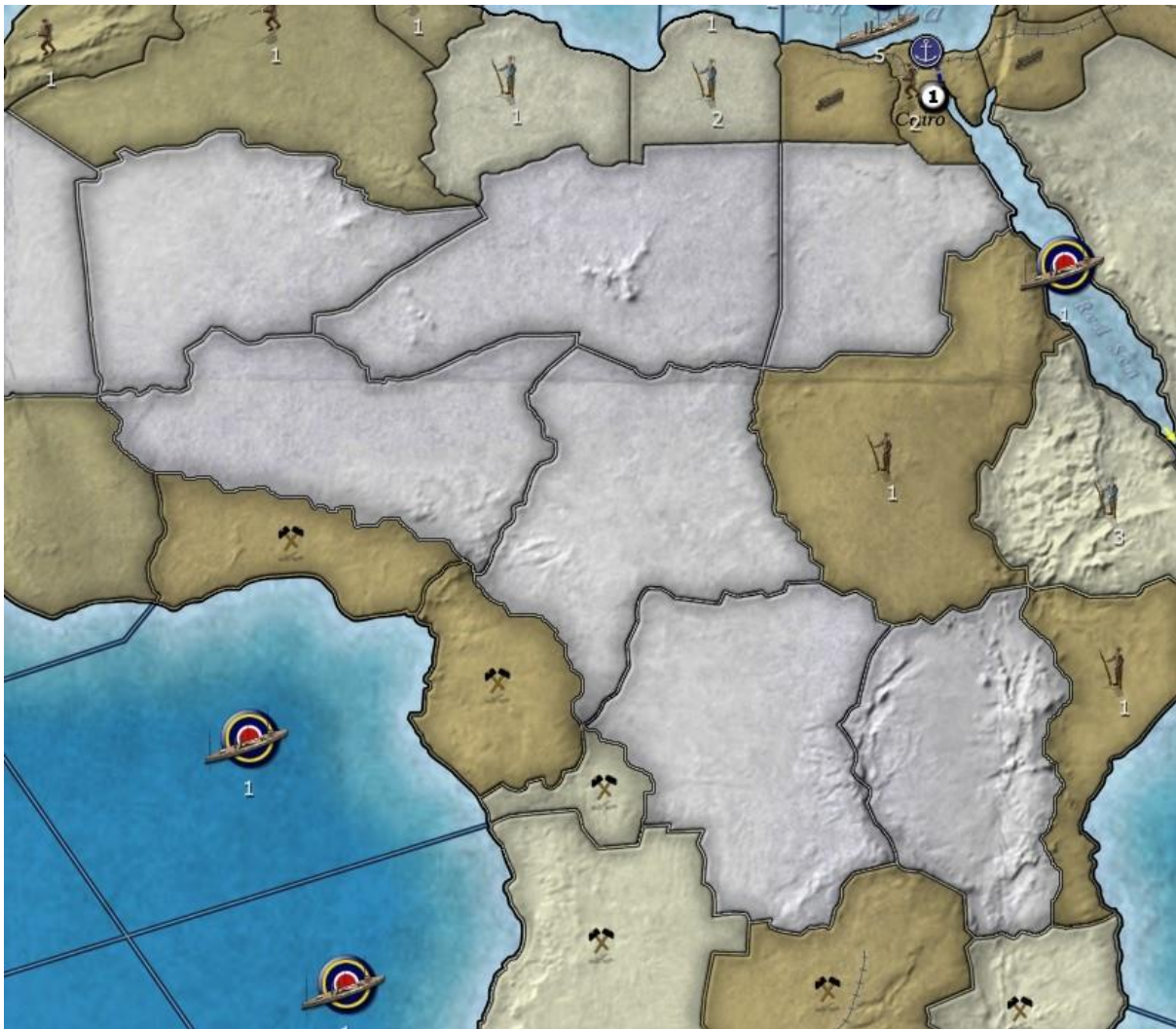


British Isles and surrounding seas.

- Distance from Germany to Norwegian Sea is now range 3
- New narrows off of Scotland opening the way to new strategies



Africa has been modified to prevent unrealistic conquest by the Axis.



Other map tweaks

- The Australian Outback is now impassible terrain
- New ports have been added or slightly moved
- Nation colors have been altered slightly to provide better contrast
- Victory points in several new locations
- Rail icon was shrunk to be less dominant
- distance between aircraft and land units reduced to make unit stack tighter

Things to know before your first game.

China

- It now produces every turn at a fixed factory multiple of 1
- To compensate, it now has 2 factories instead of 4
- Militia generation has been dropped to 1 per pop

- If Japan takes any Chinese territory(Foochow exempt) gift from US is reduced by 3
- Added several tech points to infantry and fighters for the benefit of tech theft

These changes will help to end gamey strategies. For instance, China vacating Changsha to entice Japan to move in and expecting to get full production in return. That gamey strategy is now moot since China already has full production at start.

Russia

- Leningrad gets a helpful boost by making it rough terrain. Not only does it give a combat bonus, but more importantly it affects German flexibility. For instance, tanks in position to take Leningrad can't be used to strike Stalingrad on the same turn.
- Moscow now has a fortress. It acts just like the Maginot Line fortress in Eastern France. It will disappear when taken
- Stalingrad has been moved to the east one territory. Its real location has always been near the old border of Astrakhan and Stalingrad, therefore it makes better sense to have the old territory of Astrakhan be the home of Stalingrad
- The Caucasus are now split east/west rather than north/south
- Russia now has a secondary Capital, Perm. If Moscow falls it's assumed that Perm becomes the new seat of government
- The Siberian garrison is now much larger than before to better deter Japan. These forces are pseudo locked in place by a large garrison requirement. Non-militia units are worth 1 garrison point, while militia are worth ½. Basically, if you move one of these units out it will take 2 militia to take its place. Once the Siberian garrison event triggers, Russia can draw down this garrison significantly to help out on the Eastern Front
- Added several more resources to help keep production going strong
- Added a very limited capacity to lend-lease supply to Russia via the Pacific route
- If Germany attacks Istanbul, Turkey, Northern Persia, or Afghanistan this will unfreeze the Caucasus and surrounding areas, plus increase Russia's WR by 5. In a way, it's very much like the present solution when Japan attacks Russia. That is, it only unfreezes the relevant block of Russia so that Barbarossa is unaffected

USA

- To simplify construction, all US factories have been organized into east coast and west coast
- Base production has been increased to 20
- Manpower has been increased so that it is unlikely to have manpower shortages
- Many undeveloped resources have been added so that prudent development of these will allow the US to sustain maximum production throughout the war
- Setup of naval forces has been tweaked to allow quicker response to the Japanese
- Fighters placed on Midway deter “camping” at Pearl Harbor after the strike
- Greater rail capacity to allow maximum flexibility

Britain and Commonwealth

- A 4X factory multiple starts in 1944, same as Germany and Russia. Development of Allied resources will support both British and US max production
- Canada has been increased to 2 population
- New narrows at Scotland create new opportunities and problems to overcome. Op-fire from Scotland will help protect the British Navy. On the other hand, Axis transports that somehow find there way into the English Channel can invade either Scotland or England!

Changes to unit costs

- Heavy fleets are now 8CP (was 10)
- Carrier fleets are now 6CP (was 8)
- Light fleets are now 5CP (was 6)
- Sub fleets now all cost 3CP (most were 4)
- Fighters are now 3CP (was 2) Not really new. I introduced this back in UV2.0

Changes to unit attributes

- Allied sub range increased to 8 (from 7)
- Transport range increased to 10 (from 7)
- Transport amphibious WS increased to 5 (from 4)
- Heavy bomber land attack WS increased to 5 (from 4)
- Heavy Fleet armor reduced to 2 (from 3)
- Heavy and Light Fleet ship attack value reduced by 1
- Heavy Fleets now have a minor ASW value
- All militia now share the same stats
- Carrier planes can no longer increase their range to 3
- Infrastructure now has 5EV in most cases (from 4)
- And many more changes to numerous to mention

Research limits per turn

The pace of tech increases has been tweaked. The research limit per turn at World Standard +1 is slightly less than stock AWD, while the limit at WS +2 is double that of stock AWD. Stock AWD in ()

WS	3 (3)
WS+1	5 (6)
WS+2	6 (3)
WS+3	7 (4)
WS+4	8 (5)

WR values and effects

Soviet WR levels are 13/40/45 (x2/war/x3)

US levels are 30/40/45

Numbers are for: 1939, 1940, 1941, 1942, 1943, 1944, 1945

WR per turn USA: 2, 2, 2, 3, 4, 4, 4

WR per turn SOV: 2, 2, 3, 4, 4, 4, 4

Japan DOW Russia: 8WR

Japan DOW on WA: 25WR +5 if US territory is attacked

Germany DOW Russia: 30WR

Germany DOW USA: 25WR

Germany violates Polish partition: 20WR

Axis attack neutral next to Russia: 5WR

Allies attack neutral: -1WR

Allies attack neutral with factory. That is, Italy or Vichy: -5WR

For U-boats, WR effects on the US is now:

20% chance if transport damaged (was 25%)

40% chance if destroyed (was 50%)

Moving a unit out of the Soviet Siberian garrison early will result in a WR penalty of -4. Each militia used to replace a unit can reduce this penalty by 2, since each militia is worth ½ points.

The DOW values have been increased to ensure that the Allies jump to war production ASAP.

Strategic Moves

If Japan delays attacking the Western Allies beyond the typical Pearl Harbor date (Fall41 or Winter42) the US can begin to strategic move 1 unit per turn starting Winter 1942. Starting Winter 1943 the US and Russia can strategically move 2 per turn.

The Russian FM2 is set at 13 so that the first few strategic moves (1,2 or 3 depending on luck) are needed in eastern Poland to boost Russian WR. 5 supply have been placed near eastern Poland to repair the rail there.

Victory Conditions

The VP scale has been increased to 80/85/90. For Axis Blitz it's 75/80/85.

Under this new scale Auto Victory will be more elusive than before, as will be gaining a positive shift to the final victory rating. Average Axis play versus average Allied play should result in about an 80 high water mark for the Axis.

A-bomb victory has been made a little easier. Once Japan falls below 10 VP, and Russia is at war with them, an A-bomb victory is possible. To trigger this victory, get a double hit on one of Japan's factories with a Heavy Bomber that has land attack 9.

Due to a bug in the game's engine it does not report the correct score in some games. Specifically, I have found that when the Axis fail to hit at least the first number, in this case 80, and the game ends in Sp46, it reports a Draw when it should have reported a Marginal Allied victory. Use this scale below to gauge the correct victory. Shift up one level if the Axis did not hit 80. Shift down one level if the Axis hit 85.

Su45- Decisive Allied

Fa45- Substantive Allied

Wi46- Marginal Allied

Sp46- Draw

Su46- Marginal Axis

Fa46- Substantive Axis

Wi47- Decisive Axis

New unit icons

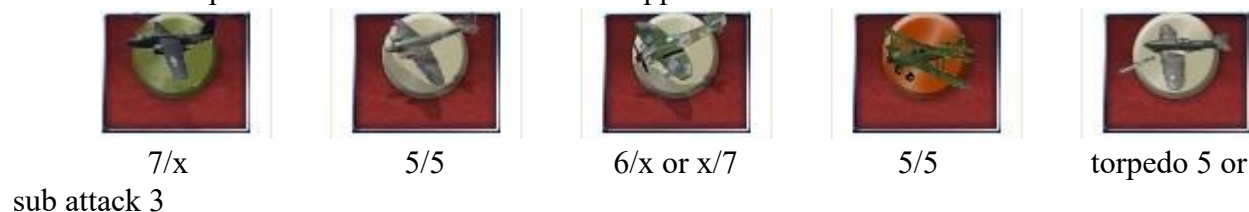
Here are examples of the new infantry icons that appear at the following tech levels.



These fighters appear at the following levels AA/EV



These 4 tac-air plus the British CAG on the end appear at levels LA/EV



To see the entire variety of units, in particular the British ones, you need to have your settings on the preferences screen set like pic below. British Graphics checked and One Western Ally Icon unchecked. Without it setup like this, you're missing out on much of the eye candy. The color similarity between the British and neutral nations has been addressed, they are now easily distinguishable from each other.



Political Events

On the political events screen, care has been taken to include helpful notes to remind players of basic requirements that cause or prevent certain events from triggering. Once familiar with the details below, these on screen notes should be all you'll ever need to consult, because I have kept the k.i.s.s. principle in mind while designing these events.

Finland border war

Requirements: Finland must be leaning or pro Axis

Leningrad must be Soviet controlled

Probability: 75%

Effect: Finland become pro Axis and 2 militia are generated

Rumanian border war

Requirements: Rumania must be leaning or pro Axis

Kiev must be Soviet controlled

Probability: 75%

Effect: Rumania, Hungary, and Bulgaria shift Axis

4 militia are generated in Rumania

Italy joins the Axis

Requirements: Western France must be German controlled

Probability: 75% Plus 25% if Yugoslavia is German controlled

Effect: Italy joins Axis and 2 militia are generated in Tobruk North Africa

The addition of militia to this event is to compensate for the loss in deployment time and manpower Italy suffers if it fails to join instantly when France falls.

Greek border war

Requirements: Greece must be balanced to pro-Allied

Northern Italy and Albania must be German controlled

Probability:

40%

Effect: Greece shifts pro Allied and generates 2 militia

The Greece joins WA event has been removed.

Yugoslavia Coup

Requirements: Yugoslavia must be balanced to pro-Allied

It must be 1940 or latter

Probability: 75%

Effect: Yugoslavia becomes pro Allied

If you're playing Germany, it's best to wait until this event happens before you conquer Yugoslavia. In this way, the German minor allies will complete their total shift to Axis upon its conquest.

Finland Coup

Requirements: Finland must be neutral
Norway must be German controlled
Germany at war with Russia
US must still be frozen

Probability: 40%

Effect: Finland becomes Axis

The design of this event encourages a German conquest of Norway. Otherwise Finland has a very low chance of becoming Axis.

Sweden Coup

Requirements: Sweden must be neutral
Norway must be German controlled
Finland must be neutral or German
Germany at war with Russia
US must still be frozen

Probability: 5%

Effect: Sweden becomes Axis

The design of this event encourages a German conquest of Norway. Otherwise Sweden has no chance of becoming Axis.

Iraq Coup

Requirements: Iraq must be WA controlled
Iraq must have no garrison

Probability: 5%

+25% if Trans-Jordan is German controlled
+50% if Syria is German controlled

Effect: Iraq becomes Axis

1 militia and 1 supply is generated

The design of this event is to simulate a Domino effect in the Middle East if not properly garrisoned. In Arsenal of Democracy this event has been removed.

Syria Coup

Requirements: Syria must be WA controlled
Syria must have no garrison
Western France must be German controlled

Probability: 5%

+25% if Trans-Jordan is German controlled
+50% if Iraq is German controlled

Effect: Syria becomes Axis

1 militia and 1 supply is generated

The design of this event is to simulate a Domino effect in the Middle East if not properly garrisoned. In Arsenal of Democracy this event has been removed.

Spanish Coup

Requirements: Spain must be neutral

Western France must be German controlled

London, Gibraltar, or Cairo must be German controlled

US must still be frozen

Probability: 10% if Cairo is German controlled

10% if Gibraltar is German controlled

30% if London is German controlled

Effect: Spain becomes Axis

+3 WR to US

Base chance is now 0% to place player skill over luck in determining whether the Axis get this significant neutral in their camp.

Spain shifts pro Axis

Requirements: Spain must be neutral

Western France must be German controlled

London, Gibraltar, or Cairo must be German controlled

US must still be frozen

Probability: 100%

Effect: Spain shifts pro Axis

Base chance of Spain shifting pro Axis when France falls is now 0%. To place skill over luck once again. Originally, in 25% of all games the Germans would basically get ~200 supply points from Spain over the course of time for nothing more than being lucky when France fell. That's to huge of a benefit to simply leave to chance. Now instead it is earned.

Madagascar supplies Japanese naval forces

Requirements: Madagascar must be WA controlled

Japan must be at war with the WA

Probability: 50%

Effect: Madagascar becomes Japanese controlled to allow use of this supply

2 militia and 10 supply are generated

This event was created to reflect Vichy controlled Madagascar's willingness to resupply the Japanese navy. UN negotiations with Madagascar failed to achieve a satisfactory agreement which forced the UN to respond by invading Madagascar to prevent the Japanese navy from using their ports. This was known as Operation Ironclad, or the Battle of Madagascar. In Arsenal of Democracy this event has been removed.

Portugal leases the Azores to the British

Requirements: Portugal must be leaning to pro-Allied

Spain must be neutral or Allied controlled

England, Scotland, and Gibraltar must be in Allied hands

US must be unfrozen

Probability: 30%

Effect: Azores becomes WA controlled

The Portugal joins WA event is rendered unnecessary, and therefore has been removed.

US response to Japanese aggression in China

Requirements: Japanese conquest of any Chinese territory except Foochow

US must be frozen and still sending gift

Probability: 100%

Effect: -3 to US gift for each turn in which Japan conquers a territory of China

The US gift to Japan is 6 per turn, and expires before the Fall 1941 turn. This event can happen twice, reducing the gift to 3 the first time, and then to 0 on the second.

Spain responds to occupation of Portugal and joins the Axis

Requirements: Portugal must be WA controlled

Spain must be neutral

Western France must be German controlled

Probability: 30% for each inf/para/arm/art/flak garrisoned in Portugal. Excluding militia

Effect: Spain becomes Axis

4 militia and 15 supply are generated in Spain

Vichy declares war on the Western Alliance if they conquer Spain

Requirements: Spain must be WA controlled

Spain must be Axis aligned

Western France must be German controlled

Probability: 100%

Effect: Vichy becomes Axis

The purpose of this event is to allow the Germans to garrison Southern France, in the event that the WA take Spain, without having to declare war on Vichy to do so.

Vichy declares war on the Axis once France is liberated

Requirements: Both Western and Eastern France have to be liberated

Probability: 100%

Effect: Vichy becomes Allied

The purpose of this event is to allow the French to rejoin the Allies in the rare game where Vichy is still neutral after D-day.

Russia responds to occupation of Istanbul

Requirements: Any of Istanbul, Turkey, Afghanistan, or N. Persia must be German controlled
Germany not at war with Russia

Probability: 100%

Effect: The Caucasus region and areas around Stalingrad ie. the middle region of Russia becomes unfrozen to allow full strategic movement in this area. Exact areas listed below.

Kazan, Voronezh, Rostov, W. Kazakhstan, S. Urals, C. Urals, Grozny, Maikop, Stalingrad.

Soviet Siberian transfers

Requirements: It must be 1943

Russia not at war with Japan

Probability: 100%

Effect: The garrisons in Eastern Mongolia and Vladivostok can be reduced to 3 militia and 2 militia respectively. Shortfalls in these garrisons before and after this event will cost the Soviet's -2 WR per unit shortfall.

The historical transfer happened much earlier, but playtests indicated this helpful boost for Russia needed to be delayed. Hence, it was pushed back to allow the Germans all of 1942 to do what they can before these reinforcements arrive. In some cases, the WR penalty for not keeping enough units in Siberia is not working. Please do not try to abuse this. Players will need to enforce the honor system here. As long as you have "Show Partisan Warnings" checked, it will be easy to know if you're short on units.

Suppression Changes

Since the standard suppression system has several randomization phases applied to the original roll, the removal of one of them was called for. Now the very first die roll is no longer juggled by a random EV value. I removed the randomness to the EV divisor because it created wild results that had no bearing on what the unit actually rolled. It could have rolled high, only to have its value sharply reduced by a high divisor. It could have rolled low, and then divided by 1, making it out perform those that rolled better. I believe the value of a suppression attack should be based on the stats, not on a good EV roll. To that end, the divisor is now fixed at 2, which places the weight of the real value on the attack roll.

Since the divisor is now fixed at 2, accumulated suppression will, on average, be higher than before. Therefore, increases in unit hit points(HP) was called for to prevent suppression from destroying units too often. HP's of the units, as I like to call it, has always been determined by multiplying the durability of the units by 500%. This gave units like the infantry(dura 4) an HP value of 20, and transports(dura 2) an HP value of 10. This formula has been changed to (dura) x 900%. Now an infantry has 36 HP, and a transport has 18 HP.

Here are some examples.

Artillery at LA 6 fires at an infantry. The 6d6 causes 20 suppression/2 to the infantry. Or 10 suppression. Note that the division of 2 is fixed and no longer randomizes. This creates a bell-curve that did not exist before. After this 10 suppression is applied to the infantry, the combat system works as before with future randomizations to suppression applied in the normal manner.

Flak at AA 7 fires at a HB. $(7d6)/2$ causes ~ 12 suppression. This 12 suppression is not enough to damage the aircraft (27 is needed), but may be enough to cause it to miss. Flak under this system are more likely to cause bombers to miss their mark than to damage them. Which I believe many would prefer. The 5% critical is still present to create some risk of loss.

An artillery at 5 ship attack fires at transport carrying an infantry. $(5d6)/2$ causes ~ 9 suppression. This is not enough to sink the transport (18 is needed) and therefore the infantry lands with 9 suppression on it. There is a chance that this transport can follow through with one more infantry landing before the risk of damage is too high. Say the defender has 2 artillery. Then $2 \times ((5d6)/2)$ causes ~ 18 suppression. There is about a 50/50 chance the attacker can still land his infantry because a transport can take 18 suppression before being damaged.

In these examples, a transport is more likely to survive and deliver its payload. Thus allowing the attacker the means to win by sheer number even if their units are too suppressed to hit. In standard AWD, artillery destroyed transports too easily making amphibious invasions too hard to pull off. In Deluxe AWD, amphibious invasions are now easier.

In summary, here are some reasons why this method of suppression is superior.

- It removes the universally disliked random divider. Especially the dreaded division by 1
- It makes upgrades to suppression attacks meaningful
- It suppresses rather than kills in most cases
- Amphibious invasions are easier to conduct
- It's easier to balance

Advice on play

Germany

- Playing the Germans is fairly straightforward and past experience will serve you well here. But there are a few new surprises. In the Med, you're not going to collect the North African resources as easily as you used to. You will have to decide between two choices. Connect to those resources, or use the transport chain to get troops to Africa. Of course you can do both if you make more transports, but now that you can create aircraft too, will you spare the manpower?
- Another decision you have is placement of your transports. Do you use the sea zone Malta is in and suffer the reduction in capacity or remain in the default setup which provides a greater capacity? What the Allies decide to do with Malta will play a big part. If the Allies place a tacair on Malta to provide op-fire, this will certainly slow deployments to Africa. You can safely move a unit or two per turn past Malta, but more than that and accumulated suppression will probably sink your transport. If you're intent on taking Cairo, then you will have to deal with any op-fire coming from Malta, or use the other sea zone which has risks of its own. If you're not successful in opening up the full potential of your sea lane to North Africa early on, then you should pull out and use those troops in Russia.

Japan

- Japan should try and take advantage of cutting off Australia to hurt Allied production some
- Two regions of the oceans have been removed from play to direct Allied shipping into sea lanes reachable by Japanese naval forces. Japanese subs operating down here is the best place to take advantage of this. If Madagascar has flipped to your side then you have a resupply base
- Have at least 16 transports built before your attack on the WA's
- Take as many of the VP islands as you can before US pressure stops you. This could mean the difference between gaining a victory shift or losing one

Russia

- Ensure that Russia hits FM2 in Summer 40 by moving a few units into Eastern Poland. Usually 2 or 3 will suffice
- Repair the Urals factories as soon as possible. This will take 20 supply so make sure you remember this during the construction phase
- Russia can support 1 or 2 additional factories
- Development of resources will pay off when Russia hits 4x

Western Allies

- While playing the WA's, try to develop a few resources each turn. Starting with the ones at undeveloped level 2 and working on the more expensive ones latter
- Only develop resources in danger spots once you feel its safe
- Never let your transport fleet get to thin. This will only cost you much more down the road. With a strong transport fleet and prudent development of resources, the WA's can maintain full production throughout the game. When played right, it's not uncommon to have the Allies producing around 120 PP's a turn after 1944.
- In addition, I have lowered the cost to develop amphibious level 6 and the Atom bomb by quite a bit. These saved tech points can now be transfered into other units. Keep in mind that due to the increase in transport world standard the rate at which you can develop will stay at 3 points per turn until you hit level 6. So don't start researching this to late or you'll never hit level 6 in time for the historical date of D-day.
- When the US hits FM1 start construction on the factories in its Que
- To take advantage of the fighters placed on Midway to deter Japanese Carrier camping at Pearl Harbor, you must have them at range 2. Keep this timing in mind as you spend your tech points.
- Spend a tech point on Light Fleet sub attack every turn until you hit at least level 2. If you don't, you'll be granting the U-boats a nice long run where they can only be hit with a critical.
- Now that all warships are cheaper, fell free to build some. Heavy Fleets and Light Fleets are much more cost effective now, and you'll find that adding a few more can be beneficial.
- Don't forget about the Burma Road. Send a constant stream of supply to China. This will allow China to focus on building units, not supply. With great pressure on Japan, the pacific islands will have fewer troops. In the end, this will make US island hopping that much easier.
- If Japan has not attacked the US by the Winter 1942 turn, then don't forget that the US can begin to strategic move one unit a turn, and 2 in 1943.
- Keep in mind the new amphibious possibilities that will present themselves. Once at amphibious level 6, you can invade just about anywhere that does not have a pile of op-fire

units. Since units can get ashore more easily now(explained above under suppression), one method you could try would be to substitute a militia when the transport will probably be damaged. Once that transport is damaged a fresh one with no suppression on it will take its place and you can resume sending the good units ashore. Eventually you will have enough on shore to silence the artillery.

Installing Deluxe AWD

Are you using patch 1.040 or later? If not, get the update first before you continue. It's available for download from Matrix's members section. Register your game to get access to this special area.

Since Deluxe AWD uses a new map it will need to have its own separate install. You have two choices in making your second copy of AWD. The easiest is to copy the folder and rename it to whatever you like, example "Deluxe AWD." Or you could install right from the CD, but make sure you rename the destination folder or you will just be overwriting the first copy.

Now that you have a fresh copy made patch it, if not already done. Next unzip the download and copy and paste the dat and manual folders right over the old ones. It's that simple. If you did it right, Windows should be asking you if you wish to overwrite. You can confirm a good install by comparison with this readme's pics.

As new patch's come out, it's likely that some data files will get overwritten. You must reapply Deluxe AWD after patching in order for it to function properly. I will follow up with updates to Deluxe AWD when a new patch makes it necessary.

Questions and comments can be posted on the forum.

Odds and ends

Besides the changes I covered above, deluxe AWD uses all the advanced features that have been added over the last few years. These new additions are very well explained in the Global Glory PDF found in your games folder. There you will find details on aircraft range penalties, carrier combat, how undeveloped resources work, port benefits, and national capability offsets to name a few.

- The fort in Eastern France does not disappear when Germany takes Paris. It will stay in the game until Germany loses control of Eastern France. If conquest of France happens via Eastern France, then it's assumed combat destroys the Maginot Line.
- yes/no pop-up has been widened to fit more text
- Australia now has militia pop up when attacked at Melbourne
- Kamikaze attack values have been increased by 1. Now all Japanese aircraft attack at 7 ship attack
- The Axis Blitz and Arsenal of Democracy scenarios have been updated as well. The AI plays best when advanced supply is turned off. You may keep advanced supply on for yourself if you wish.

Special thanks

Many of these improvements would not have been possible without Brian Banister's(WanderingHead) programming efforts to include just about every feature I ever requested. Thanks also goes out to Anthony(a511) and Tim Carter for playtesting UV2.0 a while back. Sean McLuckie (Lucky1) for playtesting during UV3.0 beta. Charles Lamb for providing new unit icons, and tedhealy for his Nazi flag mod.

1.01 Changes

- Added additional population to the USA. Mass transport production was still inhibiting other units from finishing.
- Added 1 more population and 2 more resources to Russia.
- Lowered Heavy Fleet armor to 2. When I lowered the ship attack value of Artillery to 5, I failed to notice that Artillery no longer op-fired on Heavy Fleets. Now Artillery have the normal chance again. Additionally this change gives aircraft ship attack a better chance to hit Heavy Fleets. Previously the attack was mostly symbolic since only a critical would hit. Torpedo attacks are not affected by this change.
- Lowered Heavy and Light Fleet ship attack by 1 point to compensate for the above.
- Axis Blitz and Arsenal of Democracy have been made a bit tougher.

1.02 Changes

- The big change for 1.02 is the further refinement of Russia's map.
- To make travel through the Panama Canal easier, Central America was changed to move cost 1.
- Moved US tac-air to Pearl Harbor.
- Fighters based on Midway are now vet
- Added 5 supply to Midway
- Moved a light fleet from Pearl Harbor to the West Coast
- Fixed Kangding China not affecting US gift to Japan.
- Fixed the event that should of moved Spain pro-Axis in certain cases.
- The ports at Malaya and Ceylon were adjusted.
- I noticed that in some cases the Soviet WR penalty for moving to many units out of Siberia was not working correctly. I tried to find a solution but could not at this time. Refer to the political event "Soviet Siberian Transfers" located above for my suggestion on this.

1.03 Changes

- Scotland now has a narrows for op-fire.
- New event. In the rare game where Vichy is still neutral after D-day this event causes them to rejoin the Allies.
- Infrastructure now has 5EV in most cases.
- Two Flak added to Russia and one fighter partly completed.
- A few extra units placed in China's Que, plus a few extra militia added to map
- The US West Coast now has 3 factories and 3 in its Que. Once completed US total will be 20 instead of 18.

- US FM3 reduced to 45 (from 50)
- Several tech point levels have been tweaked, plus spy values
- A-bomb VP threshold set to 10 (from 7)
- Added Kilindini Harbor to British East Africa
- Allied NMRC tweaked a few extra points in their favor
- Adjusted port transport bonus for outer sea zones to match inner ones
- Added ASW level 1 to Heavy Fleets. Not upgradeable

1.04 Changes

- Tweaked suppression formula so that unit hit points are 900% of durability(from 1000%)
- The leasing of the Azores will now take place when Spain is in Allied hands or still neutral
- If Germany attacks Spain while it is still neutral, this cancels the Vichy joins Germany event
- The Straits of Messina at Sicily now provides both narrows op-fire and straits movement
- Added a victory table on Greenland for easy reference
- Arsenal of Democracy will now build more Allied bombers

1.045 Changes

- Changed from 900% to 700% for HP's
- Reduced ship extended fuel consumption
- Increased Western India to 2vp.
- Changed BB ship attack to 8 and raised armor to 3 and LA to 5
- Since BB armor went back to 3, raised the arty ship attack up to 6
- Alaskan sea zone error fixed
- World standard on ship torpedoes dropped to 2 from 3.
- Lowered WS of ship attack and torp attack of most aircraft. It's too cheap to hit 6 torp. Capital ships were too vulnerable
- Removed 3 US territories
- Changed A-bomb to 10 LA
- Increased LA of tac-air and HB's by 1 for everybody
- For Axis blitz and Arsenal of Democracy, changed partisan attacks to zero.
- UnitImageVariet(\$PLAYER_UN,\$CARRIERAIR,\$TD_AA,5,\$TD_EVADE,6,\$VARIANT_A1)
- Changed infrastructure HP's. use dura 3 and 6EV for 18 to hit
- Lowered the level4 resources in Russia to 3 and the 3's to 2 etc., removed all 4's
- Gave WA's bombers 4 AA
- Added a lot more resources around the world for the western allies, about 10
- Removed the island points changed in version 1.04
- Increased Cairo to 2 vp
- Removed militia on US west coast and added infantry to east coast
- Dropped all land forces to 2 AA so that air is not suppressed as bad, Militia dropped to 0
- Increased Japan's security up 2, Russia seemed to get too many free techs from Japan
- Dropped Japan factory to 5ev so that US bombing will be effective with A-bomb, 2 hits are now needed to win

- Removed ability of BB's and CV's to attack subs, they ignored ships in combat and went after the sub instead
- Lowered train track defense to 15
- Added 1 Italian infantry and tank to Tobruk now that I use a -2 offset for them, and removed 2 militia
- Removed 2 British militia and changed 1 arty for 1 tank in Egypt
- Removed extension for Japan was getting US assistance, it made Japan too strong
- Moved Japanese BB's up one production to encourage finishing them

1.046 changes

- Removed 1 British BB
- Removed veteran status on British North Sea fleet
- Added Italian fighter to Tobruk
- Dropped French BB from que and replaced it with infantry, BB could be sent on suicide mission
- Made one more German fighter a veteran
- Added 5 supply to Italian East Africa
- Removed WA fighter range tech point
- Removed WA tank tech points
- Made narrows at Albania, Crete, and Malta
- Changed to -2 reduction when Japan attacks into China instead of -3
- Increased WR penalty to -10 for attacks on major neutrals like Italy
- Set Tobruk to 10 supplies
- Moved Italian transport
- Increased national lower limit on minor nations tac-air and fighters
- Increased national lower evasion limit of infantry to 6
- Fixed message that US reduces Japan's gift that still triggered after the gift was actually over
- Moved 2 US BB's up one position in que
- Moved Germany BB up one position in que
- Added 2 tanks to Russia's que and removed the tac and fighter in que
- Added more rail capacity to Europe and Moscow, and gave Germany 20 more supply to repair with
- Removed AA and transport in England and placed in que, removed arty and 1 AA from que
- Renamed 104 Minsk
- For Arsenal of Democracy, made Italian East Africa WA from start
- Lowered required stats to show advanced Allied tanks
- Reduced AA and arty EV to 4
- Many tweaks to Arsenal of Democracy and Axis Blitz
- Moved 1 resource from Alaska to Canada
- NMRC readjusted
- Jump map fixed for the US
- Fixed snow files for US
- Fixed strategic map F9 for US
- Extended top bar to 1920 pixels width for HD monitors

1.047 changes

- Finished US map
- Moved Scotland's border
- Fixed western US seazone transport level bug in Axis Blitz and Arsenal of Democracy
- Many more tweaks to Arsenal of Democracy and Axis Blitz

1.05 changes

- Fixed US entering war bug, hitting 40 was not unfreezing the US. Error was introduced because of US map change, renamed 318 to 317.
- US factory x2 dropped to 28
- US WR unfreeze changed to 37 from 40
- Made many changes to Axis Blitz and Arsenal of Democracy to help AI play better, was hard to get US to commit in Pacific
- World resources tweaked
- Tech points tweaked

1.06 changes

GUI CHANGES

- Added in WR values on the political status screen
- Changed the into text on the scenarios.
- Shortened sound length of partisan attack, always found it annoying how long it went on

EVENT CHANGES

- For Arsenal of Democracy scenario removed Spain Joins Axis event if forces placed in Portugal
- Made Italy join event 90%
- Coup in Finland event to 50%
- Removed Greek event in Axis Blitz scenario, made Greece pro axis and weaken Yugoslavia a bit.
- Made event to have French West Africa turn allied after Western Allies attack Vichy Africa

UNIT STAT CHANGES

- Added tech to AA on Allied ships to support the event proximity fused flak
- Removed evasion upgrade for ships
- Removed another 2 points from US sub torpedoes
- WA CAG added tech points in ASW
- Reduced world standard on flak, going to 7LA was too cheap
- Added 6 tech points to US CAG torp
- German Heavy Bomber took too much tech to change icon, will now update to new version at a lower tech level
- Speeded up transport upgrade, getting to 6 by summer 44 should be much easier now
- Increased Allied subs to 8 speed
- Increased Allied Heavy Fleet speed to 12 and flak to 6 in Arsenal of Democracy scenario
- Increased tech level of paratroops so they are elite at game start.
- Made Japanese tac air range 3 in Axis Blitz scenario
- Added more airpower to Germany in Axis Blitz scenario

- Changed militia to 5 attack. At 4 they only hit if a critical is rolled. At least at 5 there is a small risk when attacking them. This change was prompted by the opportunities the Soviet AI was always giving me. They would stack like a dozen or more Mil by themselves and it was so easy to just thin them out turn after turn with nearly no risk to my own troops by attacking with intent to 'bounce' so I could do it again and again until they are nearly gone, then I could take the territory with a tank blitz and return back to safety. I wanted to discourage this cheap tactic, and the only way I can is to make it a little riskier to play the bounce game.
- Supply trucks now move 2. Now matches tank speed. My play testing this out have shown that it better duplicates the flexibility of playing with simple supply without causing the problem of super army stacks just moving around behind enemy lines. Encirclements don't work unless you are playing with advanced supply on. Another issue with supply trucks only moving 1 speed was that you most often had to rely on rail to move them. While all is fine with that option, the real issue was the 5 bonus rail capacity given if advanced supply was turned on. It was actually not enough IMO to compensate for supply trucks using the rail network. The difference between playing with advanced supply on vs off was pretty substantial in its effect on you being able to get units to the front with adequate supply. The bonus rail if advanced supply is on should be between 10-15 to have it play more or less like a game if simple supply was on. However, I think the idea of changing the speed of supply trucks to move 2 is probably the better idea. Let's see how that goes. Feels more right anyway that supply trucks should move 2. Note: I recently noticed that I could op-fire move supply trucks through enemy held territory without ever losing them. For some reason, I can't get them to take damage. I tried changing some stats (like TD range to 1) to see if that would make the game engine properly damage them, but it seems they are hard coded to behave in this way because it was never intended that they could ever suffer op-fire. In any case, I still really like this change, so I suggest you play it honest and not pass your supply through op-fire. Assume if you did it would all be captured.

NATION CHANGES

- Moved 1 US BB to west coast to make the Pearl harbor attack hit more BB's, the less there are the more likely some will be sunk due to carrier air doubling up on fewer BB's
- Increased Soviet factory 2x to 15WR, then added 2 more starting infantry and 1 tank
- Forced Soviet factory to 2x in 1941 in case Germany avoids attacking neutrals to lesson WR impact
- Added 2 more WA transports to have at start of 60
- Gave Russia 1 more tank and 1 less infantry
- Made Midway 2 vp
- NMRC to give more points to Allies
- Made x4 factory in Canada for 1944
- Removed Russian HA at production 4 and replaced with infantry at Kiev, airborne changed to production 2
- Added more resources to eastern Russia to make it more valuable to Japan, compensation for removal of garrison requirement
- Added Kazan as a VP location
- Reduced Madagascar supply from 10 to 5
- Undid version 1.05 changes for US factory x2 dropped to 28 and US WR unfreeze changed to 37 from 40

MAP CHANGES

- Made Kirov and Vologda rough terrain
- Renamed 360 Krasnodar

- Removed Malta's arty op-fire between it and Sicily
- Added port to Azores
- Made southern France cost 2 to fly over to Balearic Sea and northern Italy. Changed because fighters with range 3 could strike northern Italy or the Med sea zone from Britain! Very unhistorical. Allied fighters should have to base somewhere in the Med to do operations there.
- Changed port of Gibraltar so it has access to Atlantic instead
- Arty in Spain will no longer cause op-fire on ships passing Gibraltar, acts like Morocco now
- Removed Spain's connection to western France. This now makes the air range from Spain to England 3. (I would like to tweak the map so it comes to a point there, but for the time being I don't want to photoshop this for such a minor change. It is a bunch of work to redo these map images.)
- Spain no longer has direct access to sea zone 26. If Spain joined the Axis, they were causing op-fire on Allied ships moving between 26 and 27 which in no way makes sense. (I would like to tweak the map there, so it doesn't have a slight connection anymore, but for the time being I don't want to photoshop this for such a minor change.)
- Gibraltar strait is now a 1-point move. Ignore the double line and consider it single. (Again, not photoshopping this small change at this time.)
- Connection changes in China, 167 to 387 no longer connects. Done so one army pile in 387 could not threaten both industrial centers of China from one position. (I would like to tweak the map there, so it doesn't have a slight connection anymore, but for the time being I don't want to photoshop this for such a minor change. Again, lots of work and perhaps I may change my mind, so I'll wait and see if these map changes are keepers.)