

帝国 (Empire) V3.0 May 2024

With big thanks to Dean Williamson, Jaco Van Deurzen and Andreas Garhoefer for the extensive play testing 3 games into mid 1944.

Its best to have a separate installation of AE with its Empire artwork and extended map or super extended map and latest patch , plus my admin files. The game play rules here take priority over the text documents if there is a conflict.

Install the correct Scn files depending on your map. There is a lot of new additional art. Unzip the files in your Scn folder depending on the map you are using, put the ship and plane art in the relevant folders and overwrite.

Install the appropriate map or download mine

Scn 42 and 43* are for the extended and generally earlier modded maps.

Scn 44 and 45* are for the very extended new map 2022.

***Scn 43 and 45 have CV Saratoga at PH to make a more challenging start for the allies. But for taking the challenge you get the Bunker Hill and Essex CVs, approx. 2 months earlier.**

Put the admin dll pwhex etc files in the main folder

... 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.

This is a (heavily) modified version based on the RA mod 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.

Take a good look around the map; the starting setup has been modified a lot.

Historical context

We are in a world of lower economic naval progression. Slower industrial development and the very weak Washington Treaty allowed all ships under 14 inches gunned or with less than 4 main guns over 14 inch to be scraped only by 1940... and allowed BB/BC under construction to continue (Yoshino,Tosa, Amagi, Akagi, Kaga, Lexington, Saratoga, Constellation, Constitution) or allow conversion of the same classes already started to CV. So navies are still focused on surface actions as the slow build-up goes on through the 1930s. Many BB/BC ships are obsolete as war looms. Nations prepared for The London Treaty scheduled for late 1939 never saw the light of day.

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 sharing 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 decided on a vigorous policy of neutrality, especially as Germany passively supported the development of the Japanese war machine. America, whose Air Force is still modernising, does not wish to enter into an immediate conflict with Japan, even by accident. Therefore, it is in the process of withdrawing its principal forces to Manila and Pearl Harbour; they even sold one old CVE to Australia in October 1941. 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 ordered the rapid advancement of the proposed expansion of the carrier fleet.

Although Japan is preparing to modernise towards a more air-focused fleet, significant efforts are being made to increase the number of surface combatants with a keen interest in the hybrid-style scout ships 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 is accelerated to take their place in the battle line. These are the last two semi-hybrid battleships Japan will ever build and were already under construction in December 1941.

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

Japan was 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 led 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, but Japan has a large ship-building capacity. 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 unprepared plans for war, the initial set up is quite different from stock but you still get to bite the cherry.

The acceleration towards war 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.

A note on Japanese Aircraft Engines.

Because the number of Engines types available is hard coded the engines are just a general application showing the mixed nature of Japanese Industry – they do not match always historical variants and in the game engine and game outcome it makes no difference at all.

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.

Highly recommended to use 2-day turns.

No allied player may change the move of or create any task force on the map on turn one (including in a two-day turn option). Japan may create any new Amph and Transport TF and Strat loading 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 and airbases.

Japan may alter the orders of any ship or TF on turn one. This can include an alternate strike by KB at, say, Manilla.

British and Commonwealth air units only may alter their orders to anything the player wishes but may not move base. 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 not move base but may alter their orders. 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 also be training. This simulates the unpreparedness and neutrality of US forces.

Examples

1703 - VB-3 Any **Manual**

Squadron - US Navy (36) **No resize allowed**

Attached to: **US Pacific Fleet**

Carrier Trained & Capable, Based at: Pearl Harbor

SE2U3 Vindicator - Dive Bomber

Aircraft	Losses
Serviceable: 18	Ops/WOff: 0/0
Maint'd / Damaged: 0/0	A2A/Flak: 0/0
In Reserve: 0	Ground: 0

Ready Pilots: 18 (1)	KIA: 0/0
Average Experience: 71	WIA: 0/0
Morale: 88	MIA: 0/0
Fatigue: 1	
Kills: 0	From ...

Major Skills: Naval bombing, Defensive, Land bombing



Maximum Range [hexes/miles] 43 / 1720

Extended Radius [hexes/miles] 8 / 315

Normal Radius [hexes/miles] 7 / 255

Maximum Altitude [feet] 18,300

Speed (cruise/max) [mph] 152 / 243

Not using drop tanks

Group Mission:

Airfield Attack	Airfield Attack
Port Attack	Port Attack
Naval Attack	Ground Attack
Ground Attack	Recon
Recon	Rest
Naval Search	
ASW Patrol	
City Attack	
Training	
Stand down	

Target: None

Cannot Select Target

Patrol levels

ASW	0	ASW	ASW
Search	0	Search	Search
Train	40	Train	Train
Rest	0	Rest	Rest

General

Current Altitude: 10000

Maximum Range: 8

Unit OOB

Location is group base

PILOTS **AIRCRAFT DATA** **PLANES**

2248 - VF-103 Any **Manual**

Squadron - US Navy (12) **No resize allowed**

Attached to: **US Pacific Fleet**

Carrier Trained & Capable, Based at: Pearl Harbor

F2A-2 Buffalo - Fighter

Aircraft	Losses
Serviceable: 12	Ops/WOff: 0/0
Maint'd / Damaged: 0/0	A2A/Flak: 0/0
In Reserve: 0	Ground: 0

Ready Pilots: 12 (0)	KIA: 0/0
Average Experience: 57	WIA: 0/0
Morale: 57	MIA: 0/0
Fatigue: 2	
Kills: 0	From ...

Major Skills: Strafing, Defensive, Air



Maximum Range [hexes/miles] 19 / 730

Extended Radius [hexes/miles] 7 / 275

Normal Radius [hexes/miles] 6 / 220

Maximum Altitude [feet] 33,000

Speed (cruise/max) [mph] 157 / 323

Group Mission:

Airfield Attack	Airfield Attack
Port Attack	Port Attack
Naval Attack	Ground Attack
Ground Attack	Sweep
Sweep	Rest
Escort	
Training	
Stand down	

Target: Commander Discretion

Patrol levels

CAP	40	CAP	CAP
LRcap	0	LRcap	LRcap
Train	40	Train	Train
Rest	0	Rest	Rest

Current Altitude: 10000

Maximum Range: 7

Unit OOB

Location is group base

PILOTS **AIRCRAFT DATA** **PLANES**

Political points for crossing national borders should be paid, except for Thailand, 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 the terrain in the DEI, Malaya, Burma, China, et cetera is 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 any single or combination of Mountain, jungle combinations or jungle rough, Forest Rough hex per turn in 1941 and 42. Two attacks per turn thereafter 1944 + (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 as the end of their name say, (CV). These aircraft may only be stationed on CVL, CV, and CVB as defined. Submarines may only operate the type of aircraft they came into the game with; the exception is that the Japanese may upgrade to other SS types from the Glen.

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

The Japanese cannot accelerate aircraft. Realistic research and development should be on in this scenario. You do need to accelerate and research engines. Engines are generic types and not an exhaustive list as the hard code in the game does not allow it.

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 and use only their historical bases as well and Rangoon, Singapore and Bangkok. 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 simulation off map Refuelling base, "Milk Cow" this is for only U Boats and should not be used by Japan or attacked by the allies.

GM German units may not be rebuilt. German units may station anywhere from 1/44.

Thai units of any type should not be rebuilt.

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.

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 1st Aug 1945 triggers an immediate Allied Decisive victory. If the game move the past end of Sept 45 the best-allied result is a draw.

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 and German air units** should only operate Thai planes built by Japan

Highly variable reinforcements - should be **on for more uncertainty or play off 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.



Tips for both sides

Japan

Starting positions and setup are changed somewhat from stock. Take a good look around the map the starting setup is modified a lot.

Remember you have ships near PH – running for Tokyo (loaded with FW200 parts and Mauser Cannon parts) and raiders, including a CB in the Indian Ocean.

Japan has some problems at the start. The naval fleet air arm can deal a large blow at Pearl Harbour or Manilla, but the other carriers need their Kate air groups updated. 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 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. This is to show the disorganisation present in this arm of the Japanese military.

You have complete freedom to build the Navy you pretty much choose but you cannot build it all. There are a fair number of mothball DD to bring back to service. You also have assets in the Indian Ocean use them well.

Japan has more SS at the start, some are very obsolete. All submarines are now cheaper to build and have radar sooner. The allies also have more SS at the start some obsolete and some new which can make things quite tricky esp. in the DEI. Later you receive some U Boats, these will be more useful than most Japanese SS. They should only operate from the locations of the GM bases as per the optional rules.

Japanese ASW is weaker before 1944 but stronger afterwards than stock.

4 E Bombers are a bit stronger in terms of load, but the guns are not quite as good.

Its worth also attacking the airfields at PH on Dec 7th as the allies will be very short of planes for some while. A second strike on turn 3 may though may induce a lot of losses.

There is a good opportunity to strike against Manila at the same time as Pearl Harbour with your land-based air. Manila holds a part 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.

In this vision, Japan pursues developing much further the idea of the long-range scout cruiser. These cruisers are primarily there to locate the enemy for the carriers. Japanese doctrine determined that carrier aircraft were only for offensive strikes themselves. The Tone class cruisers may carry seven aircraft in this mod and have the first available radar.

There are many other new difficult choices to be explored in the naval production system – you cannot build it all. 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 will get obsolete. There are also a few interesting convoy escort CVE.

The CL Yahagi class and the CLAA Agano. Both are excellent additions to any CV 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 CLs and SS saved from scrapping at the last moment by the opening of the war.

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.

Pilot replacements and unit capacities for pilots are much reduced esp. until end 1942. Then the volume is up but the quality drops off.

The very best Japanese home defence fighters arrive earlier than their engines. These engines need to be accelerated if you plan to get these fighters in on time. Upgrade paths for the most basic and dependable a/c are fairly easy and user-friendly, but the high-tech paths are limited and have to be started from scratch. Its best to set to upgrade (yes) and see what happens if you are not sure. Some aircraft move into T (free upgrade) versions before moving to new bomber types.

Task force Z (substantially reinforced) presents a large threat, especially if the Allied player can maintain air superiority over it. The Spitfire MKII is probably the best allied fighter at the start but there are very few.

Many of the Japanese land units have improved morale at the start to simulate victory fever. There are additional large anti-aircraft units (some are fixed in HI) raised as the Allied for engine bomber menace becomes apparent.

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 important home defence fighters but like some others arrive earlier than their engines. These engines need to be accelerated if you plan to get these fighters and some bombers in on time.

Many other later war airframes have also been advanced from stock, and new specialist variants have been added. Aircraft-heavy cannons (37MM and upwards) for both sides have been upgraded slightly in line with the improvements made to the Japanese. The heavy bomber may now be slightly more vulnerable to Japanese heavy fighters.

Russian morale and experience have been substantially reduced, and there is the possibility of taking on Soviet Russia, but there are little/ no preparations.

Until probably late 42 to early 1943, the Empire may have no bounds provided you keep your CV safe. But you must prepare for the swift onslaught in return.

What should you expect from the PH effort?

Well...Typical PH returns are 0,1 or 2 US BB Sunk... Typically (plus a few other ships). If the Saratoga at PH option is chosen, she usually survives but with massive damage. Remember, the game does a good job, as even ships that were sunk were raised, and the loss of 2 BBs is about right. Using lower exp level Val, Kate and Jake on the airfields, you can usually bag around 40 - 130+ aircraft. Thats important in this mod as USA is very short at the start.

Active Ships at Pearl Harbor		All Ships	CV/CVL	CVE	BB/BC	CA/CL	DD	DE	APD	AP	AK	AO	TK	SS	Aux	Mine	Pat	LS	LC
Type	Name	Endurance	Speed	Ops	Cap	—Damage—				—Cargo—									
						Sys	Flt	Eng	Fire	Sup	Fuel	Troops							
BB	Oldahoma	6900	21	0	2	0	0	0	0	0	0	none	</						

Active Ships at Pearl Harbor		AllShips	CV/CVL	CVE	BB/BC	CA/CL	DD	DE	APD	AP	AK	AO	TK	SS	Aux	Mine	Pat	LS	LC
Type	Name	Endurance	Speed	Ops	Cap	—Damage—				—Cargo—									
						Sys	Flt	Eng	Fire	Sup	Fuel	Troops							
BB	Oldahoma	6900	7	65	2	21	36	23	0	0	0	none							

2BB lost in this example but one was also hit by a mini sub.



Starting Ships at PH, standard version.

Allies

Starting positions and setup are changed somewhat from stock. Take a good look around the map the starting setup is modified a lot.

Remember there are German freighters— running for Tokyo (loaded with FW200 and Mauser Cannon parts) and raiders including a CB, Admiral Scheer and the CA Seydlitz in the Indian Ocean.

The Allies biggest problem is facing the fact that one US aircraft carrier is in Pearl Harbour at the start (scn43 and 45). The Air Force also has generally obsolete aircraft. Allied forces are generally fairly scattered and lack significant destroyer support. There are a fair number of mothball DD to bring back to service.

TF Z though, provides a unique opportunity for some (risky) first blood provided air cover can be maintained over it against the expected airstrikes. There is also the opportunity to make another dangerous TF off the East coast of Australia

There are more SS (and more interesting types) in this mod some old and some new, this may make advance into DEI more costly for Japan. Later Japan receives a number of U Boats, these will be more dangerous than most Japanese SS. Under optional rules they can only operate from their realistic historical bases.

Japanese ASW is weaker before 1944 but stronger afterward than stock.

4 E Bombers are a bit stronger in terms of load out but the guns are not quite as good.

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 game going.

Happy Gaming and best wishes, May 2024.

Michael H V Smith

Game design and tests August – December 2020 – February 2024, started 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 heavily modified scenario based on and inspired by Reluctant Admiral 8.0, by John 3rd .

My version 3.0 - 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! Dalibor for some extra ship art, 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 (Sulu Sea) and John Young (Red Lancer). Ranger Joe for the modified Japanese Sub build micro fix. Evoken for a lot of technical help...

If you are missing from the credits, let me know, and I will add you in.



LIST OF UPDATES AND EVOLUTION FROM THE VERY START; 2020 - 2024

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 IIb (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*
- **V2.0 a.**
- Corrected/removed CVE air groups placed on CA Pasadena 9/44.
- Device/ aircraft Tweaks - *Play balance and cohesion*.
- Ship Tweaks and a few corrections - *Mainly French*
- Added 2nd Pluton Class French CM at Tahiti 41/12/07.
- Increased HI Res in from 18 to 19. LI Res in from 15 to 16. Oil out from 10 to 11 - *Play balance*.
- Added a final modest upgrade, B5N3 Kate – *play balance*
- Remodelling/ more detail for most aircraft and some SS TT loadouts, after new research.
- Slightly reworked Japanese ASW – now slightly worse early war, slightly better mid 44 onwards and V slow escort ships do not get powerful DC.
- **V2.0b**
- Increased HI Res in from 19 to 20. LI Res in from 16 to 17. And removed some damaged Industry from Japan. A few other tweaks mainly negative for Japan. Added some more starting Res.
- House Rule amendment- One attack per day turn in the restricted rough hexes before 1944, two thereafter.
- Early Matsu class DD, Akitsuki and Shimakaze class DD delayed around 2 months each - *cohesion and play balance*.
- Pushed back a few allied mid/late war BB - slightly.
- Slightly reduced build size of some more PI/DEI/ Australia bases. *Play balance and game pace*.
- Engines on G6N1 corrected from 4 to 6, SR to 5, date to 6/43 - *correction*

- Slightly increased damage/days to some Japanese CLAA/CAV/BB upgrades – *cohesion*
- Reduced Top speed on some Japanese CLAA/ CLTT conversions where the weight has gone up considerably- *cohesion*
- Slightly recalculated a few ship ranges – *cohesion*
- Slightly tweaked small Japanese ship Guns and ASW on new research, *play balance*.
- Slightly improved most allied CVE Mvr and Durability ratings.
- Reduced or removed Japanese TT re loads on CA, 44 onwards. *Realism, with improved and heavier AA during 44 upgrades.*
- Rationalised Japanese Mogami CAV air groups upgrades - *cohesion*
- Hatsuharu class DD last late war TT upgrade missing – *corrected*
- Shiratsuyu class DD – small AA issue 4/43 upgrade – *corrected*
- Earlier 120mm DP gun replaces 127mm DP guns on Japanese CV / CVL/ CVE prior to May 42.
- TOE issue with 9th Australian Division – *corrected, hangover from the previous base mod.*
- Added 12 more in total mid war onwards allied AK/AKA/AP/LSI(L) and gave some AK/AKA some modest troop lift- *More allied lift capacity needed.*
- Added 6 more allied Support ships, mid war onwards, AKE/AE and AS.
- Tweaked allied PT boat ranges up a touch and one or two other PT tweaks on both sides- *play balance, cohesion.*
- One or two aircraft arrival date tweaks, slight increase in some mid war fighter production US.
- Aircraft rocket load out tweaks, marginal improvements to rockets.
- One or two other ship fixes- *cohesion.*
- **V2.0c**
- Tweaked and slightly modified Furutaka and Aoba CLAA conversions to be more realistic.
- Revised some arriving CV air groups to be more realistic for the potential arrival dates – Mid War Japanese CV.
- Corrected Italian SS art to look more realistic (Liuzzi Class).
- Reduced several allied and Japanese TT reloads on CA,CB and BC to allow flak to increase realistically. *Cohesion.*
- Delayed MG KG007 and 009 Air groups arrival to early 1944. *Play balance.*
- A few minor AA tweaks downward to some Japanese CV - *Cohesion.*
- Adjusted a few Japanese DD arrival OOBs to better fit likely arrival times – *Correction.*
- Akitzuki- Kai, TT reduced to 1 ammo - *Cohesion.*
- Reduced Japanese starting pilot pools/starting quality and reduced monthly intake/ quality. - *Play balance and cohesion.*
- Added some extra build rates for Japanese Light AA Land based MG – as always seem to be in very short supply.
- Pushed back slightly (1 or 2 months) a few Japanese A/C – *Play balance.*
- A few aircraft tweaks both sides. *Continuity.*

- Reduced Belt armour of Shinano CVB – Realism.
- HI, Japan Res in now 21 from 20, LI back to 15. Other industry tweaks – Play balance.
- Reduced PP slightly for both sides.
- A few minor base adjustments, AF and Port sizes and starting Forts.
- Tonan Maru TK ,final upgrade MG AA ammo missing –Fixed.
- Tweaked Thai Army and added proper Thai names for units - Chrome.
- Tweaked Collaboration Japanese PI / Malay units – chrome.
- Increased Motorised support on many USA mainland bases – Realism.
- Further tweaked Japanese air group sizes to restrict pilot training.
- Added Heavy FP version of the Rex from 1/44 for the Hybrid BB or land only - Cohesion
- **V3.0 changes from 2.0c (as at test point PBEM, 2 day turns Aug 44)**
- Fixed game to work with new 2022 map (scn 44+45) and all old extended Maps (scn 42+43).
- Game was changing U boat commanders to random Japanese commanders after disbanding - fixed. Thanks to LST on the Forums for help.
- 10+ Minor weapons facing issues and leader issues to be corrected from stock – thanks to Omat for pointing out. Fixed
- A few spelling corrections as pointed out in the main game by other players - Fixed.
- Two allied ships allocated to no TF at start – possible error from original mod – Fixed.
- Some ship art enhancements – Chrome.
- Wrong Art for a few Soviet planes – Fixed.
- P47D25 – Armour corrected to 1 – Fixed.
- BB with less than 22kt capability now have cruise speed of 12kts.
- A few minor upgrade corrections for allied BB as pointed out in the main game by other players - Fixed.
- A few Japanese and allied ship upgrade path tweaks to make them flow better.
- More upgrade options for obsolete starting DD/TB for both sides – Chrome and realism.
- Reduced some more Japanese DD reloads to reflect late war AA and TT upgrades/ weight – Realism.
- Improved significantly CV deck armour where both the deck and hanger were armoured - Realism.
- A couple of tweaks for Soviet Patrol planes - cohesion
- Slightly reduced some arriving Japanese starting CV/CVL air groups experience and CV Trained status- Cohesion.
- Slightly increased many Japanese BB/CV ship upgrade damage to reflect mid war onward shortage of parts and components and longer delays in port- Realism.
- Mogami class now start as CL and upgraded to CA or converted to CL CAV as desired – Cohesion with mod and chrome.

- Made all SS and old Float Planes SR 2 to reflect use in high seas etc. making them prone to damage - Realism
- Slightly downgraded Japanese aircraft upgrade paths to make it slightly harder work to get in the best planes 44 onwards esp. – Play balance and realism.
- Ship tweaks, mainly AA and AA ammo, a few corrections in ranges and cargo loads – Realism and chrome.
- Slightly improved Yamato Kai class – to make it slightly more tempting to build – Chrome and cohesion.
- Tweaked Japanese late war DD advanced ASW weapons down a bit. Realism.
- Reduced Japanese daily PP to 25 to reduce the ability to rebuild destroyed stuff and reduce flexibility - Realism.
- Reduced accuracy by a significant amount of the TT launched from large Japanese Bombers and Patrols 4E+ - Realism.
- Tweaked pilot numbers arriving - Realism and cohesion.
- Tweaked Japanese smaller SS Kaiten load outs, Tweaked type 43 and 44 Kaiten. Reduced TT ammo on larger boats carrying the Type 44 Kaiten – Realism
- Rationalised (reduced) Japanese TT loadouts for DD etc. esp. to reflect late war AA upgrades – Realism.
- Increased German and Italian commanders PP to make them very expensive to replace with Japanese - cohesion and Realism.
- Slight increase in DEI oil production and base tweaks, HI Oil up a small amount – Play balance.
- Added more French and Dutch Naval leaders – Not enough.
- Added a number of new ships, old and new, good and wretched. Most obsolete ships are deemed to have had some upgrades and refits from when they were originally built until December 1941 Cohesion with mods start and play balance.
- Added 2 British historical floating dock ARDs to Singapore Dec 7th – Realism, One was captured later come back for Japan as it was captured and fixed.
- Increased slightly Allied Garrison requirements in rebellious N. India area. Cohesion with mod.
- Land units TOE reviews (ongoing to be finalised in the next patch) – chrome and play balance.
- Added Grumman XF5F1 (Navy) and XP50A (Army)- art already in files. Revised USN Hellcat path to XF6F then F8F Bearcat. Cohesion with mod/Chrome.
- Added more versions of some aircraft to give more options and development paths over a long time. Chrome.
- Japanese upgrade paths for transport AC revised to make them more user friendly. Realism.
- Tweaked a few Chinese forts upwards to reflect difficult terrain – Play balance.
- Got rid of number naming convention for early war, all war ships on both sides TB+ now have names - Chrome.
- Reduced allied A/C arrival to reserve bases until 1943. Play balance.

- Improved accuracy of rockets slightly (again testing shows not accurate enough). Realism.
- Improved accuracy of all PGM (testing shows not accurate enough).
- Japanese Junyo and Hiyo CVL now convert from (useful) large Liners, their air groups arrive in Jan 43 at Tokyo –Cohesion with mod, choices and Chrome.
- Ryuho now converts from its mother AS from Feb 1942. Air groups arrive untrained late 1942 – Realism and Chrome.
- Changed Japanese CVL/CVE/CV/CVB Air groups names to generic description to deny the allies unfair intel – Realism and chrome.
- Review of starting positions on map of some units, shops and A/C and destinations of some TF varied – Chrome and balance.
- Added dud rates for some bombs and shells. – chrome and realism.
- Naval Guns/ turrets denoted as * Improve with modernisation and experience – Realism.
- Added an early Japanese Radar (pre-May 42) of dubious worth and a late war one of high worth - Chrome.
- Changed Jap BB starting classes/names/numbers to better reflect historical deployment, usually in pairs of each class - Realism and balance.
- Many US subs now have large end 42 refits including HOR Engine replacement.
- US subs now get a more modern and dangerous Type16 21inch TT upgrade 1944 onwards.
- Added Ranger Joes – Modified Japanese Submarine build cost workaround. Reduces sub build cost - Realism