

War in the East 2 – 1944 Scn modified by Michael Smith

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The vision of this mod is to make play as Axis more interesting and more durable.

Suggested game settings

	Early War 1941 - 1942	Late War 1943 - 1945
Morale Mod Germany	3	5
Morale Mod Finland	0	0
Morale Mod Italy	5	3
Morale Mod Rumania	8	4
Morale Mod Hungary	6	5
Morale Mod Slovakia	5	4
Morale Mod Soviet Union	0	0
Axis Vehicle Repair Rate	5	15
Soviet Vehicle Repair Rate	20	20

Reset to Default

	Gameplay	Difficulty	Balance
Computer Controlled	☐	☒	☒
Fog of War	☒	☒	☒
Movement FoW	☒	☒	☒
Lock HQ Support	☒	☒	☒
Automate AI Air Assist	☐	☒	☐
Enhanced Player TB Control	☐	☒	☐
Reduced Retreat Attrition	☐	☒	☐
Combat Delay Effects	☐	REDUCED	☐
Miscellaneous Leader Deaths	☐	REDUCED	☐
Amphibious Invasions	☐	LIMITED	☐
No Temporary Motorization	☐	☒	☐
No Airborne Operations	☐	☒	☐

Reset to Default



Germany

Road System: Good (2)

EDIT WEATHER EFFECTS

NATION MORALE

NATION COLOR

PRODUCTION MODIFIERS

	production multiplier (%)					
	1941	1942	1943	1944	1945	+modifier
MANPOWER	100	600	1200	1400	800	0
ARMAMENTS	375	515	515	750	750	0
VEHICLES	50	70	60	60	50	0
SUPPLY	40	90	90	110	90	0
RESOURCE	100	100	100	100	100	0
FUEL	100	100	100	100	105	0
OIL	100	100	100	100	100	0
SYNTH FUEL	100	140	140	145	145	0

Units

There has been some remodelling of SS units. Those who performed more SEC roles have been deemed as such (losing, in some cases, Mountain status and benefits), but they have retained the same TOE. Units that have been pressed into their own national borders have been raised to Axis Elite (just for this mod), but their starting morale is unchanged. This reflects their desperate position, and historically, these units stood up to a lot of punishment.

A few units and some support Units are designated as Axis Elite to create more staying power.

A few units are no longer locked into TB, and some of the SS SEC units have been locked.

Unit Builds

A wide variety of Axis units to build have been added.

TOE

In an effort to use the large pool of modern AFV that builds up in some units, the Armour in the starting TOE is upgraded, but the pool is reduced.

I used *Weidocks* (from the Matrix Forum), heavily researched and added many suggested changes to the TOE for Russians and Axis, but left the on-map units as is.

Fuel

Both types of fuel have for the Axis, in the mod, raised a touch.

Leaders

Axis - Raised the stats of a few long-standing ones (by 1 pt here and there) to reflect pre-44 possible gains and experience.

Russian – One or two improvements.

All comments are welcome.

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