

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

## V1.3 October 2024

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

### Suggested game settings

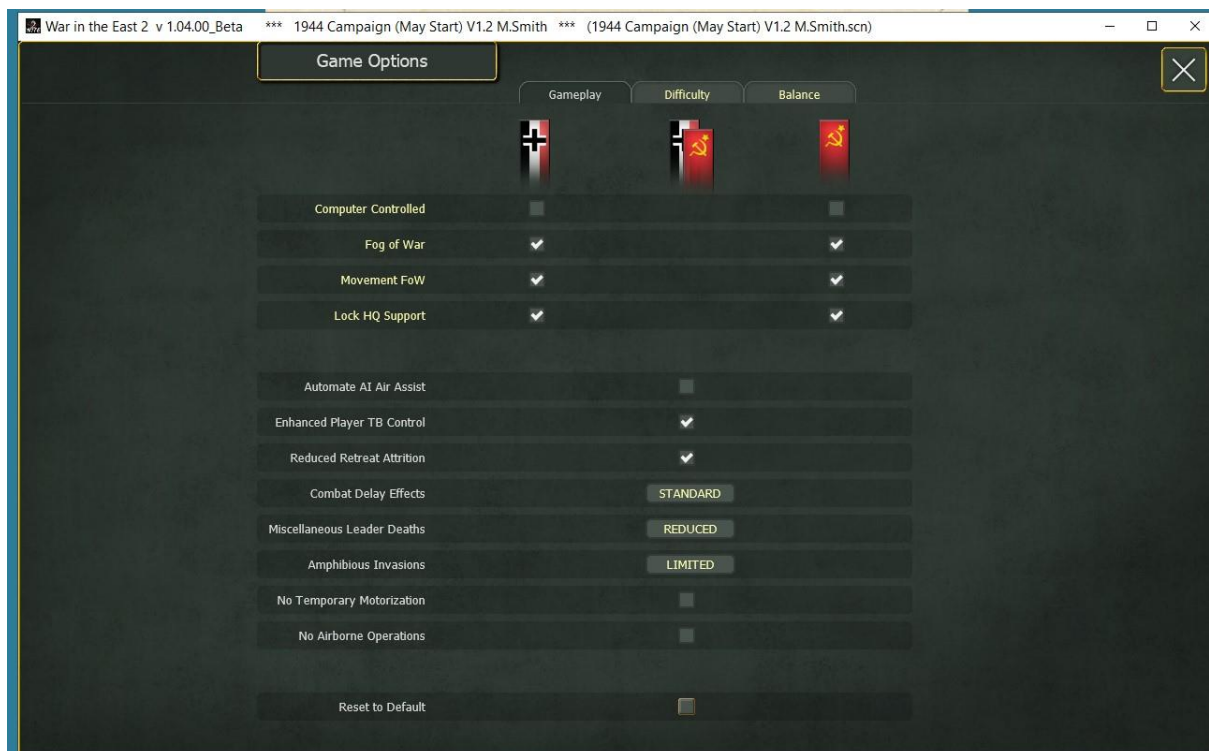
The screenshot shows the 'Game Options' menu with three tabs: 'Gameplay', 'Difficulty', and 'Balance'. The 'Morale Mod' settings are displayed in a table with columns for 'Early War 1941 - 1942' and 'Late War 1943 - 1945'. The 'Vehicle Repair Rate' settings are also shown in a table with columns for 'Axis Vehicle Repair Rate' and 'Soviet Vehicle Repair Rate'. A 'Reset to Default' button is located at the bottom of the menu.

|                         | Early War<br>1941 - 1942 | Late War<br>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 | Soviet Vehicle Repair Rate |
|----------------------------|--------------------------|----------------------------|
| Axis Vehicle Repair Rate   | 5                        | 15                         |
| Soviet Vehicle Repair Rate | 20                       | 20                         |

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 but within the bounds of possibility.

### **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 much of *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. This means we will see a wider TOE, especially on the Axis side.

### **Fuel production**

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

### **Leaders**

Raised the stats of some of the long-standing ones (by 1 pt here and there mainly admin and initiative) to reflect pre-44 possible gains and experience.

All comments are welcome.

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Unfrozen 203<sup>RD</sup> Sec Div.

Unfrozen 153<sup>rd</sup> Training Division.

Revised the Axis build units.

Removed from map 2 x Stug X that had been placed by accident as multi-role.

Unit tweaks.

Increased Soviet starting admin to 175 Axis to 80.

Corrected National Moral starting levels.

### **V1.3**

Corrected unit build problems.