

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

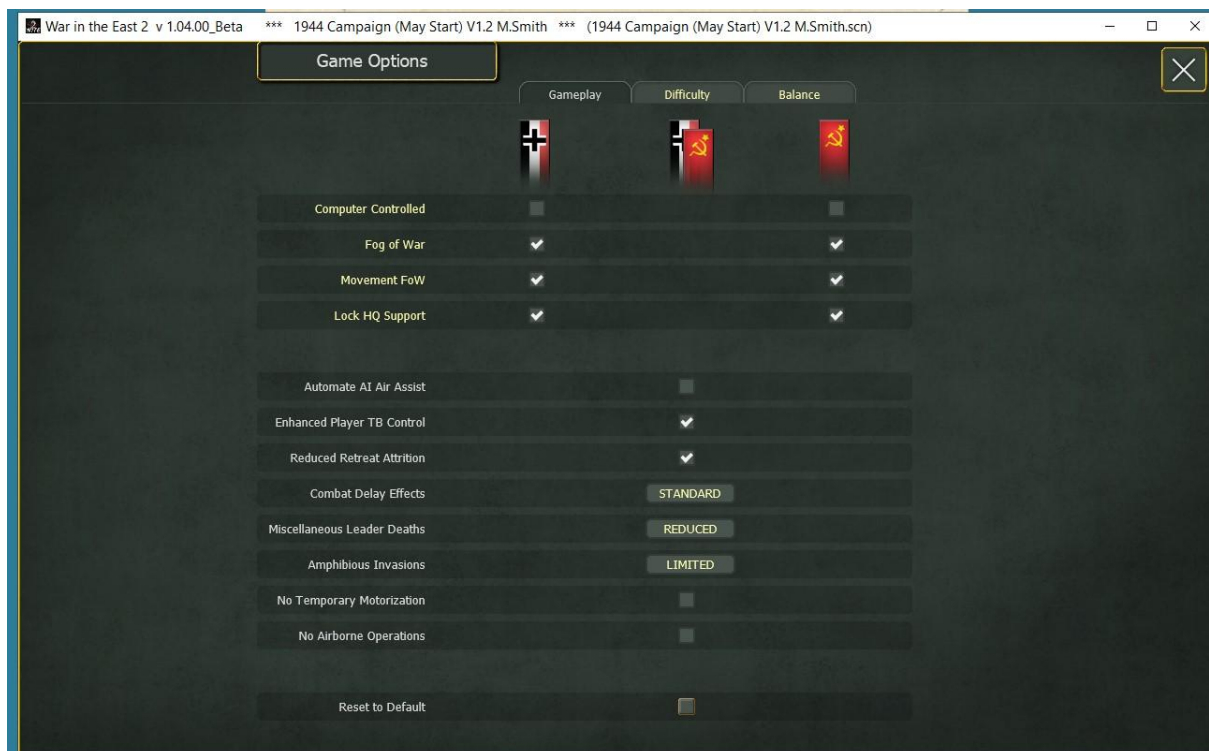
V1.4 June 2025

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



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.

Michael Smith

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V1.2- 1.3

Unfrozen 203RD Sec Div.

Unfrozen 153rd 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 Morale starting levels.

V1.4

Corrected unit build problems and LW, SS, etc. designations. Amended build costs and volume of some units.

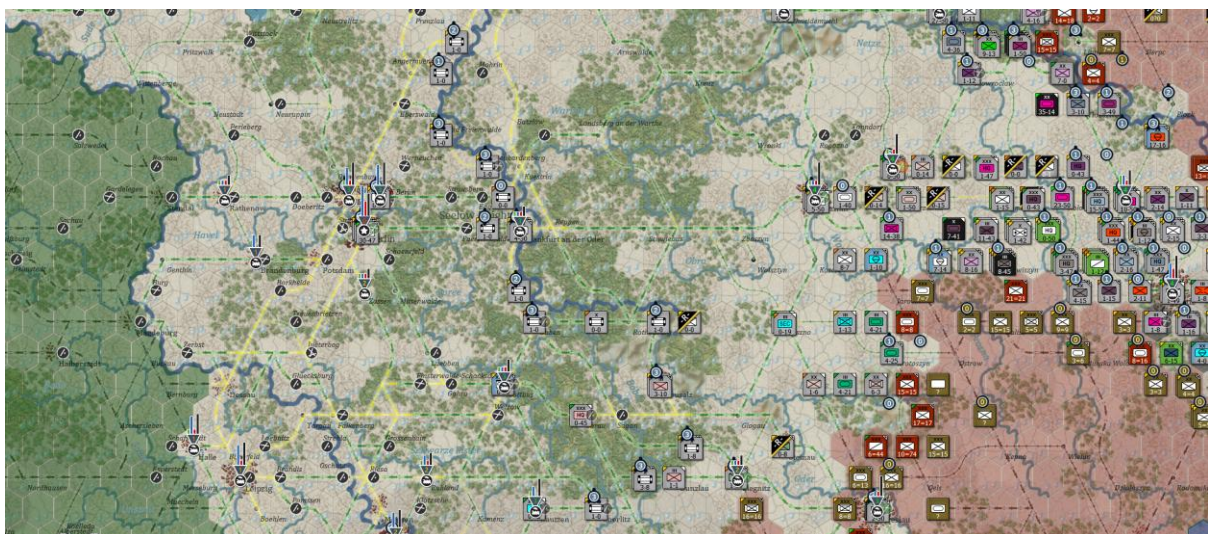
Tweaked a few units TOE with my interpretations. All TOE will become very varied in this mod as it is.

Made French Vol Regt to Elite and changed its TOE

Added some very late-war units and adhoc units that could have been built.

Added a couple of hypothetical small units.

May 45



End May 45

