Conkristador's Realism Scenario: the change ledger

Release 1.12 (Draft 72). Every operation the converter applied to the stock v1128 Scenario 1 export, 16,163 in all across 130 sheets, organised by country and component, with the changes that belong to no country first. Values are shown as stock -> CRS; devices by name; dates as YYMMDD. The Sheet column names the change sheet (changes/NN_name.csv) so any row can be found and switched off. Ships added are listed by class with every hull named. The design document (CRS_Proposal.html) gives the reasoning behind each sheet.

Operations by table: location 2,914; lcu 3,415; airgroup 1,374; ship 5,144; shipclass 1,962; aircraft 590; device 388; leader 95; pilot 177; toe 104.

Part I. General changes (no country)

Scenario-wide (4)

Item [slot]	Change	Sheet	Note
Map file (pwhexe.dat)	Island stacking limits on 76 bases (men per hex): Baker Island 6,000, Howland Island 6,000, Ocean Island 6,000, Johnston Island 6,000, Puluwat 6,000, Namonuito 6,000, Wake Island 6,000, Tarawa 6,000, Makin 6,000, Eniwetok 6,000, Majuro 6,000, Jaluit 6,000, Nauru Island 6,000, Funafuti 6,000, Ulithi 6,000, Tulagi 6,000, Kwajalein	stacking_islands	Every base on an island of twelve hexes or fewer; the one map-file change, written by pwhex_tool.py
Scenario briefing texts	Scen, JDetail and ADetail rewritten for the scenario as it stands	scenario_text	
Art	Plane side-view sheets (blank cells only) and new ship pictures at new numbers for the added types and classes	34_plane_art / art	
Recommended options	Player Defined Upgrades ON, Realistic R&D ON, Reliable USN Torpedoes OFF; PBEM: disable Automatic Victory		

Device replacements across records (607)

Item [slot]	Change	Sheet	Note
aircraft: B4Y1 Jean [623]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: B5M1 Mabel [625]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: B5N1 Kate [627]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: B5N2 Kate [628]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: G3M2 Nell [670]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: G3M3 Nell [671]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: G4M1 Betty [673]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: H6K4 Mavis [683]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: H6K5 Mavis [684]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: H8K1 Emily [686]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 2 Torp (1 record, 1 device slots)	85_devices	C1: Mod 2, 205 kg, the 1941-42 torpedo
aircraft: B6N1 Jill [630]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 3 Torp (1 record, 1 device slots)	85_devices	C1: Mod 3, 240 kg, 1943
aircraft: B6N2 Jill [631]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 3 Torp (1 record, 1 device slots)	85_devices	C1: Mod 3, 240 kg, 1943
aircraft: B6N2a Jill [632]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 3 Torp (1 record, 1 device slots)	85_devices	C1: Mod 3, 240 kg, 1943
aircraft: G4M2 Betty [674]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 3 Torp (1 record, 1 device slots)	85_devices	C1: Mod 3, 240 kg, 1943
aircraft: G4M2a Betty [675]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 3 Torp (1 record, 1 device slots)	85_devices	C1: Mod 3, 240 kg, 1943
aircraft: H8K2 Emily [687]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 3 Torp (1 record, 1 device slots)	85_devices	C1: Mod 3, 240 kg, 1943
aircraft: P1Y1 Frances [721]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 3 Torp (1 record, 1 device slots)	85_devices	C1: Mod 3, 240 kg, 1943
aircraft: B7A2 Grace [635]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 4 Torp (1 record, 1 device slots)	85_devices	C1: Mod 4, 308 kg, 1944-45
aircraft: G4M3a Betty [678]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 4 Torp (1 record, 1 device slots)	85_devices	C1: Mod 4, 308 kg, 1944-45
aircraft: P1Y2 Frances [724]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 4 Torp (1 record, 1 device slots)	85_devices	C1: Mod 4, 308 kg, 1944-45

Item [slot]	Change	Sheet	Note
aircraft: M6A1 Seiran [712]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 4 Torp (1 record, 1 device slots)	85_devices	C1: Mod 4, 308 kg, 1944-45
aircraft: Ki-67-Ia (T) Peggy [818]	device 18in Type 91 Torpedo replaced by 45cm T91 Mod 4 Torp (1 record, 1 device slots)	85_devices	C1: Mod 4, 308 kg, 1944-45
aircraft: G8N1 Renzan [70]	device 18in Type 91 Torpedo replaced by 45cm Type 4-4 Torp (1 record, 1 device slots)	85_devices	C1: Type 4 Mod 4, 1945 heavy warhead
aircraft: TBM-3 Avenger [497]	device 22in Mk 13 Torpedo replaced by 22in Mk 13-1A Torp (1 record, 1 device slots)	85_devices	C2
aircraft: PBY-6A Catalina [468]	device 22in Mk 13 Torpedo replaced by 22in Mk 13-1A Torp (1 record, 1 device slots)	85_devices	C2
aircraft: SB2C-4 Helldiver [483]	device 1000 lb GP Bomb replaced by 1600 lb AP Bomb (1 record, 1 device slots)	85_devices	C3
aircraft: SB2C-5 Helldiver [484]	device 1000 lb GP Bomb replaced by 1600 lb AP Bomb (1 record, 1 device slots)	85_devices	C3
aircraft: F-13 Superfortress [322]	device AIA Radar replaced by H2X Nav.Radar (1 record, 2 device slots)	90_reviews_sep26	W1: the F-13 carried the AN/APQ-13 bombing and navigation set (the table's H2X record), not the AIA intercept radar
aircraft: Ki-43-IIIb Oscar	device 12.7mm Ho-103 MG replaced by 20mm Ho-5 Cannon (1 record, 2 device slots)	91_conversions_bases	J1: Ho-103 to Ho-5
aircraft: G5N2-L Shinzan	device Mitsubishi Ha-32 replaced by Nakajima Ha-34 (1 record, 1 device slots)	91_conversions_bases	J3: Ha-34 engines
aircraft: Ki-84a Frank	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	E2: the 1944 types on the Homare 21
aircraft: Ki-84b Frank	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: Ki-84r Frank	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: N1K2-J George	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: N1K3-A George	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: N1K4-J George	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: C6N1 Myrt	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: C6N1-S Myrt	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: C6N2 Myrt	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: B7A2 Grace	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: Ki-119	device Nakajima Ha-45 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	
aircraft: G8N1 Renzan	device Mitsubishi Ha-32 replaced by Nakajima Ha-45-21 (1 record, 1 device slots)	94_engines	E3: the Renzan had four Homare 24, not the Kasei
aircraft: Ki-67-Ia Peggy	device Nakajima Ha-45 replaced by Mitsubishi Ha-42 (1 record, 1 device slots)	94_engines	E1: the Ki-67 family flew on the Mitsubishi Ha-104, not the Homare
aircraft: Ki-67-Ia (T) Peggy	device Nakajima Ha-45 replaced by Mitsubishi Ha-42 (1 record, 1 device slots)	94_engines	
aircraft: Ki-67-Ib Peggy	device Nakajima Ha-45 replaced by Mitsubishi Ha-42 (1 record, 1 device slots)	94_engines	
aircraft: Ki-109-I Peggy	device Nakajima Ha-45 replaced by Mitsubishi Ha-42 (1 record, 1 device slots)	94_engines	

Item [slot]	Change	Sheet	Note
aircraft: Ki-87	device Nakajima Ha-34 replaced by Nakajima Ha-44 (1 record, 1 device slots)	94_engines	E3: the Ki-87 was built around the Ha-219, the table's Ha-44
aircraft: Ki-45 KAIa Nick	device Nakajima Ha-35 replaced by Mitsubishi Ha-31 (1 record, 1 device slots)	94_engines	E3: every Ki-45 had the Zuisei-family Ha-102, not the Sakae
aircraft: Ki-45 KAIb Nick	device Nakajima Ha-35 replaced by Mitsubishi Ha-31 (1 record, 1 device slots)	94_engines	
aircraft: A6M3 Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	T4: the Sakae 21 types; the A6M2, B5N2, Ki-43-I, Ki-48-I and Ki-56 keep the Sakae 12
aircraft: A6M3a Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M5 Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M5b Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M5d-S Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M5c Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M7 Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M2 Sen Baku	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M2-K Zero	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-43-IIa Oscar	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-43-IIb Oscar	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-43-IIIa Oscar	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-43-IIIb Oscar	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-43-IV Oscar	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: J1N1-S Irving	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: J1N1-Sa Irving	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-48-IIa Lily	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-48-IIb Lily	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-48-IIc Lily	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-115a Tsurugi	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-115b Tsurugi	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	

Item [slot]	Change	Sheet	Note
aircraft: Toka	device Nakajima Ha-35 replaced by Nakajima Ha-35-21 (1 record, 1 device slots)	101_engine_marks	
aircraft: D3A2 Val	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-5x (1 record, 1 device slots)	101_engine_marks	T4: the Kinsei 5x types
aircraft: E13A1b Jake	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-5x (1 record, 1 device slots)	101_engine_marks	
aircraft: E16A1 Paul	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-5x (1 record, 1 device slots)	101_engine_marks	
aircraft: L2D2 Tabby	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-5x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-46 KAI Dinah	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-5x (1 record, 1 device slots)	101_engine_marks	
aircraft: D4Y3 Judy	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	T4: the Kinsei 6x types
aircraft: D4Y4 Judy	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: D5Y1 Myojo	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-46-III KAI Dinah	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-102a Randy	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-102b Randy	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-102c Randy	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-100-I Tony	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-100-Ib Tony	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-100-II Tony	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: A6M8 Zero	device Mitsubishi Ha-33 replaced by Mitsubishi Ha-33-6x (1 record, 1 device slots)	101_engine_marks	
aircraft: H8K2 Emily	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	T4: the Kasei 2x types (the Ki-21-IIb's Ha-101 was a 1x engine; it rides the 2x record so its line does not starve when Nagoya converts)
aircraft: H8K2-L Emily	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: B6N2 Jill	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: B6N2a Jill	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: E15K1 Norm	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: J2M2 Jack	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: J2M3 Jack	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	

Item [slot]	Change	Sheet	Note
aircraft: J2M3a Jack	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: J2M5 Jack	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: G4M2 Betty	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: G4M2a Betty	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: G4M2e Betty	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: G4M3a Betty	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: G4M1-L Betty	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: P1Y2 Frances	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: P1Y2-S Frances	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: P1Y3 Frances	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
aircraft: Ki-21-IIb Sally	device Mitsubishi Ha-32 replaced by Mitsubishi Ha-32-2x (1 record, 1 device slots)	101_engine_marks	
shipclass: AvailYear=44	device Type 22 Radar replaced by Type 22 Kai 4 Radar (97 record, 97 device slots)	85_devices	B3: Type 22 to Kai 4 in the 1944 class refits
shipclass: AvailYear=44	device Type 22 Radar replaced by Type 22 Kai 4 Radar (0 record, 0 device slots)	85_devices	B3: Type 22 to Kai 4 in the 1944 class refits
shipclass: AvailYear=45	device Type 22 Radar replaced by Type 22 Kai 4 Radar (30 record, 30 device slots)	85_devices	B3: Type 22 to Kai 4 in the 1945 class refits
shipclass: AvailYear=45	device Type 22 Radar replaced by Type 22 Kai 4 Radar (0 record, 0 device slots)	85_devices	B3: Type 22 to Kai 4 in the 1945 class refits
shipclass: AvailYear=46	device Type 22 Radar replaced by Type 22 Kai 4 Radar (1 record, 1 device slots)	85_devices	B3: Type 22 to Kai 4 in the 1946 class refits
shipclass: AvailYear=46	device Type 22 Radar replaced by Type 22 Kai 4 Radar (0 record, 0 device slots)	85_devices	B3: Type 22 to Kai 4 in the 1946 class refits
lcu: Nation=7	device Matilda II Tank replaced by Matilda II (Aus) (1 record, 4 device slots)	29_afv_projects	
lcu: Nation=7	device Cdo/Para Section replaced by Aus Indep Coy Sect (15 record, 24 device slots)	30_unique_squads	
lcu: Nation=7	device Cdo/Para Section replaced by Aus Indep Coy Sect (0 record, 0 device slots)	30_unique_squads	
lcu: Nation=1	device Engineers replaced by IJA Const Eng Sq (519 record, 594 device slots)	23_engineer_structure	Every IJA unit: generic Engineers -> IJA Const Eng Sq
lcu: Nation=2	device Engineers replaced by Setsueitai Sect (63 record, 65 device slots)	23_engineer_structure	Every IJN unit: generic Engineers -> Setsueitai sections (pick-and-shovel)
lcu: Nation=4	device Engineers replaced by Seabee Section (156 record, 192 device slots)	23_engineer_structure	USN base forces and advance-base units: Seabees
lcu: Nation=5	device Engineers replaced by US Const Eng Sqd (207 record, 226 device slots)	23_engineer_structure	US Army: general service / construction engineers
lcu: Nation=6	device Engineers replaced by USMC 41 Cmbt Eng Sq (26 record, 43 device slots)	23_engineer_structure	

Item [slot]	Change	Sheet	Note
lcu: Nation=7	device Engineers replaced by Aus Const Eng Sect (151 record, 206 device slots)	23_engineer_structure	
lcu: Nation=8	device Engineers replaced by NZ Const Eng Sect (43 record, 60 device slots)	23_engineer_structure	
lcu: Nation=9	device Engineers replaced by Brit Fld Eng Sect (135 record, 150 device slots)	23_engineer_structure	
lcu: Nation=15	device Engineers replaced by Brit Fld Eng Sect (12 record, 14 device slots)	23_engineer_structure	Commonwealth bases (Malaya, Burma, Ceylon, Pacific islands)
lcu: Nation=18	device Engineers replaced by Brit Fld Eng Sect (24 record, 25 device slots)	23_engineer_structure	Canada
lcu: Nation=11	device Engineers replaced by KNIL Const Eng (58 record, 86 device slots)	23_engineer_structure	
lcu: Nation=14	device Engineers replaced by Ind Pioneer Sect (135 record, 200 device slots)	23_engineer_structure	
lcu: Nation=16	device Engineers replaced by PA Engineer Squad (44 record, 63 device slots)	23_engineer_structure	Philippine Army
lcu: Nation=12	device Engineers replaced by Chinese Labor Sect (198 record, 238 device slots)	23_engineer_structure	China: the generic engineers in corps and base forces were labour, not sappers; the corps keep their Chinese Engineer Sqd
lcu: every record	device SCR-270 Radar replaced by SCR-270 Radar (6 record, 12 device slots)	85_devices	A3: the CRS radar detachments were cloned on the ship-scale SCR-270 row (effect 7); the land row is 1191 (effect 70)
lcu: every record	device 6in/50 41YT Gun replaced by 15cm 41YT CD Gun (11 record, 22 device slots)	85_devices	A4: fleet-anchorage coast artillery from the old WitP gun row 6 to the stock land mount 15cm 41YT CD Gun
lcu: every record	device 5.5in/50 3YT Gun replaced by 14cm 3YT CD Gun (11 record, 22 device slots)	85_devices	A4: fleet-anchorage coast artillery from the old WitP gun row 7 to the stock land mount 14cm 3YT CD Gun
lcu: every record	device 5in/40 Type 89 Gun replaced by 12.7cm 3YT DP Gun (11 record, 22 device slots)	85_devices	A4: fleet-anchorage coast artillery from the old WitP gun row 48 to the stock land mount 12.7cm 3YT DP Gun
lcu: every record	device 25mm Type 96 AA Gun replaced by 25mm T96 AA Gun (11 record, 22 device slots)	85_devices	A4: fleet-anchorage coast artillery from the old WitP gun row 69 to the stock land mount 25mm T96 AA Gun
lcu: LCUFormationID=2652	device 37mm AT Gun replaced by 57mm AT Gun (7 record, 7 device slots)	85_devices	
lcu: LCUFormationID=2653	device 37mm AT Gun replaced by 57mm AT Gun (5 record, 6 device slots)	85_devices	
toe: Nation=7	device Matilda II Tank replaced by Matilda II (Aus) (0 record, 0 device slots)	29_afv_projects	
toe: Chindit	device Ind Inf Section 42 replaced by Chindit LRP Section (1 record, 1 device slots)	30_unique_squads	
toe: Brit Chindit	device Brit Inf Section replaced by Chindit LRP Section (1 record, 1 device slots)	30_unique_squads	
toe: Merrills Marauders	device USA 44 Rifle Squad replaced by Marauder LRP Squad (0 record, 0 device slots)	30_unique_squads	
toe: Fiji	device NZ Inf Section replaced by Fiji Inf Section (1 record, 1 device slots)	30_unique_squads	

Item [slot]	Change	Sheet	Note
toe: Fiji Commndo	device Cdo/Para Section replaced by Fiji Guerrilla Sqd (1 record, 1 device slots)	30_unique_squads	
toe: Fiji Commndo	device Cdo/Para Section replaced by Fiji Guerrilla Sqd (0 record, 0 device slots)	30_unique_squads	
toe: Nation=7	device Cdo/Para Section replaced by Aus Indep Coy Sect (3 record, 3 device slots)	30_unique_squads	
toe: Nation=7	device Cdo/Para Section replaced by Aus Indep Coy Sect (0 record, 0 device slots)	30_unique_squads	
toe: Nation=1	device Engineers replaced by IJA Const Eng Sq (354 record, 357 device slots)	23_engineer_structure	
toe: Nation=2	device Engineers replaced by Setsueitai Sect (154 record, 155 device slots)	23_engineer_structure	
toe: Nation=4	device Engineers replaced by Seabee Section (18 record, 18 device slots)	23_engineer_structure	
toe: Nation=5	device Engineers replaced by US Const Eng Sqd (33 record, 33 device slots)	23_engineer_structure	
toe: Nation=6	device Engineers replaced by USMC 41 Cmbt Eng Sq (6 record, 6 device slots)	23_engineer_structure	
toe: Nation=7	device Engineers replaced by Aus Const Eng Sect (25 record, 25 device slots)	23_engineer_structure	
toe: Nation=8	device Engineers replaced by NZ Const Eng Sect (12 record, 12 device slots)	23_engineer_structure	
toe: Nation=9	device Engineers replaced by Brit Fld Eng Sect (28 record, 29 device slots)	23_engineer_structure	
toe: Nation=15	device Engineers replaced by Brit Fld Eng Sect (5 record, 5 device slots)	23_engineer_structure	
toe: Nation=18	device Engineers replaced by Brit Fld Eng Sect (5 record, 5 device slots)	23_engineer_structure	
toe: Nation=11	device Engineers replaced by KNIL Const Eng (11 record, 11 device slots)	23_engineer_structure	
toe: Nation=14	device Engineers replaced by Ind Pioneer Sect (33 record, 33 device slots)	23_engineer_structure	
toe: Nation=16	device Engineers replaced by PA Engineer Squad (0 record, 0 device slots)	23_engineer_structure	
toe: Nation=12	device Engineers replaced by Chinese Labor Sect (7 record, 7 device slots)	23_engineer_structure	

Item [slot]	Change	Sheet	Note
toe: UnitNumber=2652 [2652]	device 37mm AT Gun replaced by 57mm AT Gun (0 record, 0 device slots)	85_devices	C5: the US-equipped corps take the 57mm M1 from their American TOE
toe: UnitNumber=2653 [2653]	device 37mm AT Gun replaced by 57mm AT Gun (0 record, 0 device slots)	85_devices	
toe: RGC Infantry (P)	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	86_ships_toes	
toe: RGC Route (P)	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	86_ships_toes	
toe: NCPC Infantry (P)	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	86_ships_toes	
toe: IJA Garrison (G)	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	86_ships_toes	
toe: IJA T2 4Bn Garri (G)	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	86_ships_toes	
toe: IJA China Garr (G)	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	86_ships_toes	
toe: IJA Gsn Inf. (G)	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	86_ships_toes	
ship: ClassID=307	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Nevada 11/44 fit
ship: ClassID=313	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Pennsylvania 6/43 fit
ship: ClassID=314	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Pennsylvania 3/45 fit
ship: ClassID=328	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the New Mexico 10/44 fit
ship: ClassID=329	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the New Mexico 10/44 fit
ship: ClassID=334	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Tennessee 1/43 fit
ship: ClassID=345	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Colorado 4/45 fit
ship: ClassID=346	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Maryland 4/45 fit
ship: ClassID=353	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the North Carolina 3/43 fit
ship: ClassID=354	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the North Carolina 6/43 fit
ship: ClassID=355	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the North Carolina 3/44 fit
ship: ClassID=356	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Washington 4/44 fit
ship: ClassID=357	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the North Carolina 11/44 fit
ship: ClassID=358	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the North Carolina 2/45 fit
ship: ClassID=359	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the North Carolina 8/45 fit
ship: ClassID=360	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the North Carolina 10/45 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=364	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the South Dakota 2/43 fit
ship: ClassID=365	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the South Dakota 7/43 fit
ship: ClassID=366	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the South Dakota 7/44 fit
ship: ClassID=367	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the South Dakota 2/45 fit
ship: ClassID=369	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Indiana 2/43 fit
ship: ClassID=370	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	ships of the Indiana 8/43 fit
ship: ClassID=371	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Indiana 7/44 fit
ship: ClassID=372	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Indiana 4/45 fit
ship: ClassID=374	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	ships of the Massachusetts 2/43 fit
ship: ClassID=375	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Massachusetts 5/44 fit
ship: ClassID=376	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Massachusetts 4/45 fit
ship: ClassID=380	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (3 record, 6 device slots)	46_pacific_specials	ships of the Iowa 4/43 fit
ship: ClassID=381	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	ships of the New Jersey 4/43 fit
ship: ClassID=382	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Iowa 3/45 fit
ship: ClassID=383	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the New Jersey 3/45 fit
ship: ClassID=384	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (2 record, 8 device slots)	46_pacific_specials	ships of the Alaska 1/45 fit
ship: ClassID=404	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (0 record, 0 device slots)	46_pacific_specials	ships of the Wichita 4/43 fit
ship: ClassID=404	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Wichita 4/43 fit
ship: ClassID=405	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (8 record, 32 device slots)	46_pacific_specials	ships of the Baltimore 6/43 fit
ship: ClassID=406	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	ships of the Oregon City 6/43 fit
ship: ClassID=414	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Brooklyn 4/45 fit
ship: ClassID=418	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Helena 4/44 fit
ship: ClassID=420	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (4 record, 16 device slots)	46_pacific_specials	ships of the Cleveland 4/43 fit
ship: ClassID=421	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (12 record, 48 device slots)	46_pacific_specials	ships of the Cleveland 4/44 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=422	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (4 record, 16 device slots)	46_pacific_specials	ships of the Cleveland 4/45 fit
ship: ClassID=423	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	ships of the Cleveland 42 Design 4/45 fit
ship: ClassID=426	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Atlanta 11/43 fit
ship: ClassID=427	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Atlanta 6/45 fit
ship: ClassID=429	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	ships of the Oakland 1/44 fit
ship: ClassID=430	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	ships of the Oakland 5/45 fit
ship: ClassID=449	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Farragut 4/43 fit
ship: ClassID=449	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (0 record, 0 device slots)	46_pacific_specials	ships of the Farragut 4/43 fit
ship: ClassID=450	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Farragut 4/44 fit
ship: ClassID=450	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (0 record, 0 device slots)	46_pacific_specials	ships of the Farragut 4/44 fit
ship: ClassID=453	device 5in/38 Mk12 SP EBR replaced by 5in/38 SP EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Porter 3/43 fit
ship: ClassID=454	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Porter 8/44 fit
ship: ClassID=455	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Porter AA 4/45 fit
ship: ClassID=459	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Mahan 10/43 fit
ship: ClassID=459	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (0 record, 0 device slots)	46_pacific_specials	ships of the Mahan 10/43 fit
ship: ClassID=460	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Mahan 2/45 fit
ship: ClassID=460	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (0 record, 0 device slots)	46_pacific_specials	ships of the Mahan 2/45 fit
ship: ClassID=461	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Mahan AA 5/45 fit
ship: ClassID=461	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (0 record, 0 device slots)	46_pacific_specials	ships of the Mahan AA 5/45 fit
ship: ClassID=465	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Fanning 10/43 fit
ship: ClassID=465	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Fanning 10/43 fit
ship: ClassID=466	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Fanning 2/45 fit
ship: ClassID=466	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Fanning 2/45 fit
ship: ClassID=471	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gridley 4/43 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=471	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gridley 4/43 fit
ship: ClassID=472	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gridley AA 4/45 fit
ship: ClassID=472	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gridley AA 4/45 fit
ship: ClassID=476	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Bagley 4/43 fit
ship: ClassID=476	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Bagley 4/43 fit
ship: ClassID=477	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Bagley AA 4/45 fit
ship: ClassID=477	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Bagley AA 4/45 fit
ship: ClassID=480	device 5in/38 Mk12 SP EBR replaced by 5in/38 SP EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Somers 3/43 fit
ship: ClassID=481	device 5in/38 Mk12 SP EBR replaced by 5in/38 SP EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Somers 4/44 fit
ship: ClassID=482	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Somers AA 4/45 fit
ship: ClassID=487	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Benham 4/43 fit
ship: ClassID=487	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Benham 4/43 fit
ship: ClassID=488	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (2 record, 2 device slots)	46_pacific_specials	ships of the Benham 4/44 fit
ship: ClassID=488	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (2 record, 2 device slots)	46_pacific_specials	ships of the Benham 4/44 fit
ship: ClassID=489	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Benham AA 4/45 fit
ship: ClassID=489	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Benham AA 4/45 fit
ship: ClassID=494	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	ships of the Sims 7/44 fit
ship: ClassID=494	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	ships of the Sims 7/44 fit
ship: ClassID=495	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Sims AA 4/45 fit
ship: ClassID=495	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Sims AA 4/45 fit
ship: ClassID=499	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Benson 2/43 fit
ship: ClassID=500	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (6 record, 12 device slots)	46_pacific_specials	ships of the Benson 2/44 fit
ship: ClassID=501	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (9 record, 18 device slots)	46_pacific_specials	ships of the Benson AA 4/45 fit
ship: ClassID=505	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gleaves 2/43 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=506	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (7 record, 14 device slots)	46_pacific_specials	ships of the Gleaves 2/44 fit
ship: ClassID=507	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gleaves AA 4/45 fit
ship: ClassID=511	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Livermore 2/43 fit
ship: ClassID=512	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Livermore 2/44 fit
ship: ClassID=513	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Livermore AA 4/45 fit
ship: ClassID=517	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (7 record, 14 device slots)	46_pacific_specials	ships of the Bristol 2/43 fit
ship: ClassID=518	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (8 record, 16 device slots)	46_pacific_specials	ships of the Bristol 2/44 fit
ship: ClassID=519	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (3 record, 6 device slots)	46_pacific_specials	ships of the Bristol AA 4/45 fit
ship: ClassID=523	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Repeat Benson 2/43 fit
ship: ClassID=524	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Repeat Benson 2/44 fit
ship: ClassID=525	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Repeat Benson AA 4/45 fit
ship: ClassID=532	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (17 record, 51 device slots)	46_pacific_specials	ships of the Fletcher LB 2/43 fit
ship: ClassID=533	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (20 record, 60 device slots)	46_pacific_specials	ships of the Fletcher HB 2/43 fit
ship: ClassID=534	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (95 record, 285 device slots)	46_pacific_specials	ships of the Fletcher LB 7/43 fit
ship: ClassID=535	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (18 record, 54 device slots)	46_pacific_specials	ships of the Fletcher HB 7/43 fit
ship: ClassID=536	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (2 record, 6 device slots)	46_pacific_specials	ships of the Fletcher LB AA 4/45 fit
ship: ClassID=537	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Fletcher HB AA 4/45 fit
ship: ClassID=538	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (42 record, 84 device slots)	46_pacific_specials	ships of the Allen M. Sumner 1/44 fit
ship: ClassID=539	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (9 record, 18 device slots)	46_pacific_specials	ships of the Allen M. Sumner AA 4/45 fit
ship: ClassID=540	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gearing 10/44 fit
ship: ClassID=541	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (20 record, 40 device slots)	46_pacific_specials	ships of the Gearing AA 4/45 fit
ship: ClassID=678	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Lexington 1/44 fit
ship: ClassID=678	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Lexington 1/44 fit
ship: ClassID=679	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Lexington 1/45 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=679	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Lexington 1/45 fit
ship: ClassID=684	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Yorktown 10/43 fit
ship: ClassID=688	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Wasp 4/43 fit
ship: ClassID=689	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (4 record, 8 device slots)	46_pacific_specials	ships of the Essex 'Short Hull' 3/43 fit
ship: ClassID=689	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (4 record, 8 device slots)	46_pacific_specials	ships of the Essex 'Short Hull' 3/43 fit
ship: ClassID=690	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (4 record, 8 device slots)	46_pacific_specials	ships of the Essex 'Short Hull' 10/43 fit
ship: ClassID=690	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (4 record, 8 device slots)	46_pacific_specials	ships of the Essex 'Short Hull' 10/43 fit
ship: ClassID=691	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	ships of the Essex 'Short Hull' 6/44 fit
ship: ClassID=691	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	ships of the Essex 'Short Hull' 6/44 fit
ship: ClassID=692	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (4 record, 8 device slots)	46_pacific_specials	ships of the Essex 'Long Hull' 3/44 fit
ship: ClassID=692	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (4 record, 8 device slots)	46_pacific_specials	ships of the Essex 'Long Hull' 3/44 fit
ship: ClassID=693	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (7 record, 14 device slots)	46_pacific_specials	ships of the Essex 'Long Hull' 1/45 fit
ship: ClassID=693	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (7 record, 14 device slots)	46_pacific_specials	ships of the Essex 'Long Hull' 1/45 fit
ship: ClassID=699	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	ships of the Bogue 4/43 fit
ship: ClassID=702	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (46 record, 46 device slots)	46_pacific_specials	ships of the Casablanca 6/43 fit
ship: ClassID=703	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Casablanca 9/44 fit
ship: ClassID=704	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (5 record, 10 device slots)	46_pacific_specials	ships of the Commencement Bay 12/44 fit
ship: ClassID=718	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (74 record, 148 device slots)	46_pacific_specials	ships of the John C. Butler WGT 12/43 fit
ship: ClassID=721	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (19 record, 38 device slots)	46_pacific_specials	ships of the Rudderow 'TEV' 10/43 fit
ship: ClassID=730	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Rudderow 'TEV' 2/45 fit
ship: ClassID=734	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (92 record, 92 device slots)	46_pacific_specials	ships of the Crosley 2/44 fit
ship: ClassID=735	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (11 record, 22 device slots)	46_pacific_specials	ships of the Robert H. Smith 5/44 fit
ship: ClassID=743	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Terror 3/43 fit
ship: ClassID=746	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gearing DDR 10/44 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=747	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (19 record, 38 device slots)	46_pacific_specials	ships of the Gearing DDR AA 5/45 fit
ship: ClassID=751	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (24 record, 48 device slots)	46_pacific_specials	ships of the Ellyson 1/44 fit
ship: ClassID=755	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (4 record, 4 device slots)	46_pacific_specials	ships of the Treasury 327' AGC 9/44 fit
ship: ClassID=755	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (4 record, 4 device slots)	46_pacific_specials	ships of the Treasury 327' AGC 9/44 fit
ship: ClassID=758	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Treasury 327' PC 9/44 fit
ship: ClassID=758	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (0 record, 0 device slots)	46_pacific_specials	ships of the Treasury 327' PC 9/44 fit
ship: ClassID=796	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (12 record, 12 device slots)	46_pacific_specials	ships of the LSM (R) 1/44 fit
ship: ClassID=2384	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (15 record, 15 device slots)	46_pacific_specials	ships of the Neosho 6/43 fit
ship: ClassID=2384	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (15 record, 30 device slots)	46_pacific_specials	ships of the Neosho 6/43 fit
ship: ClassID=2387	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (17 record, 17 device slots)	46_pacific_specials	ships of the Kennebec 6/43 fit
ship: ClassID=2390	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Kanawha 6/43 fit
ship: ClassID=2393	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Patoka 6/43 fit
ship: ClassID=2407	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (102 record, 102 device slots)	46_pacific_specials	ships of the VC2 Victory Cargo 2/44 fit
ship: ClassID=2435	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (16 record, 16 device slots)	46_pacific_specials	ships of the C2-S-B1 Andromeda 3/43 fit
ship: ClassID=2436	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (22 record, 22 device slots)	46_pacific_specials	ships of the C2-S-AJ Tolland 4/44 fit
ship: ClassID=2437	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (12 record, 12 device slots)	46_pacific_specials	ships of the VC2 Boulder Victory 4/44 fit
ship: ClassID=2440	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (10 record, 10 device slots)	46_pacific_specials	ships of the S4 Artemis 1/44 fit
ship: ClassID=2449	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (43 record, 43 device slots)	46_pacific_specials	ships of the VC2 Haskell 4/44 fit
ship: ClassID=2450	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (11 record, 22 device slots)	46_pacific_specials	ships of the C3-S-A Bayfield 3/43 fit
ship: ClassID=2451	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (13 record, 13 device slots)	46_pacific_specials	ships of the S4 Gilliam 2/44 fit
ship: ClassID=2461	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (9 record, 18 device slots)	46_pacific_specials	ships of the P2 General 8/43 fit
ship: ClassID=2461	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (9 record, 18 device slots)	46_pacific_specials	ships of the P2 General 8/43 fit
ship: ClassID=2462	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (8 record, 16 device slots)	46_pacific_specials	ships of the P2 Admiral 4/44 fit
ship: ClassID=2462	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (8 record, 16 device slots)	46_pacific_specials	ships of the P2 Admiral 4/44 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=2463	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (17 record, 34 device slots)	46_pacific_specials	ships of the C4 General 9/43 fit
ship: ClassID=2463	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (17 record, 34 device slots)	46_pacific_specials	ships of the C4 General 9/43 fit
ship: ClassID=2491	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (10 record, 10 device slots)	46_pacific_specials	ships of the C3-S Cargo 6/43 fit
ship: ClassID=2493	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (2 record, 2 device slots)	46_pacific_specials	ships of the C3-E Cargo 6/43 fit
ship: ClassID=2495	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (4 record, 4 device slots)	46_pacific_specials	ships of the C2-T Cargo 6/43 fit
ship: ClassID=2497	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (34 record, 34 device slots)	46_pacific_specials	ships of the C2 Cargo 6/43 fit
ship: ClassID=2506	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (650 record, 650 device slots)	46_pacific_specials	ships of the EC2 Liberty Cargo 6/43 fit
ship: ClassID=2535	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	ships of the C2 Arcturus 6/43 fit
ship: ClassID=2536	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Kittyhawk 3/43 fit
ship: ClassID=2546	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (8 record, 16 device slots)	46_pacific_specials	ships of the C2-S-B Sumter 9/43 fit
ship: ClassID=2547	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (20 record, 20 device slots)	46_pacific_specials	ships of the C3-S-A Bayfield 4/44 fit
ship: ClassID=2599	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (15 record, 15 device slots)	46_pacific_specials	ships of the Esso Type-T 6/43 fit
ship: ClassID=2612	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (3 record, 6 device slots)	46_pacific_specials	ships of the Curtiss 3/43 fit
ship: ClassID=2612	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (3 record, 6 device slots)	46_pacific_specials	ships of the Curtiss 3/43 fit
ship: ClassID=2614	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (4 record, 8 device slots)	46_pacific_specials	ships of the Tangier 3/43 fit
ship: ClassID=2620	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Wright 3/43 fit
ship: ClassID=2625	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (4 record, 4 device slots)	46_pacific_specials	ships of the C2-S Mt. Hood 4/44 fit
ship: ClassID=2631	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (3 record, 3 device slots)	46_pacific_specials	ships of the C2 Lassen 3/43 fit
ship: ClassID=2638	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (5 record, 5 device slots)	46_pacific_specials	ships of the C3 Griffin 3/43 fit
ship: ClassID=2644	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (2 record, 4 device slots)	46_pacific_specials	ships of the Fulton 3/43 fit
ship: ClassID=2647	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Medusa 3/43 fit
ship: ClassID=2649	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Prometheus 3/43 fit
ship: ClassID=2652	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (2 record, 4 device slots)	46_pacific_specials	ships of the Vulcan 3/43 fit
ship: ClassID=2653	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (2 record, 2 device slots)	46_pacific_specials	ships of the C3 Delta 3/43 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=2654	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the C3 Delta 4/44 fit
ship: ClassID=2656	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the EC2 Xanthus 3/43 fit
ship: ClassID=2657	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (3 record, 3 device slots)	46_pacific_specials	ships of the EC2 Xanthus 4/44 fit
ship: ClassID=2661	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (0 record, 0 device slots)	46_pacific_specials	ships of the Dobbin 9/43 fit
ship: ClassID=2667	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (2 record, 4 device slots)	46_pacific_specials	ships of the Dixie 6/43 fit
ship: ClassID=2669	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (2 record, 2 device slots)	46_pacific_specials	ships of the C3 Hamul 10/43 fit
ship: ClassID=2676	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (2 record, 2 device slots)	46_pacific_specials	ships of the Oyster Bay 4/43 fit
ship: ClassID=2676	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (2 record, 2 device slots)	46_pacific_specials	ships of the Oyster Bay 4/43 fit
ship: ClassID=2678	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	ships of the C1 Acontius 3/43 fit
ship: ClassID=2679	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	ships of the C1 Acontius 4/44 fit
ship: ClassID=2683	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (12 record, 12 device slots)	46_pacific_specials	ships of the Barnegat 4/43 fit
ship: ClassID=2685	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (10 record, 20 device slots)	46_pacific_specials	ships of the C2-S Blue Ridge 9/43 fit
ship: ClassID=2686	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (18 record, 18 device slots)	46_pacific_specials	ships of the Belle Grove 4/43 fit
ship: ClassID=2687	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (6 record, 12 device slots)	46_pacific_specials	ships of the Catskill 1/44 fit
ship: ClassID=4	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (1 record, 2 device slots)	46_pacific_specials	ships of the King George V 2/44 fit
ship: ClassID=5	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (3 record, 6 device slots)	46_pacific_specials	ships of the King George V 2/44 fit
ship: ClassID=10	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (0 record, 0 device slots)	46_pacific_specials	ships of the Queen Elizabeth 6/44 fit
ship: ClassID=11	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (1 record, 2 device slots)	46_pacific_specials	ships of the Vanguard 12/45 fit
ship: ClassID=20	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Kent 8/44 fit
ship: ClassID=26	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the London 2/45 fit
ship: ClassID=42	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Leander 2/45 fit
ship: ClassID=48	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Edinburgh 8/44 fit
ship: ClassID=49	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Edinburgh 7/45 fit
ship: ClassID=52	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Southampton 6/44 fit

Item [slot]	Change	Sheet	Note
ship: ClassID=53	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Gloucester 7/45 fit
ship: ClassID=57	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (3 record, 6 device slots)	46_pacific_specials	ships of the Fiji 12/44 fit
ship: ClassID=58	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 3 device slots)	46_pacific_specials	ships of the Swiftsure 6/44 fit
ship: ClassID=59	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Swiftsure 2/45 fit
ship: ClassID=67	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (1 record, 2 device slots)	46_pacific_specials	ships of the Bellona 2/45 fit
ship: ClassID=70	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the 'D' Class 2/44 fit
ship: ClassID=114	device 4.5in/45 QF Mk IV replaced by 4.5in/45 Mk IV VT (7 record, 14 device slots)	46_pacific_specials	ships of the 'Z' Class 5/44 fit
ship: ClassID=136	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (0 record, 0 device slots)	46_pacific_specials	ships of the Indomitable 3/44 fit
ship: ClassID=137	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (0 record, 0 device slots)	46_pacific_specials	ships of the Indomitable 2/45 fit
ship: ClassID=138	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (1 record, 2 device slots)	46_pacific_specials	ships of the Implacable 5/44 fit
ship: ClassID=139	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (1 record, 2 device slots)	46_pacific_specials	ships of the Indefatigable 5/44 fit
ship: ClassID=140	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (3 record, 6 device slots)	46_pacific_specials	ships of the Unicorn 1/44 fit
ship: ClassID=147	device 4.5in/45 QF Mk V replaced by 4.5in/45 Mk V VT (0 record, 0 device slots)	46_pacific_specials	ships of the Attacker 7/45 fit
ship: ClassID=149	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (4 record, 8 device slots)	46_pacific_specials	ships of the Ameer 7/45 fit
ship: ClassID=167	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (0 record, 0 device slots)	46_pacific_specials	ships of the Swan 2/44 fit
ship: ClassID=786	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (10 record, 10 device slots)	46_pacific_specials	ships of the Loch PF 1/45 fit
ship: ClassID=787	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (3 record, 6 device slots)	46_pacific_specials	ships of the Bay PFAA 1/45 fit
ship: ClassID=2577	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (3 record, 12 device slots)	46_pacific_specials	ships of the Glen LSI 4/44 fit
ship: ClassID=297	device Type 22 Radar replaced by Type 22 Kai 4 Radar (1 record, 1 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=299	device Type 22 Radar replaced by Type 22 Kai 4 Radar (2 record, 2 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1065	device Type 22 Radar replaced by Type 22 Kai 4 Radar (1 record, 1 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1255	device Type 22 Radar replaced by Type 22 Kai 4 Radar (5 record, 5 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1295	device Type 22 Radar replaced by Type 22 Kai 4 Radar (1 record, 1 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1312	device Type 22 Radar replaced by Type 22 Kai 4 Radar (16 record, 16 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1313	device Type 22 Radar replaced by Type 22 Kai 4 Radar (17 record, 17 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1317	device Type 22 Radar replaced by Type 22 Kai 4 Radar (55 record, 55 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1318	device Type 22 Radar replaced by Type 22 Kai 4 Radar (21 record, 21 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1322	device Type 22 Radar replaced by Type 22 Kai 4 Radar (74 record, 74 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1323	device Type 22 Radar replaced by Type 22 Kai 4 Radar (26 record, 26 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows

Item [slot]	Change	Sheet	Note
ship: ClassID=1485	device Type 22 Radar replaced by Type 22 Kai 4 Radar (6 record, 6 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1495	device Type 22 Radar replaced by Type 22 Kai 4 Radar (14 record, 14 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1504	device Type 22 Radar replaced by Type 22 Kai 4 Radar (6 record, 6 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1512	device Type 22 Radar replaced by Type 22 Kai 4 Radar (23 record, 23 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1513	device Type 22 Radar replaced by Type 22 Kai 4 Radar (8 record, 8 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1517	device Type 22 Radar replaced by Type 22 Kai 4 Radar (51 record, 51 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1940	device Type 22 Radar replaced by Type 22 Kai 4 Radar (1 record, 1 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1942	device Type 22 Radar replaced by Type 22 Kai 4 Radar (2 record, 2 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1948	device Type 22 Radar replaced by Type 22 Kai 4 Radar (3 record, 3 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1959	device Type 22 Radar replaced by Type 22 Kai 4 Radar (2 record, 2 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1961	device Type 22 Radar replaced by Type 22 Kai 4 Radar (4 record, 4 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1963	device Type 22 Radar replaced by Type 22 Kai 4 Radar (11 record, 11 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1976	device Type 22 Radar replaced by Type 22 Kai 4 Radar (2 record, 2 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=1983	device Type 22 Radar replaced by Type 22 Kai 4 Radar (35 record, 35 device slots)	85_devices	B3: ships already on a 1944+ class carry their own weapon rows
ship: ClassID=560	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (2 record, 6 device slots)	98_allied_ methods	
ship: ClassID=561	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=562	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=562	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=565	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=566	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=568	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_ methods	
ship: ClassID=569	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=570	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=572	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (2 record, 6 device slots)	98_allied_ methods	
ship: ClassID=573	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=574	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=577	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (2 record, 6 device slots)	98_allied_ methods	
ship: ClassID=578	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=579	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	
ship: ClassID=579	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_ methods	

Item [slot]	Change	Sheet	Note
ship: ClassID=580	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=580	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=585	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (2 record, 6 device slots)	98_allied_	
		methods	
ship: ClassID=586	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=587	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=587	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=588	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=588	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=593	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (6 record, 18 device slots)	98_allied_	
		methods	
ship: ClassID=594	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=595	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=595	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=596	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=596	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=601	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (6 record, 24 device slots)	98_allied_	
		methods	
ship: ClassID=602	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=603	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=609	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (6 record, 24 device slots)	98_allied_	
		methods	
ship: ClassID=610	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=611	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=617	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (4 record, 16 device slots)	98_allied_	
		methods	
ship: ClassID=618	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=619	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_	
		methods	
ship: ClassID=625	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (6 record, 30 device slots)	98_allied_	
		methods	

Item [slot]	Change	Sheet	Note
ship: ClassID=626	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_methods	
ship: ClassID=627	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_methods	
ship: ClassID=633	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (6 record, 30 device slots)	98_allied_methods	
ship: ClassID=634	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_methods	
ship: ClassID=635	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (0 record, 0 device slots)	98_allied_methods	
ship: ClassID=641	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (7 record, 35 device slots)	98_allied_methods	
ship: ClassID=642	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (29 record, 145 device slots)	98_allied_methods	
ship: ClassID=643	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (16 record, 80 device slots)	98_allied_methods	
ship: ClassID=654	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (7 record, 35 device slots)	98_allied_methods	
ship: ClassID=407	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (5 record, 10 device slots)	104_warheads	
ship: ClassID=408	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
ship: ClassID=424	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
ship: ClassID=425	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (3 record, 6 device slots)	104_warheads	
ship: ClassID=428	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (2 record, 4 device slots)	104_warheads	
ship: ClassID=431	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (24 record, 48 device slots)	104_warheads	
ship: ClassID=432	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=433	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=434	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=437	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (9 record, 18 device slots)	104_warheads	
ship: ClassID=438	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=439	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=440	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=443	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
ship: ClassID=444	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
ship: ClassID=445	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=446	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (8 record, 8 device slots)	104_warheads	
ship: ClassID=447	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=448	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=451	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (5 record, 5 device slots)	104_warheads	
ship: ClassID=452	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=456	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (16 record, 48 device slots)	104_warheads	
ship: ClassID=457	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=458	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=462	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (2 record, 6 device slots)	104_warheads	
ship: ClassID=463	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=464	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=467	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (4 record, 8 device slots)	104_warheads	
ship: ClassID=468	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=469	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=470	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=473	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (8 record, 16 device slots)	104_warheads	
ship: ClassID=474	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=475	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=478	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (2 record, 2 device slots)	104_warheads	
ship: ClassID=479	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=483	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (2 record, 4 device slots)	104_warheads	
ship: ClassID=484	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=485	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (4 record, 8 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
ship: ClassID=486	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=490	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (9 record, 9 device slots)	104_warheads	
ship: ClassID=491	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=492	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=493	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
ship: ClassID=496	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (10 record, 10 device slots)	104_warheads	
ship: ClassID=497	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (3 record, 3 device slots)	104_warheads	
ship: ClassID=498	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
ship: ClassID=502	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=503	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=504	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=508	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (4 record, 4 device slots)	104_warheads	
ship: ClassID=509	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=510	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=514	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=515	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (6 record, 6 device slots)	104_warheads	
ship: ClassID=516	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
ship: ClassID=520	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=521	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=522	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=526	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=527	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (3 record, 3 device slots)	104_warheads	
ship: ClassID=528	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (0 record, 0 device slots)	104_warheads	
ship: ClassID=529	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (5 record, 5 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
ship: ClassID=530	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (2 record, 2 device slots)	104_warheads	
ship: ClassID=531	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (12 record, 12 device slots)	104_warheads	
ship: ClassID=298	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
ship: ClassID=850	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=851	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1014	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1035	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1045	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1046	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1065	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
ship: ClassID=1066	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1103	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1104	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1108	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1109	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1115	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1126	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1131	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1135	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1136	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1140	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1141	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1146	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1415	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
ship: ClassID=1435	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1436	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1440	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1441	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1445	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1446	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1451	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1459	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1465	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1466	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1476	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1485	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (6 record, 6 device slots)	104_warheads	
ship: ClassID=1495	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (14 record, 14 device slots)	104_warheads	
ship: ClassID=1504	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (6 record, 12 device slots)	104_warheads	
ship: ClassID=1505	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1512	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (23 record, 23 device slots)	104_warheads	
ship: ClassID=1513	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (8 record, 8 device slots)	104_warheads	
ship: ClassID=1517	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (51 record, 51 device slots)	104_warheads	
ship: ClassID=1702	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=4061	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1903	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1907	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1910	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1913	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
ship: ClassID=1916	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1919	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1922	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1927	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1931	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1935	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1938	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1940	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
ship: ClassID=1942	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (2 record, 6 device slots)	104_warheads	
ship: ClassID=1945	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1946	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1948	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (3 record, 9 device slots)	104_warheads	
ship: ClassID=1951	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1953	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (3 record, 12 device slots)	104_warheads	
ship: ClassID=1954	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1957	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (0 record, 0 device slots)	104_warheads	
ship: ClassID=1959	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (2 record, 4 device slots)	104_warheads	
ship: ClassID=1961	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (4 record, 16 device slots)	104_warheads	
ship: ClassID=1963	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (11 record, 22 device slots)	104_warheads	
ship: ClassID=1976	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (2 record, 4 device slots)	104_warheads	
ship: ClassID=1983	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (35 record, 35 device slots)	104_warheads	
ship: ClassID=123	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (0 record, 0 device slots)	104_warheads	
ship: ClassID=150	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 2 device slots)	104_warheads	
ship: ClassID=151	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (4 record, 16 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
ship: ClassID=152	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 4 device slots)	104_warheads	
ship: ClassID=160	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 1 device slots)	104_warheads	
ship: ClassID=163	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (0 record, 0 device slots)	104_warheads	
ship: ClassID=191	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (24 record, 24 device slots)	104_warheads	
ship: ClassID=244	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (0 record, 0 device slots)	104_warheads	

Devices and weapons: Japanese side (123)

Item [slot]	Change	Sheet	Note
Setsueitai Sect [44]	cloned from Engineers; side 2 -> 0; load cost 12 -> 10; anti-soft 9 -> 2; anti-armour 1 -> 0; build rate 1200 -> 3	05_engineers	IJN construction-unit section: counts as an engineer (Type 24) for construction, negligible combat. Small pool growth: Japan never had enough of them
IJA Labor Section [45]	cloned from Engineers; side 2 -> 0; load cost 12 -> 8; anti-soft 9 -> 0; anti-armour 1 -> 0; build rate 1200 -> 2	05_engineers	Korean/Chinese/r?musha forced labour with IJA airfield units
IJA Cadre Sqd [88]	cloned from IJA Infantry Squad; load cost 17 -> 12; anti-soft 20 -> 0; anti-armour 5 -> 0; upgrade none -> L3Y2 Tina	06_cadre_devices	Conscripts awaiting weapons: zero combat value, full load cost. Present in every shell so the PP buy-out is priced like a full formation (PP cost is per device). Upgrades to IJA Infantry Sqd 43 from the pool when the unit's Upgrade toggle is on
SNLF Cadre Sqd [103]	cloned from SNLF Squad; load cost 17 -> 12; anti-soft 20 -> 0; anti-armour 5 -> 0	06_cadre_devices	
Daihatsu Ldg Craft [230]	cloned from Engineer Vehicle; side 2 -> 0; load cost 15 -> 12; anti-soft 5 -> 2; anti-armour 1 -> 0; armour 1 -> 2; build rate 100 -> 2	21_amphibious	IJA Daihatsu operated by the Shipping Engineer regiments: the vehicle that made Japanese amphibious moves possible
IJA Tank Crew Cadre [236]	cloned from Type 97 Medium Tank; effect 8 -> 0; penetration 50 -> 0; anti-soft 24 -> 0; anti-armour 50 -> 0; armour 25 -> 0; end 4205 -> 0	24_player_options	Tank crews without tanks: an AFV-type device with no combat value that upgrades to the Type 1 Chi-He when the armour pool has them. The armour option for Japan is these shells plus the tank factories
Type 4 Medium Tank [248]	cloned from Type 3 Medium Tank; load cost 13 -> 14; effect 12 -> 16; penetration 120 -> 150; available 4406 -> 4506	24_player_options	Chi-To (75mm L/56): the R&D end of the Japanese armour line, June 45
Type 3 Medium Tank [784]	upgrade Ki-46 KAI Dinah -> B-29-55 Superfort	24_player_options	Chi-Nu now upgrades to Chi-To
Type 5 Medium Tank [258]	cloned from Type 3 Medium Tank; load cost 13 -> 17; effect 12 -> 18; penetration 120 -> 150; armour 50 -> 75; anti-soft 22 -> 26; anti-armour 120 -> 150; available 4406 -> 4511; upgrade B-29-55 Superfort -> none	29_afv_projects	Chi-Ri: 75mm L/56 on a 37-ton hull, 75mm frontal armour; one prototype in May 45. The end of the Japanese medium line; the Chi-To upgrades to it
Type 4 Medium Tank [248]	upgrade Ki-46 KAI Dinah -> P-51D Mustang	29_afv_projects	
Type 5 Ho-Ri TD [259]	cloned from Type 2 SP-Gun; load cost 13 -> 18; effect 14 -> 30; penetration 120 -> 200; armour 51 -> 125; anti-soft 12 -> 14; anti-armour 110 -> 200; available 4501 -> 4512; upgrade Ki-48-IIa Lily -> none	29_afv_projects	105mm tank destroyer on the Chi-Ri chassis, 1945 prototype; the Ho-Ni line upgrades to it
Type 2 SP-Gun [789]	upgrade Ki-48-IIa Lily -> Lincoln B.30	29_afv_projects	
Type 3 Amph Tank [260]	cloned from Type 2 Amph Tank; load cost 9 -> 14; effect 2 -> 8; penetration 50 -> 80; armour 12 -> 50; anti-soft 13 -> 16; anti-armour 50 -> 80; available 4301 -> 4311; upgrade 787 -> none	29_afv_projects	Ka-Chi: 47mm, 28 tons, 19 built for the SNLF 1943-44; the Ka-Mi upgrades to it
Type 2 Amph Tank [787]	upgrade 787 -> SBD-3 Dauntless	29_afv_projects	
Type 5 Light Tank [261]	cloned from Type 2 Light Tank; load cost 7 -> 11; effect 4 -> 8; penetration 60 -> 80; armour 40 -> 20; anti-soft 14 -> 16; anti-armour 60 -> 80; available 4406 -> 4506; upgrade 780 -> none	29_afv_projects	Ke-Ho: 47mm light tank, prototype 1945; the Ke-To upgrades to it
Type 2 Light Tank [780]	upgrade 780 -> SBD-5 Dauntless	29_afv_projects	

Item [slot]	Change	Sheet	Note
IJA Infantry Sqd 45 [265]	cloned from IJA Infantry Sqd 43; anti-soft 20 -> 18; anti-armour 25 -> 45; available 4301 -> 4504; upgrade L3Y2 Tina -> none	30_unique_squads	Ketsu-Go infantry: lunge mines and satchel charges give the only real anti-armour value Japanese infantry ever had, at the cost of firepower. The 1943 squad upgrades to it
IJA Infantry Sqd 43 [710]	upgrade L3Y2 Tina -> Vildebeest IV	30_unique_squads	
SNLF Squad 43 [266]	cloned from SNLF Squad; anti-soft 20 -> 22; anti-armour 5 -> 25; available 4112 -> 4301; upgrade M6A1 Seiran -> none	30_unique_squads	The SNLF squad never upgraded in stock; now it follows the army's 1943 step
SNLF Squad [712]	upgrade M6A1 Seiran -> Vincent I	30_unique_squads	
Takasago Vol. Sqd [267]	cloned from IJA Raider Squad; load cost 13 -> 10; anti-soft 15 -> 24; available 4401 -> 4210; upgrade 708 -> none	30_unique_squads	Formosan aboriginal volunteers (Takasago Giyutai), eight units 1942-44, the best jungle patrol troops Japan had in New Guinea
Kempeitai Section [268]	cloned from IJA Infantry Squad; load cost 17 -> 8; anti-soft 20 -> 14	30_unique_squads	Military police sections for the garrison units of sheet 15
BNA Rifle Squad [269]	cloned from Local Militia; load cost 11 -> 12; anti-soft 13 -> 12; anti-armour 5 -> 1; available 4112 -> 4308	30_unique_squads	Burma National Army, August 43: cheap, weak, and it changed sides in March 45 (not modelled)
PETA Rifle Squad [270]	cloned from Local Militia; load cost 11 -> 12; anti-soft 13 -> 11; anti-armour 5 -> 1; available 4112 -> 4310	30_unique_squads	Java and Sumatra volunteer defence army (Boei Giyugun), October 43
Kokumin Giyu Squad [271]	cloned from Local Militia; load cost 11 -> 8; anti-soft 13 -> 6; anti-armour 5 -> 10; build rate 0 -> 120; available 4112 -> 4506; attributes 0 -> 256	30_unique_squads	Volunteer Fighting Corps: bamboo spears, grenades and satchel charges. 'Production always on' (device attribute stock never uses) so the militia pool fills whether or not the player wants it
IJA Const Eng Sq [282]	cloned from Engineers; side 2 -> 0; load cost 12 -> 17; anti-soft 9 -> 8; anti-armour 1 -> 0; build rate 1200 -> 6; pool 0 -> 30	23_engineer_structure	National construction engineers replace the generic side-neutral 'Engineers' device in every unit and TOE template (op replace_device below). Names and values follow the RA Mod where it has them
POW Labor Sqd [289]	cloned from IJA Labor Section; load cost 8 -> 6; upgrade PV-1 Ventura -> none	33_mod_adoptions	Prisoner labour: counts as construction like any engineer squad, fights as nothing, costs almost nothing to move
Romusha Labor Sqd [290]	cloned from IJA Labor Section; load cost 8 -> 6; upgrade PV-1 Ventura -> none	33_mod_adoptions	Indonesian and Malayan forced labour
IJA Railway Sqd [291]	cloned from IJA Const Eng Sq; pool 30 -> 0; upgrade PV-1 Ventura -> none	33_mod_adoptions	Railway regiments: construction engineers by another name, because the engine builds no rails
Shinyo Charge [298]	cloned from 53cm Type 89 Torp; effect 661 -> 520; penetration 661 -> 520; accuracy 45 -> 25; range 6 -> 2; available 4112 -> 4412; upgrade 1704 -> none	42_command_and_quality	The 250 kg charge in the bow of a Shinyo boat, fired once at ramming range. Torpedo device type so the surface-combat routine resolves it
IJA Garrison Squad [299]	cloned from IJA Infantry Squad; anti-soft 20 -> 14; anti-armour 5 -> 3	42_command_and_quality	Over-age reservists of the Independent Garrison Units and the numbered Garrison Units in China: two thirds of a field squad's firepower
RGC Puppet Squad [300]	cloned from Chinese Inf Squad; upgrade 1417 -> none; anti-soft 11 -> 7	42_command_and_quality	Wang Jingwei's Reorganized Government army and the North China Pacification forces, which fought with the Nationalist squad in stock
53cm G7e Torpedo [305]	cloned from 53cm Type 89 Torp; effect 661 -> 620; penetration 661 -> 620; range 6 -> 5; upgrade 1704 -> none	45_kriegsmarine	The German electric torpedo: a 280 kg warhead, no oxygen, no Long Lance reach, roughly the US Mark 14 without the dud rate
Type 93 Mine [1712]	build rate 165 -> 350; pool 480 -> 2000	49_mines	Type 93 mine: Japan laid some 55,000 mines in the war, most of them in the defensive fields of 1944-45. Stock builds about 350 a month of all types, 15,000 for the war; this raises the four Japanese types to about 720 a month and the starting pools to what the
Type 88 Mine [1711]	build rate 70 -> 150; pool 200 -> 800	49_mines	
Type 4 Mine [1710]	build rate 67 -> 100; pool 210 -> 400	49_mines	
Type 3 Mine [1713]	build rate 45 -> 120	49_mines	
Japanese Civilians [322]	cloned from Local Militia; anti-soft 13 -> 0; anti-armour 5 -> 0; load cost 11 -> 6	52_liabilities	The Japanese twin; the scoring rule halves Japanese items, so Japanese units carry twice the squads for the same weight
Allied POWs [323]	cloned from Local Militia; anti-soft 13 -> 0; anti-armour 5 -> 0; load cost 11 -> 6	52_liabilities	Prisoners and internees in Japanese camps: a Japanese-side item that pays the Allies when the camp is liberated, which the engine sees as the unit dying with its base

Item [slot]	Change	Sheet	Note
Type 3 Ho-Ni III [329]	cloned from Type 4 SP-Gun; upgrade 786 -> none; effect 24 -> 14; accuracy 5 -> 7	54_material	
Type 1 Ho-Ni SP Gun [330]	cloned from Type 4 SP-Gun; available 4501 -> 4210; upgrade 786 -> F-5G Lightning; effect 24 -> 14; penetration 90 -> 75; accuracy 5 -> 6	54_material	The Army's self-propelled 75 mm on the Chi-Ha chassis, from late 1942; stock has only the Ho-Ro. Upgrades to the Ho-Ni III with the Type 3 gun in 1945
75mm Type 4 AA Gun [331]	cloned from 88mm AA Gun; available 4112 -> 4501; upgrade N1K3-A George -> none; accuracy 160 -> 190	54_material	The Type 4 75 mm, the only Japanese Army gun that reached the B-29s' altitude; about 65 built for Tokyo and Osaka in 1945
IMA Infantry Squad [1430]	anti-soft 20 -> 10	54_material	The Manchukuoan Army's squads from 20 to 10 and its cavalry from 19 to 10: two hundred thousand men who deserted, mutinied or surrendered in the first week of August 1945. They hold the interior against nothing more than bandits
IMA Cavalry Squad [1431]	anti-soft 19 -> 10	54_material	
Okinawa Boeitai Sqd [332]	cloned from Local Militia; anti-soft 13 -> 6; anti-armour 5 -> 1; load cost 11 -> 6	54_material	The Okinawa home guard, 20,000 men conscripted from March 1945 with rifles and spears, and the Tekketsu Kinnotai, 1,700 schoolboys. Static units at Naha that fight badly and, under the liabilities rule, score for the Allies when they die
Tekketsu Kinno Sqd [333]	cloned from Local Militia; anti-soft 13 -> 4; anti-armour 5 -> 1; load cost 11 -> 6	54_material	
Type 4 AT Rocket Sqd [334]	cloned from IJA Infantry Squad; load cost 17 -> 8; anti-armour 5 -> 65; anti-soft 20 -> 12; available 4112 -> 4504; build rate 0 -> 20	74_close_assault	Type 4 7cm anti-tank rocket launcher, the Japanese Panzerschreck, issued from spring 1945 to the Kyushu and Kanto divisions; a two-man team as a squad-scale section
Lunge Mine Squad [335]	cloned from IJA Infantry Squad; load cost 17 -> 6; anti-armour 5 -> 45; anti-soft 20 -> 8; available 4112 -> 4410; build rate 0 -> 30	74_close_assault	The Ni-05 lunge mine, a shaped charge on a pole driven into a tank by hand; used from Leyte and on Okinawa, standard in the 1945 raisings
Type 3 DC Projector [336]	cloned from 1700; accuracy 7 -> 10; range 375 -> 450; available 4112 -> 4310	76_asw_kaibokan	Type 3 depth-charge projector (1943): single-barrel thrower, faster pattern than the Type 94 Y-gun. Cloned from Type 2 Depth Chrg (1700); accuracy 7 -> 10, range 375 -> 450. Fitted to the ASW variants below
15cm ASW Rocket [337]	cloned from 1642; side 1 -> 0; effect 70 -> 60; accuracy 69 -> 45; range 400 -> 350; available 4112 -> 4501	76_asw_kaibokan	15 cm anti-submarine rocket launcher, fitted forward on Type C and D kaibokan from early 1945 (the Japanese answer to Hedgehog, fewer and heavier projectiles). Cloned from Hedgehog Mk 10 (1642): effect 70 -> 60, accuracy 69 -> 45, range 400 -> 350
15cm ASW Rocket [337]	upgrade 1642 -> none	85_devices	A5: the 15cm ASW rocket inherited the Hedgehog as its upgrade from the clone template
MAD [1919]	upgrade 1855 -> none	85_devices	A6: Japanese MAD pointed at the Allied MAD
Vickers VI Tank [1413]	armour 60 -> 14	85_devices	A11: Vickers Mk VI light tank, 14mm
Type 98 Light Tank [779]	penetration 50 -> 44; armour 40 -> 16	85_devices	A11: Type 98 Ke-Ni, 16mm; 37mm Type 100
Type 2 Light Tank [780]	penetration 60 -> 44; armour 40 -> 16	85_devices	A11: Type 2 Ke-To, 16mm; 37mm Type 100
10cm/40 T14 AA Gun [731]	end 4201 -> 4308	85_devices	A12: 10cm/40 Type 14 AA in production until the 12cm Type 3 exists
Type 97 Medium Tank [782]	penetration 50 -> 25; anti-armour 50 -> 25	85_devices	B1: Type 97 Chi-Ha, 57mm low-velocity
Type 1 Medium Tank [783]	penetration 80 -> 64; anti-armour 80 -> 64	85_devices	B1: Type 1 Chi-He, 47mm Type 1
Type 3 Amph Tank [260]	penetration 80 -> 64; anti-armour 80 -> 64	85_devices	B1: Type 3 Ka-Chi, 47mm
Type 5 Light Tank [261]	penetration 80 -> 64; anti-armour 80 -> 64	85_devices	B1: Type 5 Ke-Ho, 47mm
Type 95 Light Tank [778]	penetration 50 -> 40; anti-armour 50 -> 40	85_devices	B1: Type 95 Ha-Go, 37mm Type 94
Type 2 Amph Tank [787]	penetration 50 -> 40; anti-armour 50 -> 40	85_devices	B1: Type 2 Ka-Mi, 37mm
Type 3 Medium Tank [784]	penetration 120 -> 75; anti-armour 120 -> 75	85_devices	B1: Type 3 Chi-Nu, 75mm Type 3 (the Type 90 field gun)
Type 4 Medium Tank [248]	penetration 150 -> 96; armour 50 -> 75; anti-armour 120 -> 96	85_devices	B1: Type 4 Chi-To, 75mm Type 5 high-velocity; 75mm front
Type 5 Medium Tank [258]	penetration 150 -> 96; anti-armour 150 -> 96	85_devices	B1: Type 5 Chi-Ri, 75mm Type 5
Type 5 Ho-Ri TD [259]	penetration 200 -> 150; anti-armour 200 -> 150	85_devices	B1: Type 5 Ho-Ri, 105mm
2pdr AT Gun [1445]	penetration 80 -> 55	85_devices	B1: 2-pounder (Japanese allies)
IJA Infantry Sqd 45 [265]	anti-armour 45 -> 20	85_devices	B2: the 1945 IJA squad's anti-tank weapons are the separate Lunge Mine and Type 4 rocket squads
46cm/45 T94 Gun [1654]	penetration 818 -> 870; anti-armour 409 -> 435	85_devices	B3: 46cm Type 91 AP against the 16in/50 Mk 7 at 828
12.7mm Ho-103 MG [187]	effect 3 -> 2	85_devices	B3: 12.7x81 and 13x64 rounds at half the .50 BMG energy

Item [slot]	Change	Sheet	Note
12.7mm Type 1 MG [182]	effect 3 -> 2	85_devices	B3: 12.7x81 and 13x64 rounds at half the .50 BMG energy
13mm Type 2 MG [181]	effect 4 -> 2	85_devices	B3: 12.7x81 and 13x64 rounds at half the .50 BMG energy
120mm Mortar [737]	available 4501 -> 4307	85_devices	B3: Type 2 120mm mortar in the field from 1943
Type 22 Radar [1703]	accuracy 60 -> 50	85_devices	B3: Type 22 of 1942-43 could not range for gunnery
Type 22 Radar [141]	accuracy 60 -> 50	85_devices	B3: Type 22 (old row)
Type 21 Radar [1702]	accuracy 45 -> 40	85_devices	B3: Type 21
Type 22 Kai 4 Radar [338]	cloned from 1703; accuracy 50 -> 60; available 4112 -> 4401; upgrade 1703 -> none	85_devices	B3: the 1944 Type 22 with the Kai 4 receiver, the set that could range for the guns; replaces the Type 22 in every class refit dated 1944 or later
H-6 Radar [1920]	available 4406 -> 4309	90_reviews_sep26	W2: the H-6 (Type 3 Ku Mark 6) ASV set from the autumn of 1943, with the Emily that carries it
Type 21 Radar [140]	available 4112 -> 4205	90_reviews_sep26	E2: Type 21 first at sea on Ise and Hyuga, May 1942 (cosmetic: the class records govern the fits)
Type 21 Radar [1702]	available 4112 -> 4205	90_reviews_sep26	
Type 22 Radar [141]	available 4112 -> 4303	90_reviews_sep26	E2: Type 22 in service 1943
Type 22 Radar [1703]	available 4112 -> 4303	90_reviews_sep26	
Nakajima Ha-45-21 [341]	cloned from 247; available 4309 -> 4404; upgrade F4U-1D Corsair -> P-40B Warhawk	94_engines	E2: the Homare 21 (NK9H, water-methanol injection) as its own engine, available April 1944; the Ha-45 record keeps the Homare 11 and 12 of 1943
Mitsubishi Ha-42 [245]	available 4510 -> 4402	94_engines	E1: the Ha-42 record stands for the Ha-104 (Ki-67) from February 1944 as well as the Ha-214 (Ki-93) of 1945
INA Rifle Squad [1443]	anti-soft 29 -> 12	100_squads	I1: INA Rifle Squad 29 to 12; captured rifles, few Brens, broke at Imphal
Thai Rifle Squad [1401]	anti-soft 17 -> 14	100_squads	I6: Thai rifle squad 17 to 14
Vichy Inf Squad [1453]	anti-soft 17 -> 15	100_squads	I6: Vichy colonial squad 17 to 15
Takasago Vol. Sqd [267]	anti-soft 24 -> 14	100_squads	I8: Takasago Volunteers 24 to 14, scouts with rifles
IJA Infantry Squad [707]	load cost 17 -> 15	100_squads	I9: IJA Infantry Squad load 17 to 15 (13 men, less shipping per man than any other army); a tenth off the army's lift
IJA Infantry Sqd (H) [709]	load cost 19 -> 17	100_squads	I9: strengthened squad 19 to 17
IJA Infantry Sqd 43 [710]	load cost 17 -> 15	100_squads	
IJA Infantry Sqd 45 [265]	load cost 17 -> 15	100_squads	
SNLF Squad [712]	load cost 17 -> 15	100_squads	I9: SNLF squad 17 to 15
SNLF Squad 43 [266]	load cost 17 -> 15	100_squads	
Nakajima Ha-35-21 [345]	cloned from 1932; available 4112 -> 4203; upgrade 1932 -> P-40N5 Warhawk	101_engine_marks	T4: the Sakae 21 (two-speed supercharger) of the A6M3 and every later Zero, the Ha-115 of the Ki-43-II and III, the Ki-48-II and the night fighters; its own record from March 1942
Mitsubishi Ha-33-5x [346]	cloned from 244; available 4112 -> 4207; upgrade C-47 Dakota -> P-40N26 Warhawk	101_engine_marks	T4: the Kinsei 50 series (D3A2, E13A1b, E16A1, L2D2); Nagoya's Kinsei line follows the 40 series into it by upgrade
Mitsubishi Ha-33 [244]	upgrade C-47 Dakota -> P-40N26 Warhawk	101_engine_marks	T4: Kinsei 4x upgrades to 5x, July 1942

Item [slot]	Change	Sheet	Note
Mitsubishi Ha-33-6x [347]	cloned from 244; available 4112 -> 4405; upgrade P-40N26 Warhawk -> P-43 Lancer	101_engine_marks	T4: the Kinsei 60 series (Ha-112-II): D4Y3, Ki-100, Ki-46-III, Ki-102, A6M8; a new line, seeds at Shizuoka and Kumamoto
Mitsubishi Ha-32-2x [348]	cloned from 243; available 4112 -> 4210; upgrade PBY-5 Catalina -> P-43A-1 Lancer	101_engine_marks	T4: the Kasei 20 series (G4M2, H8K2, J2M, B6N2, P1Y2); Nagoya's Kasei line follows the 1x into it by upgrade
Mitsubishi Ha-32 [243]	upgrade PBY-5 Catalina -> P-43A-1 Lancer	101_engine_marks	T4: Kasei 1x upgrades to 2x, October 1942
25mm T96 AA Gun (3) [349]	cloned from 727; effect 31 -> 40; accuracy 57 -> 60; available 4112 -> 4301; upgrade Q1W1 Lorna -> P-47D2 Thunderbolt	108_sub_marks	T6: the triple 25mm mount of 1943 for the Navy's base anti-aircraft units; the twin upgrades into it
25mm T96 AA Gun (2) [727]	upgrade Q1W1 Lorna -> P-47D2 Thunderbolt	108_sub_marks	T6: twin 25mm upgrades to the triple from January 1943
61cm Type 93 Mod 3 [351]	cloned from 1686; effect 1080 -> 1720; penetration 1080 -> 1720; range 22 -> 16; available 4112 -> 4401; upgrade 1686 -> P-47N Thunderbolt	104_warheads	T2: Type 93 Model 3, the 780 kg warhead of 1944, range 16,400 yards at 48 knots against the Model 1's 21,900
53cm Type 95 Mod 2 [352]	cloned from 1687; effect 893 -> 1213; penetration 893 -> 1213; range 10 -> 6; available 4112 -> 4401; upgrade 1687 -> PB-1W Fortress	104_warheads	T2: Type 95 Model 2, the 550 kg warhead of 1944, range 6,000 yards at 49 knots
IJA Shipping Eng Sq [354]	cloned from 282; attributes 0 -> 16	110_shore_party	the shipping engineers' squad: builds as a construction engineer and carries the Shore Party flag
Mitsubishi Ha-33 [244]	upgrade P-40N26 Warhawk -> C-47 Dakota	111_final_pass	Kinsei 4x: chain to the 5x removed; the 4x line keeps building for the E13A1 and the flying boats
Mitsubishi Ha-32 [243]	upgrade P-43A-1 Lancer -> PBY-5 Catalina	111_final_pass	Kasei 1x: chain to the 2x removed; the 1x line keeps building for the G4M1 until it passes to the G4M2
75mm T88 AA Gun [730]	name 8cm/40 T88 AA Gun -> 75mm T88 AA Gun	112_ground_devices	A3: the Army's 75mm Type 88 field AA gun (about 2,000 built), not a naval 8cm
Type 1 Ho-Ki Carrier [788]	name Type 1 Halftack -> Type 1 Ho-Ki Carrier	112_ground_devices	A4: misspelt 'Halftack'; the tank divisions' carrier was the tracked Type 1 Ho-Ki (with the half-tracked Ho-Ha), under the numerous one's name
Type 97 Kai Chi-Ha [356]	cloned from 783; load cost 11 -> 10; armour 50 -> 25; anti-soft 16 -> 20; available 4206 -> 4205; end 4405 -> 0; upgrade Ki-46 KAI Dinah -> P-51H Mustang	112_ground_devices	B1: the Chi-Ha hull with the 47mm Type 1 in a new turret, about 930 new-built from 1942 plus rebuilds, two thirds of every 1944 tank regiment; armour 25, the 47mm at the table's own 64
Type 97 Medium Tank [782]	upgrade Ki-46-III Dinah -> P-51H Mustang	112_ground_devices	B1: the 57mm Chi-Ha re-equips as the Shinhoto, not as the Chi-He
Type 1 Medium Tank [783]	available 4206 -> 4301	112_ground_devices	B1: the Chi-He (170 built, from 1943, never left Japan) becomes its own line from 1/43, reached only by the templates that name it
75mm T90 Field Gun [750]	anti-armour 26 -> 55	112_ground_devices	B6: the Type 90 75mm was the Army's real heavy anti-tank piece (the Ho-Ni's gun) on Luzon, Okinawa and in the Kyushu plan: 26 to 55 against armour, above the 47mm's 52
20mm T98 AA Gun [724]	anti-armour 12 -> 20	112_ground_devices	B6: the Type 98 20mm machine cannon was issued armour-piercing shot: 12 to 20 against armour
Type 92 Cav Tankette [366]	cloned from 777; armour 12 -> 6; upgrade Ki-45 KAId Nick -> 366	112_ground_devices	B14: 167 built 1932-39 for the cavalry brigades and the Cavalry Group in Manchuria and North China, in service to 1945
20mm T97 AT Rifle [368]	cloned from 734; load cost 6 -> 4; penetration 40 -> 30; range 2 -> 1; anti-armour 32 -> 25; end 4212 -> 4312; upgrade 735 -> A-20H	113_group_c	C2: 1,108 built, about a thousand by 1941; two per battalion anti-tank platoon in the first-line divisions of 1941-42, 30mm at 250 m; captured wholesale on Bataan and Guadalcanal and gone by 1944
IJA Flame Section [369]	cloned from 707; load cost 15 -> 8; anti-soft 20 -> 34; anti-armour 5 -> 10; end 0 -> 4406; upgrade none -> 369	113_group_c	C3: 5,920 Type 93 and Type 100 flamethrowers, six to twenty per engineer regiment, used at Bataan, Corregidor, Singapore, Wake and on Guadalcanal, rarely after 1943
Heiho Section [371]	cloned from 45; anti-soft 0 -> 4; anti-armour 0 -> 1; build rate 2 -> 30; available 4112 -> 4301; upgrade PV-1 Ventura -> 371	113_group_c	C5: 37,000 Javanese and 20,000 Sumatran auxiliaries inside Army units from 1943, and the Navy's Heiho in Celebes, Borneo and Ambon: carriers, drivers, gun crews and guards; an engineer-type section that builds and barely fights
Type 3 Air Mine [1713]	load cost 352 -> 1411; name Type 3 Mine -> Type 3 Air Mine	119_aerial_mining	Japanese option: Aircraft Type 3 Mark 1 Model 1, 640 kg parachute contact mine (80 kg charge); no record of offensive use, carried as a defensive capability
Ta-Chi 18 Radar [377]	cloned from 1471; available 4203 -> 4403	122_defences_radar	HAD-1: the Ta-Chi 18 was the portable Army early-warning set, 400 of them built from 1944; the table had the fixed Ta-Chi 6 and the Ta-Chi 7 but not the set that carried the net

Item [slot]	Change	Sheet	Note
*Type 91 Depth Charg [106]	name Type 91 Depth Charge -> *Type 91 Depth Charg	122_defences_radar	
*Type 95 Depth Charg [107]	name Type 95 Depth Charge -> *Type 95 Depth Charg	122_defences_radar	
*Type 2 Depth Charge [108]	name Type 2 Depth Charge -> *Type 2 Depth Charge	122_defences_radar	

Devices and weapons: Allied side (262)

Item [slot]	Change	Sheet	Note
Chinese Labor Sect [65]	cloned from Engineers; side 2 -> 1; load cost 12 -> 6; anti-soft 9 -> 0; anti-armour 1 -> 0; build rate 1200 -> 30; pool 0 -> 200	05_engineers	Coolie labour: cheap, numerous (Chengtu B-29 fields = 300000 labourers)
US Const Eng Sqd [82]	cloned from Engineers; side 2 -> 1; build rate 1200 -> 50; pool 0 -> 60	05_engineers	General Service / construction engineer regiments
Seabee Section [86]	cloned from Engineers; side 2 -> 1; anti-soft 9 -> 12; build rate 1200 -> 40; pool 0 -> 40; available 4112 -> 4201	05_engineers	Naval Construction Battalion personnel
Seabee Vehicle [87]	cloned from Engineer Vehicle; side 2 -> 1; build rate 100 -> 12; pool 0 -> 12; available 4112 -> 4201	05_engineers	NCB heavy plant (D8, grader, carryall) - the reason Seabees built airfields in weeks
USA Cadre Squad [104]	cloned from USA 41 Rifle Squad; anti-soft 20 -> 0; anti-armour 15 -> 0; build rate 60 -> 0; upgrade 1102 -> 1103; end 4207 -> 0	06_cadre_devices	
Ind Cadre Section [118]	cloned from Ind Inf Section; anti-soft 14 -> 0; anti-armour 5 -> 0; build rate 12 -> 0; upgrade 1021 -> 1022; end 4201 -> 0	06_cadre_devices	
Chinese Cadre Sqd [144]	cloned from Chinese Rifle Sqd 41; load cost 14 -> 12; anti-soft 13 -> 0; anti-armour 5 -> 0; build rate 350 -> 0; available 4111 -> 4112; end 4306 -> 0	06_cadre_devices	
AIF Cadre Section [145]	cloned from AIF Inf Section; anti-soft 17 -> 0; anti-armour 15 -> 0; build rate 4 -> 0; pool 15 -> 0; upgrade 952 -> 953; end 4203 -> 0	06_cadre_devices	
USN Base Eng Sq [214]	cloned from Engineers; side 2 -> 1; anti-soft 9 -> 8; anti-armour 1 -> 0; build rate 1200 -> 6; pool 0 -> 12	16_engineer_org	Advance-base maintenance engineers (RA Mod device, same values)
USMC Pioneer Sq [223]	cloned from USMC Rifle Squad; load cost 12 -> 14; anti-soft 21 -> 18; anti-armour 15 -> 0; build rate 54 -> 6; pool 0 -> 12	16_engineer_org	Marine pioneer battalions: shore party labour with rifles (RA Mod device)
LVT-4 Amphib Trac [225]	cloned from LVT(A)1 Amphib Tank; type 22 -> 25; anti-soft 17 -> 5; anti-armour 42 -> 1; armour 12 -> 8; build rate 4 -> 8; available 4112 -> 4405; end 4406 -> 0	21_amphibious	Ramp-door LVT-4 from May 44
LVT-2 Amphib Trac [226]	cloned from LVT(A)1 Amphib Tank; type 22 -> 25; anti-soft 17 -> 5; anti-armour 42 -> 1; armour 12 -> 6; build rate 4 -> 8; pool 0 -> 12; available 4112 -> 4207; end 4406 -> 4405; upgrade 1188 -> B-24J165 Liberator	21_amphibious	Cargo amtrac (Water Buffalo): a vehicle device, light armour, negligible firepower, upgrades to the LVT-4. Stock 1128 has only the armoured LVT(A) gun tractors
USMC Cadre Squad [231]	cloned from USMC Rifle Squad; anti-soft 21 -> 0; anti-armour 15 -> 0; build rate 54 -> 0; end 4212 -> 0; upgrade 1114 -> 1115	24_player_options	Marine cadre for the 7th and 8th Marine Division shells
Tiny Tim Rocket [249]	cloned from 5in Mk10 HVSR; effect 24 -> 60; penetration 34 -> 140; accuracy 5 -> 4; anti-soft 24 -> 40; anti-armour 34 -> 100; available 4401 -> 4503	28_air_weapons	11.75in Tiny Tim, 590 lb warhead; Okinawa, Corsairs and Avengers
ASM-N-2 Bat [256]	cloned from MXY7 Ohka 22; build rate 12 -> 6; upgrade 1885 -> none; side 0 -> 1; range 140 -> 30; effect 1323 -> 1000; penetration 650 -> 150; accuracy 50 -> 40; load cost 1323 -> 1000; available 4512 -> 4504	28_air_weapons	Radar-homing glide bomb (1000 lb), the only guided anti-ship weapon used operationally in the war; PGM device type, which stock uses only for the Ohka
SCR-717 Radar [257]	cloned from ASG Radar; upgrade 1857 -> none; range 70 -> 60; available 4205 -> 4308	28_air_weapons	Low-altitude search radar of the SB-24 Snooper
Matilda II (Aus) [262]	cloned from Matilda II Tank; upgrade 1090 -> none	29_afv_projects	Australian Matildas as their own device so that only they take the Sentinel path; British and Indian Matildas keep the stock line to the Grant
AC1 Sentinel Tank [263]	cloned from M3 Grant/Lee; effect 12 -> 10; penetration 59 -> 60; armour 38 -> 65; anti-soft 21 -> 18; anti-armour 59 -> 60; build rate 1 -> 4; available 4207 -> 4210; upgrade 1092 -> none	29_afv_projects	Australian cruiser tank, 2-pdr, 65mm frontal armour; 65 built. Australian units holding the Grant/Lee get it instead, and it upgrades to the AC3
AC3 Sentinel Tank [264]	cloned from M3 Grant/Lee; load cost 20 -> 21; effect 12 -> 14; penetration 59 -> 70; armour 38 -> 65; anti-soft 21 -> 24; anti-armour 59 -> 70; build rate 1 -> 4; available 4207 -> 4306; upgrade 1092 -> none	29_afv_projects	25-pdr Sentinel (Thunderbolt), 1943

Item [slot]	Change	Sheet	Note
AC1 Sentinel Tank [263]	upgrade none -> S.19 Singapore III	29_afv_projects	
M4 Sherman Tank [1180]	upgrade none -> 1189	29_afv_projects	Twelve Pershings reached Okinawa in August 45; the line upgrades in May 45 as the device date allows
Matilda II (Aus) [262]	upgrade none -> TBF-1C Avenger	29_afv_projects	
USMC Rifle Squad 45 [272]	cloned from USMC Rifle Squad 44; anti-soft 30 -> 34; anti-armour 55 -> 60; available 4312 -> 4501	30_unique_squads	Iwo Jima / Okinawa squad with the flamethrower and demolition teams folded in; the 44 squad upgrades to it
USMC Rifle Squad 44 [1115]	upgrade none -> A-20G Havoc	30_unique_squads	
Chindit LRP Section [273]	cloned from 1006; load cost 11 -> 9; anti-armour 75 -> 35; build rate 6 -> 8; available 4209 -> 4301; upgrade 1007 -> none; attributes 0 -> 128	30_unique_squads	Long-range penetration column troops, air-transportable (device attribute stock never uses): the C-47s can lift them
Marauder LRP Squad [274]	cloned from US Raider Squad 43; load cost 10 -> 9; anti-soft 31 -> 30; anti-armour 55 -> 35; build rate 3 -> 4; available 4212 -> 4401; attributes 0 -> 128	30_unique_squads	5307th Composite Unit
Fiji Inf Section [275]	cloned from NZ Inf Section 43; anti-soft 21 -> 24; anti-armour 75 -> 35; build rate 9 -> 4; available 4302 -> 4211; upgrade 967 -> none	30_unique_squads	Fiji Infantry Regiment, Bougainville 1943-44; the best patrol infantry on the Allied side of the Solomons
Fiji Guerrilla Sqd [276]	cloned from 1006; load cost 11 -> 8; anti-soft 24 -> 26; anti-armour 75 -> 15; build rate 6 -> 2; available 4209 -> 4301; upgrade 1007 -> none	30_unique_squads	1st and 2nd Fiji Commandos (Fiji Guerrillas), New Georgia and Bougainville
Aus Indep Coy Sect [277]	cloned from 1006; load cost 11 -> 10; anti-soft 24 -> 26; anti-armour 75 -> 35; available 4209 -> 4112; upgrade 1007 -> none	30_unique_squads	Australian Independent Companies / commando squadrons, Timor and New Guinea
NGVR Section [278]	cloned from CMF Militia Section; anti-soft 14 -> 16; build rate 10 -> 1; pool 60 -> 0; upgrade 951 -> none	30_unique_squads	New Guinea Volunteer Rifles: planters and miners who watched the north coast in 1942
Papuan Inf Section [279]	cloned from AIF Inf Section; load cost 11 -> 9; anti-soft 17 -> 22; anti-armour 15 -> 5; build rate 4 -> 3; pool 15 -> 0; upgrade 952 -> none	30_unique_squads	Papuan Infantry Battalion, raised 1940; the Kokoda scouts
Kachin Levy Squad [280]	cloned from Burmese Squad; load cost 12 -> 8; anti-soft 12 -> 20; available 4112 -> 4206; upgrade 1019 -> none	30_unique_squads	Kachin Levies and V Force, northern Burma; OSS Detachment 101's irregulars from 1943
PI Guerrilla Squad [281]	cloned from PS Rifle Squad; load cost 11 -> 8; anti-soft 19 -> 14; build rate 5 -> 8; pool 35 -> 0; available 4112 -> 4207	30_unique_squads	Philippine guerrillas 1942-45: static units inside the occupied islands, as the Chinese guerrillas in sheet 03
USMC 41 Cmbt Eng Sq [283]	cloned from US 41 Cmbt Eng Sqd; anti-soft 24 -> 18; anti-armour 25 -> 15; pool 0 -> 12	23_engineer_structure	Marine engineer battalions were combat engineers
Aus Const Eng Sect [284]	cloned from Engineers; side 2 -> 1; anti-soft 9 -> 8; build rate 1200 -> 8; pool 0 -> 12	23_engineer_structure	RAE construction and Allied Works Council
NZ Const Eng Sect [285]	cloned from Engineers; side 2 -> 1; anti-soft 9 -> 8; build rate 1200 -> 3; pool 0 -> 6	23_engineer_structure	
Brit Fld Eng Sect [286]	cloned from Engineers; side 2 -> 1; anti-soft 9 -> 8; build rate 1200 -> 6; pool 0 -> 12	23_engineer_structure	RE field companies (RA Mod device)
Ind Pioneer Sect [287]	cloned from Engineers; side 2 -> 1; load cost 12 -> 10; anti-soft 9 -> 3; build rate 1200 -> 12; pool 0 -> 24	23_engineer_structure	Indian Pioneer Corps: labour, unmechanised
KNIL Const Eng [288]	cloned from Engineers; side 2 -> 1; anti-soft 9 -> 8; build rate 1200 -> 2; pool 0 -> 6	23_engineer_structure	
US Railway Sqd [292]	cloned from US Const Eng Sqd; pool 60 -> 0; upgrade PV-1 Ventura -> none	33_mod_adoptions	

Item [slot]	Change	Sheet	Note
Ind Railway Sect [293]	cloned from Ind Pioneer Sect; pool 24 -> 0; upgrade PV-1 Ventura -> none	33_mod_adoptions	
Gurkha Section [294]	cloned from Ind Inf Section; anti-soft 14 -> 18; build rate 12 -> 6; upgrade 1021 -> none	39_gurkhas	Gurkha rifle sections: their own line and their own replacement pool, so a Gurkha battalion refills from Nepal, not from Madras (07k). The three Gurkha units on the map (4/8th Gurkha, 28th and 48th Gurkha Brigades) carry it; the Gurkha battalions inside number
Gurkha Section 43 [295]	cloned from Ind Inf Section 43; anti-soft 21 -> 26; build rate 60 -> 8; upgrade 1019 -> none	39_gurkhas	
Gurkha Section 44 [296]	cloned from Ind Inf Section 44; anti-soft 22 -> 28; build rate 90 -> 8; upgrade 1019 -> none	39_gurkhas	
Gurkha Section [294]	upgrade none -> B-25C Mitchell	39_gurkhas	
Gurkha Section 43 [295]	upgrade none -> B-25D1 Mitchell	39_gurkhas	
AN/APS-20 Radar [297]	cloned from APS-15 Rader; upgrade 1864 -> none; range 80 -> 150; effect 7 -> 8; accuracy 60 -> 70; available 4402 -> 4503	41_search_recon	Project Cadillac's S-band search set in the TBM-3W's belly radome: about twice the reach of the APS-15
Chinese Prov Squad [301]	cloned from Chinese Inf Squad; upgrade 1417 -> none; anti-soft 11 -> 9	42_command_and_quality	Provincial armies (Szechwan, Yunnan, Kwangsi, Kwangtung): the third tier below lend-lease and Central Army squads
LCM/LCVP Craft [302]	cloned from Daihatsu Ldg Craft; side 0 -> 1; upgrade C-63 Hudson -> none	43_amphibious_support	The landing craft of the Engineer Special Brigades' boat regiments: an Allied twin of the Daihatsu device, a vehicle with light armour and no firepower
Karen Levy Squad [303]	cloned from Kachin Levy Squad; available 4206 -> 4202; build rate 6 -> 1	44_commonwealth	Karen hillmen armed by Seagrim's mission in 1942 and by Force 136's Operation Character in 1945, when twelve thousand of them took the field
LW/AW Radar [304]	cloned from 137; upgrade OY-1 Sentinel -> none; range 180 -> 100; effect 7 -> 6; accuracy 67 -> 60; load cost 40 -> 20; available 4112 -> 4203	44_commonwealth	Light Weight Air Warning set, the Australian design of 1942 that could be flown into a forward strip in a Hudson; shorter reach than the SCR-270 it is cloned from
5.25in/50 Mk I VT [306]	cloned from 1509; accuracy 56 -> 70; available 4112 -> 4401; upgrade 1509 -> none	46_pacific_specials	Royal Navy VT-fuzed twins for the 4-inch, 4.5-inch and 5.25-inch dual-purpose guns from 1944, substituted into every RN fit dated 1944 or later
4.5in/45 Mk V VT [307]	cloned from 1514; accuracy 59 -> 73; available 4112 -> 4401; upgrade 1514 -> none	46_pacific_specials	
4.5in/45 Mk IV VT [308]	cloned from 1515; accuracy 59 -> 73; available 4112 -> 4401; upgrade 1515 -> none	46_pacific_specials	
4.5in/45 Mk III VT [309]	cloned from 1516; accuracy 59 -> 73; available 4112 -> 4401; upgrade 1516 -> none	46_pacific_specials	
4in/45 HA XVI VT [310]	cloned from 1518; accuracy 44 -> 58; available 4112 -> 4401; upgrade 1518 -> none	46_pacific_specials	
5in/38 Mk12 OP VT [311]	cloned from 1622; accuracy 58 -> 76; available 4112 -> 4301; upgrade 1622 -> none	46_pacific_specials	The VT proximity fuze: the Mark 32 fuze reached the fleet in January 1943 on the 5-inch/38 and multiplied its kills against aircraft several times over. Modelled as a fuzed twin of each 5-inch device with higher anti-aircraft accuracy, substituted into every U
5in/38 OP(S) VT [312]	cloned from 1623; accuracy 58 -> 76; available 4112 -> 4301; upgrade 1623 -> none	46_pacific_specials	
5in/38 Mk12 EBR VT [313]	cloned from 1624; accuracy 62 -> 80; available 4112 -> 4301; upgrade 1624 -> none	46_pacific_specials	
5in/38 Mk12 OBR VT [314]	cloned from 1626; accuracy 62 -> 80; available 4112 -> 4301; upgrade 1626 -> none	46_pacific_specials	
5in/38 SP EBR VT [315]	cloned from 1627; accuracy 62 -> 80; available 4112 -> 4301; upgrade 1627 -> none	46_pacific_specials	
Mk 13 Mine [1652]	build rate 115 -> 250; pool 50 -> 400	49_mines	Mk 13 aircraft mine, 1,000 lb: the mine the Catalinas, Privateers and Avengers laid. Stock builds it and nothing drops it
Mk 26 Mine [317]	cloned from 1652; available 4212 -> 4407; build rate 250 -> 500; pool 400 -> 0; upgrade 1652 -> none	49_mines	1,000 lb aircraft mine of the B-29 campaign

Item [slot]	Change	Sheet	Note
Mk 25 Mine [318]	cloned from 1652; effect 710 -> 1200; available 4212 -> 4501; build rate 250 -> 800; pool 400 -> 0; upgrade 1652 -> none	49_mines	2,000 lb aircraft mine: Operation Starvation laid 12,135 mines in five months of 1945 and closed Japan's ports more surely than the submarines. The B-29s carry seven
A Mk V Mine [319]	cloned from 1650; effect 320 -> 500; accuracy 6 -> 7; available 4212 -> 4301; build rate 67 -> 150; pool 80 -> 100; upgrade 1650 -> none	49_mines	British 1,000 lb aircraft mine for the RAF Liberators and the Fleet Air Arm's Avengers
90mm M2 DP VT [320]	cloned from 1137; accuracy 68 -> 82; available 4305 -> 4406	52_liabilities	The Army's 90 mm with the proximity fuze from mid-1944, as the Navy's 5-inch has it in Draft 22; the AAA battalions at Leyte and Okinawa upgrade to it on the device path
90mm M2 DP Gun [1137]	upgrade none -> F-7A Liberator	52_liabilities	
Civilian Evacuees [321]	cloned from Home Guard Section; anti-soft 14 -> 0; anti-armour 5 -> 0; load cost 10 -> 6; build rate 10 -> 0; pool 60 -> 0	52_liabilities	A squad that cannot fight, eats supply, counts against the stacking limit and dies with its base: one Allied victory point to the enemy for every three lost. Evacuating it costs transports when transports are scarcest
French Colonial Sqd [324]	cloned from Brit Inf Section; build rate 12 -> 1; upgrade 1002 -> none	52_liabilities	Colonial infantry of the Armee de Terre in Indochina, for the column that fought its way out in 1945
Mk 24 FIDO Torpedo [325]	cloned from 100lb ICB Cluster; available 4112 -> 4308; build rate 0 -> 20; upgrade Spitfire Vc Trop -> none; effect 96 -> 200; penetration 0 -> 30; accuracy 10 -> 60	54_material	The acoustic homing torpedo of August 1943, carried by Avengers and Liberators against submarines: a 92 lb warhead that found its own way, so a light weapon with a high hit chance. Modelled as a bomb the ASW loadouts carry, since the engine drops bombs on subm
Mk 27 Cutie Torpedo [326]	cloned from 21in Mk 18 Torpedo; available 4112 -> 4407; upgrade 1592 -> none; effect 825 -> 250; penetration 825 -> 250; accuracy 33 -> 55	54_material	The submarine-launched homing torpedo of mid-1944, fired from the stern tubes at escorts: a 95 lb warhead that homed on the propeller. Two in the stern of every 1944 and later fleet-boat fit
Napalm Tank [327]	cloned from 500 lb GP Bomb; available 4112 -> 4407; upgrade Mosquito PR.40 -> none; effect 500 -> 450; penetration 45 -> 20; accuracy 22 -> 24; anti-soft 38 -> 60; anti-armour 45 -> 30	54_material	Napalm in the drop tank from mid-1944: Peleliu, Luzon, Iwo and Okinawa. Weak against anything with a roof, strong against troops in the open and in caves; the engine carries what fits under the aircraft's load
DUKW Amphib Truck [328]	cloned from LCM/LCVP Craft; load cost 12 -> 8	54_material	The amphibious 2.5-ton truck: 4,000 built, the beach-to-dump link at every landing from Kwajalein on
Chinese Rifle Sqd 41 [1301]	build rate 350 -> 400	66_china_review	Chinese rifle squads rebuild at 400 a month instead of 350, nearer what conscription delivered to units at the game's scale
Chinese Rifle Sqd 43 [1302]	build rate 350 -> 400	66_china_review	
Chinese Rifle Sqd 45 [1303]	build rate 350 -> 400	66_china_review	
Chinese Engineer Sqd [1305]	build rate 3 -> 6	66_china_review	Chinese engineer squads 3 to 6 a month, so the X and Y Force corps can replace theirs
81mm Mortar [1306]	build rate 8 -> 12	66_china_review	81mm and 82mm mortars 8 to 12 a month, the Chungking arsenals' output; guns stay at 4 to 6
82mm Mortar [1307]	build rate 8 -> 12	66_china_review	
240mm M1 Howitzer [1166]	range 11 -> 25	85_devices	A1: 240mm M1 howitzer, 25,225 yd (the row carried the 24cm Type 45 range)
160mm MT-13 Mortar [858]	accuracy 30 -> 7	85_devices	A2: 160mm MT-13 mortar, indirect fire like every other mortar
Chinese Garrison [1318]	upgrade 1415 -> none	85_devices	A6: Chinese Garrison pointed at the Japanese Garrison Unit
LVT-4 Amphib Trac [225]	upgrade 1188 -> none	85_devices	A7: a cargo amtrac does not upgrade into an armoured amphibian tank
Gurkha Section [294]	end 4201 -> 4302	85_devices	A8: Gurkha sections take replacements until the 1943 section arrives
Kachin Levy Squad [280]	end 4204 -> 0	85_devices	A9: Kachin Levies grew to ten thousand by 1945
Karen Levy Squad [303]	end 4204 -> 0	85_devices	A9: Karen levies re-raised by Force 136 in 1945
PI Guerrilla Squad [281]	end 4212 -> 0	85_devices	A9: Philippine guerrillas grew through 1944
Papuan Inf Section [279]	end 4203 -> 0	85_devices	A9: Papuan Infantry Battalion fought to the end
Aus Indep Coy Sect [277]	end 4501 -> 4509	85_devices	A9: the independent companies became the commando squadrons of 1945
Sherman V Tank [1091]	penetration 120 -> 62	85_devices	A10: Sherman V is an M4A4 with the 75mm M3, not a Firefly
M10 Wolverine TD [1183]	end 4412 -> 4506	85_devices	A12: M10 in production until the M36 exists

Item [slot]	Change	Sheet	Note
BT-7 Cavalry Tank [875]	end 4204 -> 4404	85_devices	A12: BT-7 kept in the Far East until the T-34/85 arrives
T-26S Light Tank [876]	end 4204 -> 4404	85_devices	A12: T-26 kept in the Far East until the T-34/85 arrives
BA-10M Armored Car [872]	end 4206 -> 4404	85_devices	A12: BA-10 kept in the Far East until the T-34/85 arrives
4in/45 QF HA Mk XVI [1518]	range 15 -> 19	85_devices	A13: 4in/45 QF Mk XVI, 19,850 yd
4in/45 QF HA Mk XVI [1519]	range 15 -> 19	85_devices	A13: 4in/45 QF Mk XVI, 19,850 yd
M3 Stuart Light Tank [1176]	penetration 42 -> 53; anti-armour 42 -> 53	85_devices	B1: M3 Stuart, 37mm M6 = the towed M3
M5 Stuart Light Tank [1177]	penetration 42 -> 53; anti-armour 42 -> 53	85_devices	B1: M5 Stuart
M8 Armored Car [1165]	penetration 42 -> 53; anti-armour 42 -> 53	85_devices	B1: M8 armoured car
LVT(A)1 Amphib Tank [1187]	penetration 42 -> 53; anti-armour 42 -> 53	85_devices	B1: LVT(A)1
M4 Sherman Tank [1180]	armour 45 -> 55	85_devices	B1: M4 Sherman, 51mm at 56 degrees
M4A2 Sherman Tank [805]	armour 45 -> 55	85_devices	B1: M4A2
M4A2 Sherman Tank [879]	armour 45 -> 55	85_devices	B1: M4A2 (Soviet)
Sherman V Tank [1091]	armour 45 -> 55	85_devices	B1: Sherman V
M3 Lee Tank [1179]	armour 38 -> 51	85_devices	B1: M3 Lee, 51mm hull front
General Grant [1084]	armour 38 -> 51	85_devices	B1: Grant
General Lee [1089]	armour 38 -> 51	85_devices	B1: Lee
M3 Grant/Lee [1090]	armour 38 -> 51	85_devices	B1: Grant/Lee
Matilda II Tank [1087]	penetration 49 -> 55; anti-armour 49 -> 55	85_devices	B1: Matilda II, 2-pounder
Matilda II (Aus) [262]	penetration 49 -> 55; anti-armour 49 -> 55	85_devices	B1: Matilda II (Aus)
Valentine III Tank [1088]	penetration 49 -> 55; anti-armour 49 -> 55	85_devices	B1: Valentine III
Churchill VII [1092]	armour 95 -> 150	85_devices	B1: Churchill VII, 152mm
M26 Pershing Tank [1189]	armour 76 -> 100	85_devices	B1: M26 Pershing, 102mm
JS-3 Heavy Tank [880]	armour 105 -> 120	85_devices	B1: JS-3
T-34/85 Medium Tank [878]	armour 50 -> 60	85_devices	B1: T-34/85, 45mm hull and 90mm turret
2pdr AT Gun [1031]	penetration 80 -> 55	85_devices	B1: 2-pounder, about 50mm at 500 yd, the 37mm M3 class
Soviet Rifle Sqd 43 [827]	anti-soft 34 -> 22	85_devices	B2: 1943 Soviet rifle squad below the 1944 US and Marine squads
Soviet Guards Squad [828]	anti-soft 37 -> 28	85_devices	B2: Soviet Guards squad
Soviet Motor Sqd 44 [833]	anti-soft 43 -> 32	85_devices	B2: Soviet 1944 motor (SMG) squad keeps a premium
Fiji Inf Section [275]	anti-armour 35 -> 15	85_devices	B2: Fiji infantry carried no anti-tank weapons
Aus Indep Coy Sect [277]	anti-armour 35 -> 15	85_devices	B2: Australian independent companies carried no anti-tank weapons
2pdr HA Mk VIII [1535]	effect 60 -> 40; accuracy 72 -> 55	85_devices	B3: 2pdr Mk VIII pom-pom, not a Bofors
2pdr AA Gun [1060]	effect 50 -> 35; accuracy 71 -> 55	85_devices	B3: 2pdr AA (land)
13mm MG131 MG [162]	effect 3 -> 2	85_devices	B3: 12.7x81 and 13x64 rounds at half the .50 BMG energy
5.5"" Arty Gun [1075]	available 4404 -> 4306	85_devices	B3: 5.5in gun with the Indian medium regiments from 1943
22in Mk 13-1A Torp [339]	cloned from 95; accuracy 33 -> 40; available 4112 -> 4406; upgrade Liberator GR.VI -> none; dud rate 50 -> 10	85_devices	C2: ring-tail and drag-shroud Mk 13 of mid-1944, reliable at 300 knots and 800 feet; TBM-3 and PBY-6A
1600 lb AP Bomb [340]	cloned from 198; effect 670 -> 1070; penetration 105 -> 150; accuracy 32 -> 40; anti-soft 49 -> 55; anti-armour 105 -> 150; available 4112 -> 4412; upgrade P-47N5 Thunderbolt -> none; load cost 1000 -> 1600	85_devices	C3: AN-Mk 1 1,600 lb armour-piercing bomb, the carrier dive-bomber weapon against battleships; the SB2C-4 and -5 carry it in place of the 1,000 lb GP in the normal loadout (the engine carries a loadout whole, so it cannot be offered as an alternative)
21in Mk 18 Torpedo [1592]	range 10 -> 4; effect 825 -> 575; penetration 825 -> 575; accuracy 33 -> 46; available 4112 -> 4401; dud rate 60 -> 20	85_devices	C4: Mk 18 electric: 575 lb Torpex, 4,000 yd at 29 kn, wakeless; the row was a copy of the Mk 15
Chinese Prov Squad [301]	side 0 -> 1; build rate 1 -> 60	85_devices	C6: sheet 42 cloned the provincial squad from the Japanese-side Chinese squad and attached it to nothing; now Allied, with a provincial replacement rate, on the 22 province-named corps

Item [slot]	Change	Sheet	Note
3in M3 AA Gun [1133]	name 75mm M3 AA Gun -> 3in M3 AA Gun	88_artillery_engineers	A6: stock's '75mm M3 AA Gun' is the 3-inch M3 (26/78, 28,500 ft) in the chain from the M1918 to the 90mm; the Army fielded no 75mm AA gun
APS-6 Radar [235]	available 4112 -> 4406	90_reviews_sep26	W2: AN/APS-6 entered service in mid-1944
AI Mk.X Radar [234]	available 4112 -> 4401	90_reviews_sep26	W2: AI Mk X (SCR-720) from 1944
5in Mk10 HVSR [1757]	available 4401 -> 4407	90_reviews_sep26	W3: the 5-inch HVAR's first combat was July 1944
CPS-1 Radar [1192]	available 4301 -> 4405	90_reviews_sep26	E1: AN/CPS-1 microwave early warning operational January 1944 in England, mid-1944 in the Pacific; the Allied SCR-270s upgrade into it on this date
CPS-1 Radar [138]	available 4301 -> 4405	90_reviews_sep26	
APS-15 Radar [1864]	name APS-15 Rader -> APS-15 Radar	90_reviews_sep26	W2: spelling
21in Mk 14 Mod 0 [342]	cloned from 1594; effect 643 -> 507; penetration 643 -> 507	98_allied_methods	Mk 14 Mod 0: the 507 lb TNT warhead the boats sailed with in 1941-42; the table's 643 is the Torpex Mod 3 of 1943
XT Mk 14 Mod 0 [343]	cloned from 1590; effect 643 -> 507; penetration 643 -> 507	98_allied_methods	the same warhead in the external tubes
M3 Stuart Light Tank [1176]	build rate 14 -> 9	98_allied_methods	M3 Stuart: 14 to 9 a month, the rest by convoy
M4 Sherman Tank [1180]	build rate 28 -> 19	98_allied_methods	M4 Sherman: 28 to 19
105mm M2 Howitzer [1159]	build rate 40 -> 27	98_allied_methods	105mm M2: 40 to 27
155mm M1 Howitzer [1160]	build rate 20 -> 13	98_allied_methods	155mm M1: 20 to 13
37mm M3 AT Gun [1152]	build rate 12 -> 8	98_allied_methods	37mm M3 AT: 12 to 8
57mm M1A3 AT Gun [1153]	build rate 20 -> 13	98_allied_methods	57mm M1A3 AT: 20 to 13
USA 42 Rifle Squad [1102]	build rate 80 -> 53	98_allied_methods	USA 42 rifle squad: 80 to 53
USA 43 Rifle Squad [1103]	build rate 80 -> 53	98_allied_methods	USA 43 rifle squad: 80 to 53
37mm AT Gun [1308]	build rate 6 -> 3	98_allied_methods	R3 Chinese 37mm AT: 6 to 3, the rest over the Hump
57mm AT Gun [1309]	build rate 12 -> 6	98_allied_methods	R3 Chinese 57mm AT: 12 to 6
75mm Field Gun [1311]	build rate 6 -> 3	98_allied_methods	R3 Chinese 75mm field gun: 6 to 3
105mm Howitzer [1312]	build rate 4 -> 2	98_allied_methods	R3 Chinese 105mm howitzer: 4 to 2
AC1 Sentinel Tank [263]	build rate 4 -> 0; pool 0 -> 65	98_allied_methods	AC1 Sentinel: 65 built, none issued; rate 0 with a pool of 65 for the Australian player to spend
AC3 Sentinel Tank [264]	build rate 4 -> 0	98_allied_methods	AC3 Sentinel: prototypes only; rate 0
Brit Inf Section 44 [1000]	anti-armour 75 -> 45	100_squads	I3: Commonwealth line sections 75 to 45 from 1943 (the PIAT was one per platoon; the Bren Section (PIAT) keeps 75)

Item [slot]	Change	Sheet	Note
Brit Inf Section 43 [1002]	anti-armour 75 -> 45	100_squads	
Ind Inf Section 44 [1019]	anti-armour 75 -> 45	100_squads	
Ind Inf Section 43 [1022]	anti-armour 75 -> 45	100_squads	
AIF Inf Section 43 [953]	anti-armour 75 -> 45	100_squads	
AIF Inf Section 44 [954]	anti-armour 75 -> 45	100_squads	
NZ Inf Section 43 [967]	anti-armour 75 -> 45	100_squads	
Can Inf Section 43 [993]	anti-armour 75 -> 45	100_squads	
Gurkha Section 43 [295]	anti-armour 75 -> 45	100_squads	
Gurkha Section 44 [296]	anti-armour 75 -> 45	100_squads	
African Rifle Sqd [1015]	anti-armour 75 -> 45	100_squads	
KNIL Rifle Squad 45 [996]	anti-armour 75 -> 45	100_squads	
USA 43 Rifle Squad [1103]	anti-armour 35 -> 45	100_squads	I3: US Army 43 squad 35 to 45, 44 squad 45 to 55, the bazooka one per squad
USA 44 Rifle Squad [1104]	anti-armour 45 -> 55	100_squads	
USMC Rifle Squad [1113]	anti-soft 21 -> 18; load cost 12 -> 10	100_squads	I4: USMC 1941 squad: nine men with Springfields; load 12 to 10, anti-soft 21 to 18
AIF Inf Section [959]	anti-soft 17 -> 19	100_squads	I5: AIF section of 1941 17 to 19, British standard
CMF Inf Section [951]	anti-soft 17 -> 15	100_squads	I5: CMF Inf Section 17 to 15; the militia of 1941-42 was not the AIF
PA Rifle Squad [940]	anti-soft 16 -> 12	100_squads	I6: Philippine Army rifle squad 16 to 12 (Enfields, no automatic weapons, weeks of training)
PS Rifle Squad [941]	anti-soft 19 -> 20	100_squads	I6: Philippine Scouts 19 to 20, regulars with Garands and BARs
Soviet Motor Sqd 41 [831]	anti-soft 35 -> 24	100_squads	I7: Soviet Motor Sqd 41 35 to 24, 43 to 28, 44 to 30
Soviet Motor Sqd 43 [832]	anti-soft 32 -> 28	100_squads	
Soviet Motor Sqd 44 [833]	anti-soft 32 -> 30	100_squads	
Soviet Cav Sqd 42 [835]	anti-soft 31 -> 24	100_squads	I7: Soviet Cav Sqd 42 31 to 24, 43 33 to 26
Soviet Cav Sqd 43 [836]	anti-soft 33 -> 26	100_squads	
Fiji Inf Section [275]	anti-soft 24 -> 20	100_squads	I8: Fiji Infantry 24 to 20

Item [slot]	Change	Sheet	Note
Fiji Guerrilla Sqd [276]	anti-soft 26 -> 20	100_squads	I8: Fiji Guerrillas 26 to 20
Papuan Inf Section [279]	anti-soft 22 -> 16	100_squads	I8: Papuan Infantry 22 to 16
Kachin Levy Squad [280]	anti-soft 20 -> 14	100_squads	I8: Kachin Levies 20 to 14
Karen Levy Squad [303]	anti-soft 20 -> 14	100_squads	I8: Karen Levies 20 to 14
Chinese Rifle Sqd LL [344]	cloned from 1302; anti-soft 15 -> 22; anti-armour 5 -> 15; available 4301 -> 4306; build rate 400 -> 40; upgrade 1303 -> P-40N1 Warhawk	100_squads	I2: the American-equipped Chinese squad (Brens, Thompsons, Springfields at American ammunition scales), June 1943, 40 a month for attrition; the divisions' issue comes over the Hump by convoy
21in Mk 15 Mod 0 [350]	cloned from 1593; effect 825 -> 494; penetration 825 -> 494	104_warheads	T2: Mk 15 Mod 0, the 494 lb TNT warhead of 1941-42; the table's 825 is the HBX Mod 3 of 1944
21in Mk VIII* Torp [353]	cloned from 1585; effect 805 -> 722; penetration 805 -> 722	104_warheads	T2: the 722 lb head the RN boats carried until the 805 lb Torpex head of 1943
USMC Pioneer Sq [223]	attributes 0 -> 16	110_shore_party	USMC Pioneer Sq: Shore Party flag; the pioneer battalions unloaded the beaches at Guadalcanal and after
US Amphib Eng Sqd [355]	cloned from 1108; attributes 0 -> 16	110_shore_party	the Engineer Special Brigades' amphibian engineer squad: a combat engineer with the Shore Party flag
USMC Pioneer Sq [223]	type 23 -> 24	111_final_pass	USMC Pioneer Sq: engineer type, so the pioneer battalions build as well as unload and fight
Seabee Vehicle [87]	anti-soft 5 -> 0; anti-armour 1 -> 0	111_final_pass	Seabee Vehicle: no assault value
Matilda II (Aus) [262]	end 4212 -> 0; upgrade TBF-1C Avenger -> Ki-100-Ib Tony	112_ground_devices	A1: Matilda II (Aus) no longer ends in 12/42 and upgrades into the Sentinel (pool 65, never issued); the 4th Armoured Brigade fought Matildas to August 1945
37mm 61-K AA Gun [847]	name 37mm 72-K AA Gun -> 37mm 61-K AA Gun	112_ground_devices	A2: Soviet designations: the 37mm M1939 is the 61-K (72-K is the 25mm)
76mm 3-K AA Gun [848]	name 76mm 61-K AA Gun -> 76mm 3-K AA Gun	112_ground_devices	A2: the 76mm M1931 is the 3-K
85mm 52-K AA Gun [849]	name 85mm KS-12 AA Gun -> 85mm 52-K AA Gun	112_ground_devices	A2: the 85mm M1939 is the 52-K
45mm 21-K AA Gun [854]	name 45mm 41-K AA Gun -> 45mm 21-K AA Gun	112_ground_devices	A2: the naval 45mm is the 21-K; 41-K does not exist
122mm A-19 Gun [865]	name 122mm A-30 Gun -> 122mm A-19 Gun	112_ground_devices	A2: the 122mm gun is the A-19
305mm MB-3-12 CD [898]	name 305mm P-1907 CD Gun -> 305mm MB-3-12 CD	112_ground_devices	A2: Vladivostok's 305mm are the two Poltava turrets of Voroshilov Battery (MB-3-12)
82mm Type 20 Mortar [1306]	name 81mm Mortar -> 82mm Type 20 Mortar	112_ground_devices	A5: China's mortar was the 21st Arsenal's Type 20 82mm, about ten thousand made
150mm sFH 18 How [931]	name 155mm Howitzer -> 150mm sFH 18 How	112_ground_devices	A5: the two heavy regiments' pieces were 15cm sFH 18
75mm Bofors AA Gun [1326]	name 80mm AA Gun -> 75mm Bofors AA Gun	112_ground_devices	A5: China's heavy AA was the Bofors 75mm M1929
7.92mm T24 AAMG (x2) [1328]	name .303 AAMG (x2) -> 7.92mm T24 AAMG (x2)	112_ground_devices	A5: the Chinese AA machine gun was the Type 24 Maxim
75mm Mountain Gun [1311]	range 12 -> 9; name 75mm Field Gun -> 75mm Mountain Gun	112_ground_devices	A5: most Chinese 75s were mountain guns (Type 41 and copies, Bofors M1930, Krupp L/14): range 12 to 9
10.5cm Bofors How [986]	name 105mm Howitzer -> 10.5cm Bofors How	112_ground_devices	A6: the KNIL's 52 howitzers were Bofors M1927

Item [slot]	Change	Sheet	Note
75mm Bofors Mtn Gun [985]	range 12 -> 9; name 75mm Field Gun -> 75mm Bofors Mtn Gun	112_ground_devices	A6: the KNIL's 75s were Bofors mountain and pack guns: range 12 to 9
CTLS-4TA Light Tank [1169]	available 4204 -> 4202; name CTL-6 Betty Tank -> CTLS-4TA Light Tank	112_ground_devices	A6: the KNIL's tanks were Marmon-Herrington CTLS (20-24 of 234 ordered reached Java, 7 fit on 28 February 1942); the CTL-6 was a Marine vehicle. Available from 2/42 for B13
T14 Light Tank [1170]	pool 100 -> 0	112_ground_devices	A6: 'T14' was a two-vehicle heavy prototype; the stock pool of 100 stands for nothing
4.5in Medium Gun [1074]	name 4.5"" Field Gun -> 4.5in Medium Gun	112_ground_devices	A7: the BL 4.5in medium gun (20,500 yd), so that the QF 4.5in howitzer (7,300 yd, B4) is not mapped onto it
M3 Grant/Lee [1090]	available 4207 -> 4204	112_ground_devices	A8: Australia's and India's armour drew Grants from April 1942
Cdo/Para Section [1006]	available 4209 -> 4110	112_ground_devices	A8: the 50th Indian Parachute Brigade dates from October 1941
3"" 20cwt AA Gun [1062]	end 4202 -> 4306	112_ground_devices	A8: the 3in 20cwt stayed the heavy AA gun of the Australian, Indian and Ceylon garrisons through 1943
US Assault Squad [1118]	available 4412 -> 4406	112_ground_devices	A8: the F-series Marine assault sections were in action at Saipan in June 1944
LVT-2 Amphib Trac [226]	available 4207 -> 4304	112_ground_devices	A8/B3: the LVT-2 was a 1943 vehicle that first fought at Tarawa
AIF Inf Section 43 [953]	available 4302 -> 4311	112_ground_devices	A9: the PIAT reached the 14th Army for the February-April 1944 battles and the AIF around the turn of 1943-44; the 43 sections from 11/43
Brit Inf Section 43 [1002]	available 4302 -> 4311	112_ground_devices	
Ind Inf Section 43 [1022]	available 4303 -> 4311	112_ground_devices	
Gurkha Section 43 [295]	available 4303 -> 4311	112_ground_devices	
NZ Inf Section 43 [967]	available 4302 -> 4311	112_ground_devices	
Can Inf Section 43 [993]	available 4301 -> 4311	112_ground_devices	
AIF Inf Section 42 [952]	end 4302 -> 4310	112_ground_devices	A9: the 1942-pattern sections stay in production to 10/43
Brit Inf Section [1001]	end 4302 -> 4310	112_ground_devices	
Ind Inf Section 42 [1021]	end 4303 -> 4310	112_ground_devices	
Gurkha Section [294]	end 4302 -> 4310	112_ground_devices	
NZ Inf Section [966]	end 4302 -> 4310	112_ground_devices	
Can Inf Section [992]	end 4301 -> 4310	112_ground_devices	
JS-3 Heavy Tank [880]	build rate 6 -> 0	112_ground_devices	A10: the IS-3 fought nowhere in 1945 and no Far East unit lists it; pool hygiene
SU-122 Assault Gun [884]	build rate 2 -> 0	112_ground_devices	A10: SU-122 production ended in 1943; none in the August 1945 census
M5 Halftrack [803]	build rate 5 -> 0	112_ground_devices	A10: no unit carries the M5 half-track row

Item [slot]	Change	Sheet	Note
155mm M1918 How [357]	cloned from 1160; range 16 -> 12; build rate 13 -> 8; end 0 -> 4306; upgrade none -> 1160	112_ground_devices	B2: the Schneider howitzer of every American division's medium battalion until the M1 replaced it through 1943-44; 12,400 yd against the M1's 16,350
155mm M1 Howitzer [1160]	available 4112 -> 4301	112_ground_devices	B2: the 155mm M1 howitzer from 1/43
LVT-1 Amphib Trac [358]	cloned from 226; armour 6 -> 4; build rate 8 -> 6; pool 12 -> 0; available 4304 -> 4108; end 4405 -> 4303; upgrade B-24J165 Liberator -> Bolingbroke IV	112_ground_devices	B3: the Alligator, 1,225 built from July 1941; the 1st and 2nd Amphibian Tractor Battalions took it to Guadalcanal and the 2nd assaulted Tarawa with 75 of them
4.5in Howitzer [359]	cloned from 1071; effect 18 -> 22; range 11 -> 7; anti-soft 16 -> 17; build rate 0 -> 2; pool 8 -> 6; end 4112 -> 4212	112_ground_devices	B4: the QF 4.5in howitzer of 1917, 35 lb shell to 7,300 yd, the partner of the 18-pounder in the militia and Indian field regiments of 1941-42; upgrades to the 25-pounder
Soviet Naval Inf Sqd [360]	cloned from 829; load cost 10 -> 11; anti-soft 30 -> 24; anti-armour 5 -> 15; build rate 10 -> 20; upgrade 829 -> P-70 Havoc	112_ground_devices	B7: the Pacific Fleet's naval infantry, about 9,000 men, the assault troops of every Soviet landing of August 1945
CCP Rifle Squad [361]	cloned from 1301; load cost 14 -> 12; anti-soft 13 -> 10; anti-armour 5 -> 1; build rate 400 -> 200; available 4111 -> 4112; end 4306 -> 0; upgrade 1302 -> P-70A-1 Havoc	112_ground_devices	B8: the 8th Route Army and the New 4th Army: a rifle for every one and a half to two men, a light machine gun a platoon in the good regiments, grenades and mines, no Lend-Lease; their own pool
150mm Type 33 Mortar [362]	cloned from 741; side 0 -> 1; build rate 0 -> 2; upgrade 741 -> 362	112_ground_devices	B9: China's largest mass-produced weapon, in the independent heavy mortar regiments; the Japanese 150mm mortar's values on the Allied side
25 Pounder (Short) [363]	cloned from 1072; load cost 11 -> 8; range 13 -> 11; build rate 28 -> 2; available 4112 -> 4309; upgrade 1072 -> P-80A Shooting Star	112_ground_devices	B10: 213 built 1943-44, jeep-towed and air-portable, 11,000 yd; first at Nadzab in September 1943, a battery per jungle-division field regiment
300mm M-31 Rockets [364]	cloned from 871; load cost 15 -> 20; effect 93 -> 200; accuracy 2 -> 1; range 9 -> 5; anti-soft 52 -> 90; anti-armour 68 -> 100; build rate 8 -> 2; available 4112 -> 4407; upgrade 871 -> P-82B Twin Mustang	112_ground_devices	B11: the heavy Guards mortar brigades' 300mm rockets, fired against the Suifenhe and Hutou fortified regions
Matilda Frog [365]	cloned from 262; effect 3 -> 30; penetration 55 -> 20; anti-soft 17 -> 40; build rate 2 -> 1; available 4201 -> 4505; upgrade Ki-100-Ib Tony -> Stearman 75M	112_ground_devices	B12: twenty-five flame conversions of 1944-45; three fought with the 1st Armoured Regiment at Balikpapan on 3 July 1945
Universal Carrier [367]	cloned from 1086; load cost 20 -> 8; accuracy 9 -> 12; armour 6 -> 10; anti-soft 11 -> 10; build rate 0 -> 6; pool 24 -> 30; end 4112 -> 0; upgrade 1088 -> VVS**********	113_group_c	C1: the Bren carrier, thirteen per British, AIF, NZ and Canadian battalion and ten per Indian battalion in 1941-42 (350-450 in Malaya alone); the 1943 jungle and A&MT establishments deleted the platoon, so the 1943 templates carry none
PTRD AT Rifle Sect [370]	cloned from 843; anti-soft 14 -> 6; anti-armour 1 -> 25; build rate 0 -> 12; upgrade 843 -> B-25J	113_group_c	C4: an anti-tank rifle company per regiment on the establishments the Far East divisions were still on, 150-200 rifles a division; the answer to the Ha-Go and the Chi-Ha in August 1945
Searchlight (A) [372]	cloned from 792; side 0 -> 1; build rate 15 -> 4; pool 0 -> 20; upgrade 792 -> Do J Wal	113_group_c	C6: the searchlight batteries of the Marine defense battalions (about twelve 60-inch lights each) and the AA brigades; Japan has 167 units with searchlights and the Allies had none. The engine's use of the device is undocumented
SJ SS Radar [1609]	available 4203 -> 4208	117_submarines	B4: SJ first fitted in Haddock, patrol of 28 July 1942; the April 1942 refit versions carry SD only
Mk 27 Cutie Torpedo [326]	available 4407 -> 4410; effect 250 -> 95; penetration 250 -> 95; range 10 -> 5; dud rate 60 -> 10	117_submarines	B6: Mk 27 Cutie, 95 lb HBX, 5,000 yd at 12 kn, first used by Sea Owl November 1944; 106 fired, 33 hits
21in Mk 18 Mod 2 [373]	cloned from 1592; available 4401 -> 4501; dud rate 20 -> 10; upgrade 1592 -> I-15bis	117_submarines	B6: the Mk 18 after the 1944 fixes (tail-vane guard, battery heating); the engine lowers no dud rate of 20, so the 1945 load is its own device
Type 291W AS Radar [1717]	range 61 -> 30	117_submarines	C4: Type 291W on a submarine's low mast, about the range of the US SD
21in Mk VIII** Torp [353]	name 21in Mk VIII* Torp -> 21in Mk VIII** Torp	117_submarines	C4: the TNT Mk VIII was the Mk VIII**
53.3cm W1 Torpedo [1638]	effect 772 -> 661; penetration 772 -> 661; accuracy 45 -> 41	117_submarines	C5: Dutch 53.3 cm, 300 kg TNT
45cm H1 Torpedo [1639]	range 6 -> 3; accuracy 28 -> 40	117_submarines	C5: Dutch IV45, 2,500 m at 40 kt
45mm/46 21-K AA Gun [1744]	name 45mm/46 41-K AA Gun -> 45mm/46 21-K AA Gun	117_submarines	D3: the Soviet submarine and ship gun was the 21-K; there was no 41-K
533mm 53-38 Torpedo [1748]	accuracy 34 -> 41	117_submarines	D3: the 53-38 was the standard straight-running torpedo, accuracy with the British Mk VIII
203mm/50 Mle 1924 [374]	cloned from 28; upgrade PB4Y-2 Privateer LA -> I-153	117_submarines	D4: Surcouf's twin 203 mm/50 (the Narwhal's 6-inch stood in)

Item [slot]	Change	Sheet	Note
550mm 24V Torpedo [375]	cloned from 1727; range 14 -> 8; upgrade 1727 -> I-16m24	117_submarines	D4: the submarine 550 mm, 7,000-8,000 m at 35 kt
400mm 26V Torpedo [376]	cloned from 1727; effect 683 -> 317; penetration 683 -> 317; range 14 -> 2; upgrade 1727 -> 376; accuracy 35 -> 40	117_submarines	D4: the 400 mm Mle 1926V, 144 kg, 2,000 m
Mk 25 Mine [318]	available 4501 -> 4403	119_aerial_mining	A1: carrier Avengers laid Mk 25 ground mines at Palau on 30 March 1944 (Desecrate One)
Mk 26/36 Mine [317]	available 4407 -> 4408; effect 710 -> 638; penetration 710 -> 638; name Mk 26 Mine -> Mk 26/36 Mine	119_aerial_mining	A2: the 1,000 lb ground mines of the bomber campaign; XX Bomber Command's first mining, Moesi River 10/11 Aug 1944, 16 x 1,000 lb (Mk 36 charge 638 lb Torpex)
*Mk VII Depth Charge [105]	name Mk VII Depth Charge -> *Mk VII Depth Charge	122_defences_radar	ASW-A3: thirteen unused anti-submarine device records duplicate the ones in use with different figures and list in the in-game weapons database; the star marks them as carried by nothing
*3in A/S Mortar [109]	name 3in A/S Mortar -> *3in A/S Mortar	122_defences_radar	
*Mk 6 Depth Charge [110]	name Mk 6 Depth Charge -> *Mk 6 Depth Charge	122_defences_radar	
*Mk 7 Depth Charge [111]	name Mk 7 Depth Charge -> *Mk 7 Depth Charge	122_defences_radar	
*Mk 7/m1 Depth Charg [112]	name Mk 7/m1 Depth Charge -> *Mk 7/m1 Depth Charg	122_defences_radar	
*Mk 9 Depth Charge [113]	name Mk 9 Depth Charge -> *Mk 9 Depth Charge	122_defences_radar	
*Hedgehog Mk 10 [114]	name Hedgehog Mk 10 -> *Hedgehog Mk 10	122_defences_radar	
*Hedgehog Mk 11 [115]	name Hedgehog Mk 11 -> *Hedgehog Mk 11	122_defences_radar	
*Mousetrap Mk 20 [116]	name Mousetrap Mk 20 -> *Mousetrap Mk 20	122_defences_radar	
*Mousetrap Mk 22 [117]	name Mousetrap Mk 22 -> *Mousetrap Mk 22	122_defences_radar	

Devices and weapons: both sides (3)

Item [slot]	Change	Sheet	Note
Engineers [251]		05_engineers	Generic 'Engineers' device unchanged: it is the construction unit the engine counts (all Type 24/25 devices build; there is no per-device construction value in the data)
Papuan Carriers [316]	cloned from 252; upgrade C-60A Lodestar -> none	46_pacific_specials	Papuan carrier lines under ANGAU: the men who carried the Kokoda Track's supply and its wounded. A support device with its own pool, side Allied as the template
Engineer Vehicle [250]	anti-soft 5 -> 0; anti-armour 1 -> 0	111_final_pass	Engineer Vehicle: no assault value; plant is plant

Bases: China (Nationalist-held) (391)

Item [slot]	Change	Sheet	Note
Chungking [1091]	Japanese VP 200 -> 600; Allied VP 100 -> 150; Japanese garrison 160 -> 400; Allied garrison 160 -> 240; supply cap 600 -> 1000	01_china_bases	Stock 200/100 gar160. Capital: the single largest prize reachable overland. supplyCap 600->1000 (14th AF + CACW basing)
Chengtu [1089]	Japanese VP 100 -> 300; Allied VP 1 -> 40; Japanese garrison 120 -> 240; Allied garrison 120 -> 160; airfield 1 -> 2; airfield cap 7 -> 9; forts 1 -> 2; supply cap 300 -> 600	01_china_bases	Stock 100/1 af1/7. Matterhorn B-29 fields: AF max 9
Kunming [1101]	Japanese VP 25 -> 300; Allied VP 5 -> 60; Japanese garrison 80 -> 160; Allied garrison 80 -> 120; airfield cap 3 -> 8; forts 1 -> 2; supply cap 100 -> 600	01_china_bases	Stock 25/5 af3/3. Hump terminus; taking it ends all aid to China. AF max 3->8

Item [slot]	Change	Sheet	Note
Sian [1117]	Japanese VP 10 -> 150; Allied VP 1 -> 30; Japanese garrison 80 -> 160; Allied garrison 80 -> 100; airfield 1 -> 2	01_china_bases	Stock 10/1. Northwest gateway; Sinkiang road
Lanchow [1105]	Japanese VP 50 -> 120; Allied VP 1 -> 20; Japanese garrison 20 -> 80; Allied garrison 20 -> 40	01_china_bases	Stock 50/1
Sining [1119]	Japanese VP 50 -> 60; Allied VP 1 -> 5	01_china_bases	Stock 50/1: reduced; Sining is not Lanchow
Tsuyung [1122]	Japanese VP 25 -> 60; Allied VP 1 -> 5; Japanese garrison 0 -> 40; Allied garrison 0 -> 40; airfield cap 3 -> 4; supply cap 100 -> 300	01_china_bases	Stock 25/1. Burma Road terminus (game shows 'Burma Road open' here)
Changsha [1086]	Japanese VP 10 -> 120; Allied VP 10 -> 30; Japanese garrison 160 -> 200; forts 4 -> 5; supply cap 600 -> 800	01_china_bases	Stock 10/10 fort4. Defended three times; fort 5 at start
Hengyang [1093]	Japanese VP 10 -> 80; Allied VP 1 -> 20; Japanese garrison 60 -> 120; Allied garrison 60 -> 80; forts 1 -> 3; supply cap 500 -> 700	01_china_bases	Stock 10/1 fort1. Held 47 days in 44: fort 3
Kweilin [1102]	Japanese VP 10 -> 100; Allied VP 1 -> 25; Japanese garrison 20 -> 120; Allied garrison 20 -> 60; forts 1 -> 2; supply cap 500 -> 700	01_china_bases	Stock 10/1. 14th AF forward complex; Ichi-Go objective
Liuchow [1106]	Japanese VP 10 -> 80; Allied VP 1 -> 20; Japanese garrison 60 -> 120; airfield 1 -> 2; forts 1 -> 2; supply cap 500 -> 700	01_china_bases	Stock 10/1 af1
Kweiyang [1104]	Japanese VP 10 -> 100; Allied VP 1 -> 20; Japanese garrison 60 -> 120	01_china_bases	Stock 10/1. Road hub to Chungking; Dec 44 crisis point
Chihkiang [1090]	Japanese VP 10 -> 50; Allied VP 1 -> 10; Japanese garrison 0 -> 60; Allied garrison 0 -> 40; airfield 1 -> 2; airfield cap 5 -> 6; supply cap 350 -> 500	01_china_bases	Stock 10/1 af1/5. Last 14th AF forward base; 1945 battle
Kanhsien [1096]	Japanese VP 10 -> 50; Allied VP 1 -> 10; Japanese garrison 0 -> 40; Allied garrison 0 -> 20; airfield 1 -> 2; supply cap 300 -> 500	01_china_bases	Stock 10/1 (Kanchow)
Chuhsien [1439]	Japanese VP 10 -> 40; Allied VP 1 -> 10; Japanese garrison 0 -> 20; Allied garrison 0 -> 20; forts 1 -> 2; supply cap 250 -> 350	01_china_bases	Stock 10/1. Chekiang bomber fields (Doolittle aftermath)
Loyang [1094]	Japanese VP 10 -> 50; Allied VP 1 -> 15; Japanese garrison 20 -> 80; Allied garrison 20 -> 60; airfield 1 -> 2; forts 1 -> 2	01_china_bases	Stock 10/1. 1st War Area; fell May 44
Chengchow [1088]	Japanese VP 10 -> 40; Allied VP 1 -> 10; forts 1 -> 2	01_china_bases	Stock 10/1
Changteh [1087]	Japanese VP 10 -> 40; Allied VP 1 -> 10; Japanese garrison 40 -> 60	01_china_bases	Stock 10/1. 57th Div stand Nov-Dec 43
Wuchow [1127]	Japanese VP 10 -> 30; Allied VP 1 -> 10	01_china_bases	
Nanning [1108]	Japanese VP 10 -> 30; Allied VP 1 -> 10	01_china_bases	
Kukong [1099]	Japanese VP 10 -> 30; Allied VP 1 -> 10	01_china_bases	7th War Area HQ
Paoshan [1112]	Japanese VP 10 -> 40; Allied VP 1 -> 10; airfield cap 2 -> 4; supply cap 100 -> 300	01_china_bases	Y Force base; AF max 2->4
Tuyun [1123]	Japanese VP 10 -> 30; Allied VP 1 -> 10	01_china_bases	
Yenan [1128]	Japanese VP 10 -> 80; Allied VP 1 -> 10; Japanese garrison 20 -> 60	01_china_bases	Stock 10/1. CCP capital
Hami [1092]	Japanese VP 10 -> 30; Allied VP 1 -> 5	01_china_bases	Sinkiang; Soviet-aid route airfield
Mengtze [1107]	Japanese VP 10 -> 20; Allied VP 1 -> 5	01_china_bases	
Ansi [1535]	Japanese VP 10 -> 15; Allied VP 1 -> 5	01_china_bases	

Item [slot]	Change	Sheet	Note
Ichang [378]	Allied VP 3 -> 30; Japanese garrison 20 -> 80	01_china_bases	Japanese-held since Jun 40: Allied VP 3->30, Japanese garrison 20->80 (6th WA front)
Nanking [388]	Allied VP 3 -> 80	01_china_bases	Japanese-held at start: Japan VP stays 1 (sunk cost), Allied VP 3->80 (recapture = collapse)
Hankow [376]	Allied VP 3 -> 80	01_china_bases	
Canton [369]	Allied VP 3 -> 60	01_china_bases	
Tientsin [402]	Allied VP 3 -> 40	01_china_bases	
Tsingtao [405]	Allied VP 3 -> 40	01_china_bases	
Tsinan [403]	Allied VP 3 -> 30	01_china_bases	
Hangchow [375]	Allied VP 3 -> 30	01_china_bases	
Nanchang [387]	Allied VP 3 -> 30	01_china_bases	
Kaifeng [379]	Allied VP 3 -> 20	01_china_bases	
Suchow [397]	Allied VP 3 -> 20	01_china_bases	
Amoy [365]	Allied VP 3 -> 15	01_china_bases	
Swatow [398]	Allied VP 3 -> 15	01_china_bases	
Wuhu [408]	Allied VP 3 -> 15	01_china_bases	
Anking [366]	Allied VP 3 -> 15	01_china_bases	
Kiukiang [383]	Allied VP 3 -> 15	01_china_bases	
Sinyang [395]	Allied VP 3 -> 15; Japanese garrison 0 -> 40; Allied garrison 0 -> 40	01_china_bases	Stock garrison 0: 11th Army rear base
Kalgan [380]	Allied VP 3 -> 15	01_china_bases	
Tatung [401]	Allied VP 3 -> 15	01_china_bases	
Paotow [1408]	Allied VP 3 -> 15; Japanese garrison 0 -> 20; Allied garrison 0 -> 20	01_china_bases	
Taiyuan [410]	Allied VP 3 -> 15	01_china_bases	
Chungking [1091]	Japanese VP 600 -> 750; Allied VP 150 -> 188	22_vp_effective	multiplier 8 (port 0 + 2x AF 4); effective J 6000 A 1500; stock basic J750 A188
Kunming [1101]	Japanese VP 300 -> 500; Allied VP 60 -> 100	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 3000 A 600; stock basic J500 A100
Chengtu [1089]	Japanese VP 300 -> 600; Allied VP 40 -> 100	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 2400 A 400; stock basic J600 A100

Item [slot]	Change	Sheet	Note
Sian [1117]	Japanese VP 150 -> 375; Allied VP 30 -> 75	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 1500 A 300; stock basic J375 A75
Changsha [1086]	Japanese VP 120 -> 200; Allied VP 30 -> 50	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 1200 A 300; stock basic J200 A50
Lanchow [1105]	Japanese VP 120 -> 133; Allied VP 20 -> 25	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 800 A 150; stock basic J133 A25
Kweilin [1102]	Japanese VP 100 -> 167; Allied VP 25 -> 83	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 1000 A 500; stock basic J167 A42
Kweiyang [1104]	Japanese VP 100 -> 133; Allied VP 20 -> 25	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 800 A 150; stock basic J133 A25
Liuchow [1106]	Japanese VP 80 -> 200; Allied VP 20 -> 100	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 800 A 400; stock basic J200 A50
Hengyang [1093]	Japanese VP 80 -> 133; Allied VP 20 -> 50	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 800 A 300; stock basic J133 A33
Yenan [1128]	Japanese VP 80 -> 250; Allied VP 10 -> 40	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 500 A 80; stock basic J250 A40
Sining [1119]	Japanese VP 60 -> 50	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 300 A 30; stock basic J50 A5
Tsuyung [1122]	Japanese VP 60 -> 100; Allied VP 5 -> 10	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 400 A 40; stock basic J100 A10
Chihkiang [1090]	Japanese VP 50 -> 100; Allied VP 10 -> 20	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 400 A 80; stock basic J100 A20
Kanhsien [1096]	Japanese VP 50 -> 100; Allied VP 10 -> 20	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 400 A 80; stock basic J100 A20
Chuhsien [1439]	Japanese VP 40 -> 150; Allied VP 10 -> 30	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 300 A 60; stock basic J150 A30
Loyang [1094]	Japanese VP 50 -> 100; Allied VP 15 -> 25	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 400 A 100; stock basic J100 A25
Chengchow [1088]	Japanese VP 40 -> 150; Allied VP 10 -> 30	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 300 A 60; stock basic J150 A30
Changteh [1087]	Japanese VP 40 -> 150; Allied VP 10 -> 30	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 300 A 60; stock basic J150 A30
Wuchow [1127]	Japanese VP 30 -> 125; Allied VP 10 -> 30	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 250 A 60; stock basic J125 A30
Nanning [1108]	Japanese VP 30 -> 50; Allied VP 10 -> 13	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 300 A 80; stock basic J50 A13
Kukong [1099]	Japanese VP 30 -> 125; Allied VP 10 -> 30	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 250 A 60; stock basic J125 A30
Paoshan [1112]	Japanese VP 40 -> 75; Allied VP 10 -> 15	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 300 A 60; stock basic J75 A15
Tuyun [1123]	Japanese VP 30 -> 100; Allied VP 10 -> 20	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 200 A 40; stock basic J100 A20
Hami [1092]	Japanese VP 30 -> 33	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 200 A 30; stock basic J33 A5
Mengtze [1107]	Japanese VP 20 -> 25	22_vp_effective	multiplier 0 (port 0 + 2x AF 0); effective J 100 A 20; stock basic J25 A5
Ansi [1535]	Japanese VP 15 -> 50; Allied VP 5 -> 10	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 100 A 20; stock basic J50 A10

Item [slot]	Change	Sheet	Note
Shanghai [393]	Allied VP 100 -> 200	22_vp_effective	multiplier 15 (port 7 + 2x AF 4); effective J - A 3000; stock basic J1 A200
Nanking [388]	Allied VP 80 -> 100	22_vp_effective	multiplier 10 (port 4 + 2x AF 3); effective J - A 1000; stock basic J1 A100
Hankow [376]	Allied VP 80 -> 75	22_vp_effective	multiplier 16 (port 4 + 2x AF 6); effective J - A 1200; stock basic J1 A75
Canton [369]	Allied VP 60 -> 62	22_vp_effective	multiplier 13 (port 5 + 2x AF 4); effective J - A 800; stock basic J1 A62
Peiping [392]	Allied VP 100 -> 125	22_vp_effective	multiplier 8 (port 0 + 2x AF 4); effective J - A 1000; stock basic J1 A125
Tientsin [402]	Allied VP 40 -> 71	22_vp_effective	multiplier 7 (port 5 + 2x AF 1); effective J - A 500; stock basic J1 A71
Tsingtao [405]	Allied VP 40 -> 42	22_vp_effective	multiplier 12 (port 4 + 2x AF 4); effective J - A 500; stock basic J1 A42
Tsinan [403]	Allied VP 30 -> 150	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J - A 300; stock basic J1 A150
Hangchow [375]	Allied VP 30 -> 60	22_vp_effective	multiplier 5 (port 3 + 2x AF 1); effective J - A 300; stock basic J1 A60
Nanchang [387]	Allied VP 30 -> 50	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J - A 300; stock basic J1 A50
Kaifeng [379]	Allied VP 20 -> 33	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J - A 200; stock basic J1 A33
Suchow [397]	Allied VP 20 -> 100	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J - A 200; stock basic J1 A100
Ichang [378]	Allied VP 30 -> 150	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J - A 300; stock basic J1 A150
Amoy [365]	Allied VP 15 -> 14	22_vp_effective	multiplier 11 (port 3 + 2x AF 4); effective J - A 150; stock basic J1 A14
Swatow [398]	Allied VP 15 -> 17	22_vp_effective	multiplier 9 (port 3 + 2x AF 3); effective J - A 150; stock basic J1 A17
Wuhu [408]	Allied VP 15 -> 25	22_vp_effective	multiplier 0 (port 0 + 2x AF 0); effective J - A 100; stock basic J1 A25
Anking [366]	Allied VP 15 -> 25	22_vp_effective	multiplier 4 (port 2 + 2x AF 1); effective J - A 100; stock basic J1 A25
Kiukiang [383]	Allied VP 15 -> 25	22_vp_effective	multiplier 4 (port 2 + 2x AF 1); effective J - A 100; stock basic J1 A25
Sinyang [395]	Allied VP 15 -> 50	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J - A 100; stock basic J1 A50
Kalgan [380]	Allied VP 15 -> 17	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J - A 100; stock basic J1 A17
Tatung [401]	Allied VP 15 -> 50	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J - A 100; stock basic J1 A50
Taiyuan [410]	Allied VP 15 -> 50	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J - A 100; stock basic J1 A50
Kunming [1101]	WpnNumber4[Light Industry]: '80'->'160'; WpnDisabled4[Light Industry]: '0'->'80'	31_economy	Lend-Lease build-up as damaged industry the Allied player repairs with Hump tonnage (09b, Allies 1)
Chungking [1091]	WpnNumber4[Light Industry]: '180'->'260'; WpnDisabled4[Light Industry]: '0'->'80'; WpnNumber3[Heavy Industry]: '324'->'384'; WpnDisabled3[Heavy Industry]: '36'->'96'	31_economy	

Item [slot]	Change	Sheet	Note
Chengtu [1089]	WpnNumber4[Light Industry]: '180'->'220'; WpnDisabled4[Light Industry]: '0'->'40'	31_economy	
Kunming [1101]	monsoon 0 -> 1	36_china	Summer monsoon, as the data already marks Burma, Siam and Bengal
Paoshan [1112]	monsoon 0 -> 1	36_china	
Tsuyung [1122]	monsoon 0 -> 1	36_china	
Mengtze [1107]	monsoon 0 -> 1	36_china	
Kweilin [1102]	monsoon 0 -> 1	36_china	
Liuchow [1106]	monsoon 0 -> 1	36_china	
Nanning [1108]	monsoon 0 -> 1	36_china	
Wuchow [1127]	monsoon 0 -> 1	36_china	
Canton [369]	monsoon 0 -> 1	36_china	
Swatow [398]	monsoon 0 -> 1	36_china	
Amoy [365]	monsoon 0 -> 1	36_china	
Foochow [373]	monsoon 0 -> 1	36_china	
Kweiyang [1104]	monsoon 0 -> 1	36_china	
Hengyang [1093]	monsoon 0 -> 1	36_china	
Changsha [1086]	monsoon 0 -> 1	36_china	
Kukong [1099]	monsoon 0 -> 1	36_china	
Kweilin [1102]	Allied garrison 60 -> 200	37_depth	The Fourteenth Air Force fields Ichi-Go was launched to take (09f-2); their Allied VP rise in sheet 22
Liuchow [1106]	Allied garrison 60 -> 150	37_depth	
Hengyang [1093]	Allied garrison 80 -> 100	37_depth	
Amoy [365]	Allied VP 14 -> 1	82_vp_zero_based	Amoy: Allied value 14 -> 1 (effective 154 -> 11); A7 zero-based: retaking it changes nothing
Anking [366]	Allied VP 25 -> 1	82_vp_zero_based	Anking: Allied value 25 -> 1 (effective 100 -> 4); A7 zero-based: retaking it changes nothing
Antung [367]	Allied VP 3 -> 1	82_vp_zero_based	Antung: Allied value 3 -> 1 (effective 12 -> 4); A7 zero-based: retaking it changes nothing
Anyang [368]	Allied VP 3 -> 1	82_vp_zero_based	Anyang: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Chaochow [370]	Allied VP 3 -> 1	82_vp_zero_based	Chaochow: Allied value 3 -> 1 (effective 12 -> 4); A7 zero-based: retaking it changes nothing
Chefoo [371]	Allied VP 3 -> 1	82_vp_zero_based	Chefoo: Allied value 3 -> 1 (effective 12 -> 4); A7 zero-based: retaking it changes nothing
Chengting [372]	Allied VP 3 -> 1	82_vp_zero_based	Chengting: Allied value 3 -> 1 (effective 18 -> 6); A7 zero-based: retaking it changes nothing
Foochow [373]	Allied VP 3 -> 1	82_vp_zero_based	Foochow: Allied value 3 -> 1 (effective 27 -> 9); A7 zero-based: its loss changes nothing
Haichow [374]	Allied VP 3 -> 1	82_vp_zero_based	Haichow: Allied value 3 -> 1 (effective 24 -> 8); A7 zero-based: retaking it changes nothing
Hwainan [377]	Allied VP 3 -> 1	82_vp_zero_based	Hwainan: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Kaifeng [379]	Allied VP 33 -> 1	82_vp_zero_based	Kaifeng: Allied value 33 -> 1 (effective 198 -> 6); A7 zero-based: retaking it changes nothing
Kalgan [380]	Allied VP 17 -> 1	82_vp_zero_based	Kalgan: Allied value 17 -> 1 (effective 102 -> 6); A7 zero-based: retaking it changes nothing

Item [slot]	Change	Sheet	Note
Kaoping [381]	Allied VP 3 -> 1	82_vp_zero_based	Kaoping: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Kiangtu [382]	Allied VP 3 -> 1	82_vp_zero_based	Kiangtu: Allied value 3 -> 1 (effective 15 -> 5); A7 zero-based: retaking it changes nothing
Kiukiang [383]	Allied VP 25 -> 1	82_vp_zero_based	Kiukiang: Allied value 25 -> 1 (effective 100 -> 4); A7 zero-based: retaking it changes nothing
Kweisui [384]	Allied VP 3 -> 1	82_vp_zero_based	Kweisui: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Luchow [385]	Allied VP 3 -> 1	82_vp_zero_based	Luchow: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Tungchow [389]	Allied VP 3 -> 1	82_vp_zero_based	Tungchow: Allied value 3 -> 1 (effective 12 -> 4); A7 zero-based: retaking it changes nothing
Ningpo [390]	Allied VP 3 -> 1	82_vp_zero_based	Ningpo: Allied value 3 -> 1 (effective 9 -> 3); A7 zero-based: retaking it changes nothing
Paoting [391]	Allied VP 3 -> 1	82_vp_zero_based	Paoting: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Shaohing [394]	Allied VP 3 -> 1	82_vp_zero_based	Shaohing: Allied value 3 -> 1 (effective 12 -> 4); A7 zero-based: retaking it changes nothing
Sinyang [395]	Allied VP 50 -> 1	82_vp_zero_based	Sinyang: Allied value 50 -> 1 (effective 100 -> 2); A7 zero-based: retaking it changes nothing
Soochow [396]	Allied VP 3 -> 1	82_vp_zero_based	Soochow: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Suchow [397]	Allied VP 100 -> 1	82_vp_zero_based	Suchow: Allied value 100 -> 1 (effective 200 -> 2); A7 zero-based: retaking it changes nothing
Swatow [398]	Allied VP 17 -> 1	82_vp_zero_based	Swatow: Allied value 17 -> 1 (effective 153 -> 9); A7 zero-based: retaking it changes nothing
Taichow [399]	Allied VP 3 -> 1	82_vp_zero_based	Taichow: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Tangshan [400]	Allied VP 3 -> 1	82_vp_zero_based	Tangshan: Allied value 3 -> 1 (effective 12 -> 4); A7 zero-based: retaking it changes nothing
Tatung [401]	Allied VP 50 -> 1	82_vp_zero_based	Tatung: Allied value 50 -> 1 (effective 100 -> 2); A7 zero-based: retaking it changes nothing
Tsinkiang [404]	Allied VP 3 -> 1	82_vp_zero_based	Tsinkiang: Allied value 3 -> 1 (effective 12 -> 4); A7 zero-based: retaking it changes nothing
Weihsien [406]	Allied VP 3 -> 1	82_vp_zero_based	Weihsien: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Wuchang [407]	Allied VP 3 -> 1	82_vp_zero_based	Wuchang: Allied value 3 -> 1 (effective 21 -> 7); A7 zero-based: retaking it changes nothing
Wuhu [408]	Allied VP 25 -> 1	82_vp_zero_based	Wuhu: Allied value 25 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Wusih [409]	Allied VP 3 -> 1	82_vp_zero_based	Wusih: Allied value 3 -> 1 (effective 9 -> 3); A7 zero-based: retaking it changes nothing
Taiyuan [410]	Allied VP 50 -> 1	82_vp_zero_based	Taiyuan: Allied value 50 -> 1 (effective 100 -> 2); A7 zero-based: retaking it changes nothing
Changsha [1086]	Allied VP 50 -> 1	82_vp_zero_based	Changsha: Allied value 50 -> 1 (effective 300 -> 6); A7 zero-based: its loss changes nothing
Changteh [1087]	Allied VP 30 -> 1	82_vp_zero_based	Changteh: Allied value 30 -> 1 (effective 60 -> 2); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Chengchow [1088]	Allied VP 30 -> 1	82_vp_zero_based	Chengchow: Allied value 30 -> 1 (effective 60 -> 2); A7 zero-based: its loss changes nothing
Chengtu [1089]	Allied VP 100 -> 1	82_vp_zero_based	Chengtu: Allied value 100 -> 1 (effective 400 -> 4); A7 zero-based: its loss changes nothing
Chihkiang [1090]	Allied VP 20 -> 1	82_vp_zero_based	Chihkiang: Allied value 20 -> 1 (effective 80 -> 4); A7 zero-based: its loss changes nothing
Hami [1092]	Allied VP 5 -> 1	82_vp_zero_based	Hami: Allied value 5 -> 1 (effective 30 -> 6); A7 zero-based: its loss changes nothing
Hengyang [1093]	Allied VP 50 -> 1	82_vp_zero_based	Hengyang: Allied value 50 -> 1 (effective 300 -> 6); A7 zero-based: its loss changes nothing
Loyang [1094]	Allied VP 25 -> 1	82_vp_zero_based	Loyang: Allied value 25 -> 1 (effective 100 -> 4); A7 zero-based: its loss changes nothing
Hwaiyin [1095]	Japanese VP 10 -> 1	82_vp_zero_based	Hwaiyin: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kanhsien [1096]	Allied VP 20 -> 1	82_vp_zero_based	Kanhsien: Allied value 20 -> 1 (effective 80 -> 4); A7 zero-based: its loss changes nothing
Kashgar [1097]	Japanese VP 10 -> 1	82_vp_zero_based	Kashgar: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Kiuchuan [1098]	Japanese VP 10 -> 1	82_vp_zero_based	Kiuchuan: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Kukong [1099]	Allied VP 30 -> 1	82_vp_zero_based	Kukong: Allied value 30 -> 1 (effective 60 -> 2); A7 zero-based: its loss changes nothing
Kungchang [1100]	Japanese VP 10 -> 1	82_vp_zero_based	Kungchang: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Kunming [1101]	Allied VP 100 -> 167	82_vp_zero_based	Kunming: Allied value 100 -> 167 (effective 600 -> 1,002); A5 a loss that is a strategic event
Kweilin [1102]	Allied VP 83 -> 1	82_vp_zero_based	Kweilin: Allied value 83 -> 1 (effective 498 -> 6); A7 zero-based: its loss changes nothing
Kweiteh [1103]	Japanese VP 10 -> 1	82_vp_zero_based	Kweiteh: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kweiyang [1104]	Allied VP 25 -> 1	82_vp_zero_based	Kweiyang: Allied value 25 -> 1 (effective 150 -> 6); A7 zero-based: its loss changes nothing
Lanchow [1105]	Allied VP 25 -> 1	82_vp_zero_based	Lanchow: Allied value 25 -> 1 (effective 150 -> 6); A7 zero-based: its loss changes nothing
Liuchow [1106]	Allied VP 100 -> 1	82_vp_zero_based	Liuchow: Allied value 100 -> 1 (effective 400 -> 4); A7 zero-based: its loss changes nothing
Mengtze [1107]	Japanese VP 25 -> 1	82_vp_zero_based	Mengtze: Japanese value 25 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mengtze [1107]	Allied VP 5 -> 1	82_vp_zero_based	Mengtze: Allied value 5 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Nanning [1108]	Allied VP 13 -> 1	82_vp_zero_based	Nanning: Allied value 13 -> 1 (effective 78 -> 6); A7 zero-based: its loss changes nothing
Nanyang [1109]	Japanese VP 10 -> 1	82_vp_zero_based	Nanyang: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Neikiang [1110]	Japanese VP 10 -> 1	82_vp_zero_based	Neikiang: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Pakhoi [1111]	Japanese VP 10 -> 1	82_vp_zero_based	Pakhoi: Japanese value 10 -> 1 (effective 50 -> 5); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Paoshan [1112]	Allied VP 15 -> 1	82_vp_zero_based	Paoshan: Allied value 15 -> 1 (effective 60 -> 4); A7 zero-based: its loss changes nothing
Patung [1113]	Japanese VP 10 -> 1	82_vp_zero_based	Patung: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pengpu [1114]	Allied VP 3 -> 1	82_vp_zero_based	Pengpu: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Pucheng [1115]	Japanese VP 10 -> 1	82_vp_zero_based	Pucheng: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Shaoyang [1116]	Japanese VP 10 -> 1	82_vp_zero_based	Shaoyang: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Sian [1117]	Allied VP 75 -> 1	82_vp_zero_based	Sian: Allied value 75 -> 1 (effective 300 -> 4); A7 zero-based: its loss changes nothing
Siangtan [1118]	Japanese VP 10 -> 1	82_vp_zero_based	Siangtan: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Sining [1119]	Allied VP 5 -> 1	82_vp_zero_based	Sining: Allied value 5 -> 1 (effective 30 -> 6); A7 zero-based: its loss changes nothing
Tienshui [1120]	Japanese VP 10 -> 1	82_vp_zero_based	Tienshui: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tsiaotso [1121]	Japanese VP 10 -> 1	82_vp_zero_based	Tsiaotso: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tsuyung [1122]	Allied VP 10 -> 1	82_vp_zero_based	Tsuyung: Allied value 10 -> 1 (effective 40 -> 4); A7 zero-based: its loss changes nothing
Tuyun [1123]	Allied VP 20 -> 1	82_vp_zero_based	Tuyun: Allied value 20 -> 1 (effective 40 -> 2); A7 zero-based: its loss changes nothing
Urumchi [1124]	Japanese VP 10 -> 1	82_vp_zero_based	Urumchi: Japanese value 10 -> 1 (effective 60 -> 6); J7 zero-based: holding it changes nothing for Japan
Wasu [1125]	Japanese VP 10 -> 1	82_vp_zero_based	Wasu: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Wenchow [1126]	Japanese VP 10 -> 1	82_vp_zero_based	Wenchow: Japanese value 10 -> 1 (effective 90 -> 9); J7 zero-based: holding it changes nothing for Japan
Wuchow [1127]	Allied VP 30 -> 1	82_vp_zero_based	Wuchow: Allied value 30 -> 1 (effective 60 -> 2); A7 zero-based: its loss changes nothing
Yenan [1128]	Allied VP 40 -> 1	82_vp_zero_based	Yenan: Allied value 40 -> 1 (effective 80 -> 2); A7 zero-based: its loss changes nothing
Paotow [1408]	Allied VP 15 -> 1	82_vp_zero_based	Paotow: Allied value 15 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Ningsia [1431]	Japanese VP 10 -> 1	82_vp_zero_based	Ningsia: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Chuhsien [1439]	Allied VP 30 -> 1	82_vp_zero_based	Chuhsien: Allied value 30 -> 1 (effective 60 -> 2); A7 zero-based: its loss changes nothing
Pingsiang [1440]	Japanese VP 10 -> 1	82_vp_zero_based	Pingsiang: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tolun [1493]	Allied VP 3 -> 1	82_vp_zero_based	Tolun: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Kienko [1504]	Japanese VP 10 -> 1	82_vp_zero_based	Kienko: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Ankang [1505]	Japanese VP 10 -> 1	82_vp_zero_based	Ankang: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Ansi [1535]	Japanese VP 50 -> 1	82_vp_zero_based	Ansi: Japanese value 50 -> 1 (effective 100 -> 2); J7 zero-based: holding it changes nothing for Japan
Ansi [1535]	Allied VP 10 -> 1	82_vp_zero_based	Ansi: Allied value 10 -> 1 (effective 20 -> 2); A7 zero-based: its loss changes nothing
Tehchow [1755]	Allied VP 3 -> 1	82_vp_zero_based	Tehchow: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Chuyeh [1756]	Allied VP 3 -> 1	82_vp_zero_based	Chuyeh: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Yingchow [1915]	Allied VP 3 -> 1	82_vp_zero_based	Yingchow: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Su-Hsien [1916]	Allied VP 3 -> 1	82_vp_zero_based	Su-Hsien: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Chuching [1917]	Allied VP 3 -> 1	82_vp_zero_based	Chuching: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Changsha [1086]	daily supply 160 -> 107	83_draft47_economy	Changsha: internal daily supply 160 -> 107: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Changteh [1087]	daily supply 20 -> 13	83_draft47_economy	Changteh: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Chengchow [1088]	daily supply 60 -> 40	83_draft47_economy	Chengchow: internal daily supply 60 -> 40: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Chengtu [1089]	daily supply 180 -> 120	83_draft47_economy	Chengtu: internal daily supply 180 -> 120: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Chungking [1091]	daily supply 500 -> 333	83_draft47_economy	Chungking: internal daily supply 500 -> 333: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Hengyang [1093]	daily supply 40 -> 27	83_draft47_economy	Hengyang: internal daily supply 40 -> 27: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Loyang [1094]	daily supply 20 -> 13	83_draft47_economy	Loyang: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Kunming [1101]	daily supply 80 -> 53	83_draft47_economy	Kunming: internal daily supply 80 -> 53: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Kweilin [1102]	daily supply 40 -> 27	83_draft47_economy	Kweilin: internal daily supply 40 -> 27: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Kweiteh [1103]	daily supply 20 -> 13	83_draft47_economy	Kweiteh: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Kweiyang [1104]	daily supply 60 -> 40	83_draft47_economy	Kweiyang: internal daily supply 60 -> 40: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Lanchow [1105]	daily supply 60 -> 40	83_draft47_economy	Lanchow: internal daily supply 60 -> 40: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Liuchow [1106]	daily supply 40 -> 27	83_draft47_economy	Liuchow: internal daily supply 40 -> 27: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Nanning [1108]	daily supply 20 -> 13	83_draft47_economy	Nanning: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Neikiang [1110]	daily supply 20 -> 13	83_draft47_economy	Neikiang: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Paoshan [1112]	daily supply 20 -> 13	83_draft47_economy	Paoshan: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Shaoyang [1116]	daily supply 20 -> 13	83_draft47_economy	Shaoyang: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs

Item [slot]	Change	Sheet	Note
Sian [1117]	daily supply 60 -> 40	83_draft47_economy	Sian: internal daily supply 60 -> 40: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Siangtan [1118]	daily supply 20 -> 13	83_draft47_economy	Siangtan: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Sining [1119]	daily supply 20 -> 13	83_draft47_economy	Sining: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Tsiaotso [1121]	daily supply 40 -> 27	83_draft47_economy	Tsiaotso: internal daily supply 40 -> 27: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Urumchi [1124]	daily supply 20 -> 13	83_draft47_economy	Urumchi: internal daily supply 20 -> 13: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Wenchow [1126]	daily supply 80 -> 53	83_draft47_economy	Wenchow: internal daily supply 80 -> 53: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Wuchow [1127]	daily supply 60 -> 40	83_draft47_economy	Wuchow: internal daily supply 60 -> 40: a third of China's abstract domestic production moved to Lend-Lease industry the Hump repairs
Kunming [1101]	WpnNumber4[Light Industry]: '160'->'345'; WpnDisabled4[Light Industry]: '80'->'265'	83_draft47_economy	Kunming: 185 light-industry points added damaged, the third of China's internal supply (556 a day in all) the Allied player now flies in to repair
Chungking [1091]	WpnNumber4[Light Industry]: '260'->'445'; WpnDisabled4[Light Industry]: '80'->'265'	83_draft47_economy	Chungking: 185 light-industry points added damaged, the third of China's internal supply (556 a day in all) the Allied player now flies in to repair
Chengtu [1089]	WpnNumber4[Light Industry]: '220'->'405'; WpnDisabled4[Light Industry]: '40'->'225'	83_draft47_economy	Chengtu: 185 light-industry points added damaged, the third of China's internal supply (556 a day in all) the Allied player now flies in to repair
Kunming [1101]	airfield cap 8 -> 3	91_conversions_bases	
Chengtu [1089]	airfield cap 9 -> 7	91_conversions_bases	
Chihkiang [1090]	airfield cap 6 -> 5	91_conversions_bases	
Paoshan [1112]	airfield cap 4 -> 2	91_conversions_bases	
Tsuyung [1122]	airfield cap 4 -> 3	91_conversions_bases	
Chungking [1091]	Japanese VP 750 -> 375	81_vp_anchor	Chungking: Japanese value 750 -> 375 (effective 6,000 -> 3,000 at start multiplier 8); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Kunming [1101]	Japanese VP 500 -> 250	81_vp_anchor	Kunming: Japanese value 500 -> 250 (effective 3,000 -> 1,500 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Chengtu [1089]	Japanese VP 600 -> 300	81_vp_anchor	Chengtu: Japanese value 600 -> 300 (effective 2,400 -> 1,200 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Sian [1117]	Japanese VP 375 -> 188	81_vp_anchor	Sian: Japanese value 375 -> 188 (effective 1,500 -> 752 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Changsha [1086]	Japanese VP 200 -> 100	81_vp_anchor	Changsha: Japanese value 200 -> 100 (effective 1,200 -> 600 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes

Item [slot]	Change	Sheet	Note
Kweilin [1102]	Japanese VP 167 -> 80	81_vp_anchor	Kweilin: Japanese value 167 -> 80 (effective 1,002 -> 480 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Liuchow [1106]	Japanese VP 200 -> 100	81_vp_anchor	Liuchow: Japanese value 200 -> 100 (effective 800 -> 400 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Hengyang [1093]	Japanese VP 133 -> 67	81_vp_anchor	Hengyang: Japanese value 133 -> 67 (effective 798 -> 402 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Kweiyang [1104]	Japanese VP 133 -> 67	81_vp_anchor	Kweiyang: Japanese value 133 -> 67 (effective 798 -> 402 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Lanchow [1105]	Japanese VP 133 -> 67	81_vp_anchor	Lanchow: Japanese value 133 -> 67 (effective 798 -> 402 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Yenan [1128]	Japanese VP 250 -> 150	81_vp_anchor	Yenan: Japanese value 250 -> 150 (effective 500 -> 300 at start multiplier 2); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Chihkiang [1090]	Japanese VP 100 -> 50	81_vp_anchor	Chihkiang: Japanese value 100 -> 50 (effective 400 -> 200 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Loyang [1094]	Japanese VP 100 -> 50	81_vp_anchor	Loyang: Japanese value 100 -> 50 (effective 400 -> 200 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Kanhsien [1096]	Japanese VP 100 -> 50	81_vp_anchor	Kanhsien: Japanese value 100 -> 50 (effective 400 -> 200 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Tsuyung [1122]	Japanese VP 100 -> 50	81_vp_anchor	Tsuyung: Japanese value 100 -> 50 (effective 400 -> 200 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Changteh [1087]	Japanese VP 150 -> 75	81_vp_anchor	Changteh: Japanese value 150 -> 75 (effective 300 -> 150 at start multiplier 2); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Chengchow [1088]	Japanese VP 150 -> 75	81_vp_anchor	Chengchow: Japanese value 150 -> 75 (effective 300 -> 150 at start multiplier 2); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Chuhsien [1439]	Japanese VP 150 -> 75	81_vp_anchor	Chuhsien: Japanese value 150 -> 75 (effective 300 -> 150 at start multiplier 2); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Nanning [1108]	Japanese VP 50 -> 25	81_vp_anchor	Nanning: Japanese value 50 -> 25 (effective 300 -> 150 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Paoshan [1112]	Japanese VP 75 -> 38	81_vp_anchor	Paoshan: Japanese value 75 -> 38 (effective 300 -> 152 at start multiplier 4); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Sining [1119]	Japanese VP 50 -> 25	81_vp_anchor	Sining: Japanese value 50 -> 25 (effective 300 -> 150 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Kukong [1099]	Japanese VP 125 -> 62	81_vp_anchor	Kukong: Japanese value 125 -> 62 (effective 250 -> 124 at start multiplier 2); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes

Item [slot]	Change	Sheet	Note
Wuchow [1127]	Japanese VP 125 -> 62	81_vp_anchor	Wuchow: Japanese value 125 -> 62 (effective 250 -> 124 at start multiplier 2); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Tuyun [1123]	Japanese VP 100 -> 50	81_vp_anchor	Tuyun: Japanese value 100 -> 50 (effective 200 -> 100 at start multiplier 2); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Hami [1092]	Japanese VP 33 -> 17	81_vp_anchor	Hami: Japanese value 33 -> 17 (effective 198 -> 102 at start multiplier 6); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Shanghai [393]	Allied VP 200 -> 100	81_vp_anchor	Shanghai: Allied value 200 -> 100 (effective 3,000 -> 1,500 at start multiplier 15); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Hankow [376]	Allied VP 75 -> 50	81_vp_anchor	Hankow: Allied value 75 -> 50 (effective 1,200 -> 800 at start multiplier 16); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Nanking [388]	Allied VP 100 -> 60	81_vp_anchor	Nanking: Allied value 100 -> 60 (effective 1,000 -> 600 at start multiplier 10); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Peiping [392]	Allied VP 125 -> 75	81_vp_anchor	Peiping: Allied value 125 -> 75 (effective 1,000 -> 600 at start multiplier 8); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Canton [369]	Allied VP 62 -> 40	81_vp_anchor	Canton: Allied value 62 -> 40 (effective 806 -> 520 at start multiplier 13); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Tientsin [402]	Allied VP 71 -> 50	81_vp_anchor	Tientsin: Allied value 71 -> 50 (effective 497 -> 350 at start multiplier 7); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Tsingtao [405]	Allied VP 42 -> 30	81_vp_anchor	Tsingtao: Allied value 42 -> 30 (effective 504 -> 360 at start multiplier 12); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Shanghai [393]	Allied VP 100 -> 160	114_competitiveness	Shanghai. R2: occupied China, the prize of a Chinese counter-offensive; 100 to 160
Hankow [376]	Allied VP 50 -> 80	114_competitiveness	Hankow. R2: 50 to 80
Nanking [388]	Allied VP 60 -> 100	114_competitiveness	Nanking. R2: 60 to 100
Peiping [392]	Allied VP 75 -> 120	114_competitiveness	Peiping. R2: 75 to 120
Canton [369]	Allied VP 40 -> 65	114_competitiveness	Canton. R2: 40 to 65
Tsingtao [405]	Allied VP 30 -> 50	114_competitiveness	Tsingtao. R2: 30 to 50
Tientsin [402]	Allied VP 50 -> 80	114_competitiveness	Tientsin. R2: 50 to 80
Hangchow [375]	Allied VP 60 -> 100	114_competitiveness	Hangchow. R2: 60 to 100
Ichang [378]	Allied VP 150 -> 240	114_competitiveness	Ichang. R2: 150 to 240
Tsinan [403]	Allied VP 150 -> 240	114_competitiveness	Tsinan. R2: 150 to 240
Nanchang [387]	Allied VP 50 -> 80	114_competitiveness	Nanchang. R2: 50 to 80

Item [slot]	Change	Sheet	Note
Chungking [1091]	Japanese VP 375 -> 750	114_competitiveness	Chungking. R3: the interior as a prize that stays won: Japanese basic value 375 to 750 (3,000 to 6,000 points)
Kunming [1101]	Japanese VP 250 -> 500	114_competitiveness	Kunming. R3: 250 to 500
Chengtu [1089]	Japanese VP 300 -> 500	114_competitiveness	Chengtu. R3: 300 to 500
Sian [1117]	Japanese VP 188 -> 375	114_competitiveness	Sian. R3: 188 to 375
Yumen [303]	cloned from Katmandu; location 57 -> 80; location 28 -> 25; airfield cap 2 -> 0; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T1 resource. Yumen oilfield opened 1939; China's only significant crude production 1941-45. [peak port/AF 0/2] [map patch: main road added, 1 link(s)]
Tienkiaan [322]	cloned from Lungchen; location 112 -> 88; location 36 -> 50; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 rail_end. Railhead with no base. Hwainan coal mines, north end of the Hwainan Railway
Poshan [411]	cloned from Lungchen; location 112 -> 94; location 36 -> 44; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 resource. Poshan/Tzechwan coalfield and glass industry exploited by Japan; branch rail from Tsingtao line. [peak port/AF 0/1] [moved 94,44 from 93,45 (onto the railway, onto the road)]
Tayeh [415]	cloned from Lungchen; location 112 -> 85; location 36 -> 52; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T2 resource. Tayeh iron mines exploited by Japan (Nippon Steel); ore shipped from Hwangshihkang. [peak port/AF 3/1]
Yangchuan [455]	cloned from Lungchen; location 112 -> 91; location 36 -> 41; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 resource. Coal/iron town on Chengtai railway; Hundred Regiments offensive target Aug 1940. [peak port/AF 0/1]
Hantan [475]	cloned from Lungchen; location 112 -> 90; location 36 -> 42; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 5; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T3 rail_junction. Peking-Hankow railway town and coal district; Japanese garrison; ~55 km N of Anyang. [peak port/AF 0/3]
Maanshan [497]	cloned from Lungchen; location 112 -> 90; location 36 -> 52; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 5; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T3 resource. Iron ore mines exploited by Japan (shipped to Yawata); ~45 km from Nanking/Wuhu. [peak port/AF 2/0] [map patch: major rail added, 1 link(s)]
Tungchwan [738]	cloned from Babuyan; location 71 -> 40; airfield cap 2 -> 0; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 rail_end. Railhead with no base. Hsienyang-Tungchwan coal railway (1941) north of Sian; Shensi coal [peak port/AF 0/2]
Yuhsikow [782]	cloned from Lungchen; location 112 -> 89; location 36 -> 52; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T2 rail_end. Railhead with no base. Yangtze terminal of the Hwainan Railway opposite Wuhu; coal to river shipping [peak port/AF 2/0]
Hanchung [1019]	cloned from Babuyan; location 84 -> 81; location 71 -> 40; airfield 0 -> 2; airfield cap 2 -> 4; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. Nancheng/Hanchung airfield; 14th AF and CAF base 1938-45 on Han River. [peak port/AF 0/7] [moved 81,40 from 80,41 (onto the road)]
Kienow [1030]	cloned from Babuyan; location 84 -> 86; location 71 -> 58; airfield 0 -> 1; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. 14th AF/CAF field on the Min River; used 1944-45 against Formosa/coast shipping. [peak port/AF 0/5]
Kiunglai [1045]	cloned from Katmandu; location 57 -> 74; location 28 -> 41; airfield 0 -> 1; airfield cap 2 -> 5; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T1 airfield. B-29 base A-5 (462nd BG, XX Bomber Cmd 1944), 63 km SW of Chengtu; Hsinching A-1 lies between (same hex as Chengtu). [also: Pengshan] [peak port/AF 0/8] [moved 74,41 from 75,42 (onto the road)]
Laohokow [1061]	cloned from Dumaguete; location 78 -> 84; location 86 -> 46; port cap 1 -> 0; airfield 0 -> 2; airfield cap 4 -> 3; Japanese VP 1 -> 50; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. 5th War Area HQ (Li Tsung-jen) and 14th AF field on Han River; taken Apr 1945. [peak port/AF 1/6] [moved 84,46 from 84,45 (onto the road)]
Liangchow [1064]	cloned from Katmandu; location 57 -> 82; location 28 -> 31; airfield 0 -> 1; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T1 airfield. Kansu corridor on Soviet aid route; airfield used by Soviet volunteer/ferry aircraft. [also: Wuwei] [peak port/AF 0/5] [moved 82,31 from 81,31 (onto the road)]
Liangshan [1081]	cloned from Dumaguete; location 78 -> 79; location 86 -> 45; port cap 1 -> 0; airfield 0 -> 3; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; Allied garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. Major CAF bomber field east of Chungking 1938-41; 14th AF B-25/fighter base 1944-45. [also: Wanhsien] [peak port/AF 4/7]
Lingling [1084]	cloned from Babuyan; location 84 -> 78; location 71 -> 53; airfield 0 -> 2; airfield cap 2 -> 3; Japanese VP 1 -> 50; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T1 airfield. 14th AF fighter base 1942-44 on Hsiang river; lost Sep 1944. [peak port/AF 0/6]
Lishui [1129]	cloned from Babuyan; location 84 -> 88; location 71 -> 57; airfield 0 -> 1; airfield cap 2 -> 3; Japanese VP 1 -> 50; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. Planned Doolittle raid recovery field; overrun June 1942; 14th AF/SACO use later. [peak port/AF 0/6]
Luliang [1148]	cloned from Katmandu; location 57 -> 69; location 28 -> 49; airfield cap 2 -> 4; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command; monsoon 0 -> 1	127_base_expansion	T1 airfield. Built 1943 as a heavy-bomber base ~55 km S of Chuching/Chanyi; B-24 and 14th AF units 1944-45. [peak port/AF 0/7]

Item [slot]	Change	Sheet	Note
Namyung [1176]	cloned from Babuyan; location 84 -> 80; location 71 -> 57; airfield 0 -> 1; Japanese VP 1 -> 50; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. 14th AF forward field on the Kiangsi-Kwangtung border 1943-44; lost Jan 1945. [also: Tayu] [peak port/AF 0/5]
Sichang [1299]	cloned from Katmandu; location 57 -> 71; location 28 -> 44; airfield 0 -> 1; airfield cap 2 -> 3; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command; monsoon 0 -> 1	127_base_expansion	T1 airfield. Chiang's reserve redoubt; airfield used by 14th AF/CAF 1942-45 on the Lo-Si (Loshan-Sichang) highway. [peak port/AF 0/6]
Suichuan [1308]	cloned from Babuyan; location 84 -> 82; location 71 -> 56; airfield 0 -> 1; airfield cap 2 -> 3; Japanese VP 1 -> 50; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. 14th AF forward bomber field (Suichuan/Tiachuan) 1943-44; overrun Jan-Feb 1945. [peak port/AF 0/6]
Yunnanyi [1353]	cloned from Katmandu; location 57 -> 67; location 28 -> 45; airfield 0 -> 2; airfield cap 2 -> 3; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command; monsoon 0 -> 1	127_base_expansion	T1 airfield. Hump terminus and 14th AF/CNAC field on the Burma Road W of Kunming; transport and fighter base 1942-45. [peak port/AF 0/6]
Yushan [1359]	cloned from Babuyan; location 84 -> 87; location 71 -> 56; airfield 0 -> 1; Japanese VP 1 -> 50; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 airfield. Chekiang-Kiangsi railway field; 3rd War Area (Shangjao is the same hex) [also: Shangjao] [peak port/AF 0/5]
Enshih [1538]	cloned from Babuyan; location 84 -> 80; location 71 -> 47; airfield 0 -> 1; airfield cap 2 -> 1; forts 0 -> 1; Japanese VP 1 -> 50; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 hq. Hupeh wartime capital and 6th War Area HQ (Chen Cheng) 1940-45; airfield. [peak port/AF 0/4]
Fuping [1542]	cloned from Babuyan; location 84 -> 93; location 71 -> 40; airfield cap 2 -> 0; forts 0 -> 1; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 hq. Chin-Cha-Chi Border Region HQ (Nieh Jung-chen) 1937-45 in Taihang/Wutai foothills. [peak port/AF 0/1]
Kangting [1544]	cloned from Katmandu; location 57 -> 72; location 28 -> 41; airfield cap 2 -> 0; forts 0 -> 1; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T1 hq. Capital of Sikang province from 1939 (Liu Wenhui); gateway to Tibet on the Szechwan-Tibet road. [peak port/AF 0/2] [map patch: secondary road added, 1 link(s)]
Kehnanpo [1545]	cloned from Babuyan; location 84 -> 86; location 71 -> 39; airfield cap 2 -> 0; forts 0 -> 1; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 hq. 2nd War Area HQ and Shansi govt of Yen Hsi-shan 1940-45 near Hukou falls of the Yellow River. [peak port/AF 0/1] [map patch: trail added, 1 link(s)]
Liaohsien [1548]	cloned from Babuyan; location 84 -> 90; location 71 -> 41; airfield cap 2 -> 0; forts 0 -> 1; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 hq. Eighth Route Army/Taihang HQ (Wangjiayu, Macheng) 1940-45; renamed Zuoquan after Tso Chuan killed 1942. [peak port/AF 0/1]
Lihwang [1549]	cloned from Babuyan; location 84 -> 87; location 71 -> 50; airfield cap 2 -> 0; forts 0 -> 1; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; Allied garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 hq. Wartime Anhwei capital 1938-45 (Liao Lei/Li Pin-hsien, 21st Army Group); Tapieh Shan base (approx site, now reservoir). [peak port/AF 0/2] [map patch: secondary road added, 1 link(s)]
Weihaiwei [1561]	cloned from Lungchen; location 112 -> 98; location 36 -> 47; port 0 -> 3; port cap 0 -> 3; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 20; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T1 port. Ex-British naval base and Chinese Beiyang fleet anchorage; Japanese-held 1938-45. [peak port/AF 5/4]
Yencheng [1562]	cloned from Lungchen; location 112 -> 93; location 36 -> 51; airfield cap 6 -> 0; Allied garrison 0 -> 20; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T1 hq. New Fourth Army HQ rebuilt here Jan 1941 (Chen Yi); town seized by Japanese July 1941, CCP base persists. [peak port/AF 0/3] [moved 93,51 from 92,51 (closer to the true position); map patch: secondary road added, 2 link(s)]
Yungan [1563]	cloned from Babuyan; location 84 -> 83; location 71 -> 59; airfield cap 2 -> 0; forts 0 -> 1; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 hq. Wartime capital of Fukien province 1938-45 (Chen Yi). [peak port/AF 0/3]
Hsuchang [1565]	cloned from Babuyan; location 84 -> 87; location 71 -> 45; airfield 0 -> 1; forts 0 -> 1; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 battle. Peking-Hankow railway town taken 1 May 1944 in Ichi-Go (Kogo) opening phase. [peak port/AF 0/5]
Kunlun Pass [1569]	cloned from Babuyan; location 84 -> 73; location 71 -> 55; airfield cap 2 -> 0; forts 0 -> 1; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T1 battle. Dec 1939-Jan 1940 battle: Chinese 5th Corps destroyed the Japanese 12th Bde (5th Div) on Nanning-Pinyang road. [peak port/AF 0/1]
Lungling [1570]	cloned from Katmandu; location 57 -> 64; location 28 -> 45; airfield cap 2 -> 0; forts 0 -> 1; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command; monsoon 0 -> 1	127_base_expansion	T1 battle. Burma Road town held by Japanese 56th Div May 1942-Nov 1944; bitter Salween campaign battle with nearby Sungshan fortress. [also: Mangshih] [peak port/AF 0/3]
Paoki [1573]	cloned from Katmandu; location 57 -> 82; location 28 -> 39; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T1 industry. Western railhead of Lunghai railway; relocated textile/industry and depot. [peak port/AF 0/4] [moved 82,39 from 81,39 (onto the railway)]
Pinghsingkwan [1574]	cloned from Lungchen; location 112 -> 93; location 36 -> 38; airfield cap 6 -> 0; Allied garrison 0 -> 20; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T1 battle. Great Wall pass; 115th Div ambush of 5th Div 25 Sep 1937 (first CCP victory). [peak port/AF 0/1]
Shasi [1575]	cloned from Lungchen; location 112 -> 82; location 36 -> 49; airfield 0 -> 1; airfield cap 6 -> 2; forts 1 -> 0; Allied garrison 0 -> 20; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T1 river_port. Yangtze river port below Ichang, occupied June 1940; Japanese airfield; W Hupeh 1943 base. [peak port/AF 3/5] [moved 82,49 from 83,49 (onto the road)]
Siangyang [1577]	cloned from Dumaguete; location 78 -> 85; location 86 -> 46; port cap 1 -> 0; airfield 0 -> 1; airfield cap 4 -> 2; forts 0 -> 1; Japanese VP 1 -> 25; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 battle. Twin cities Siangyang/Fancheng on Han River; 5th War Area bastion in Zaoyang-Ichang 1940 and 1945 battles. [peak port/AF 1/5] [moved 85,46 from 84,46 (closer to the true position)]
Taierhchuang [1579]	cloned from Lungchen; location 112 -> 92; location 36 -> 47; airfield cap 6 -> 0; Allied garrison 0 -> 20; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T1 battle. Chinese victory Mar-Apr 1938 (Li Tsung-jen) on Grand Canal; Tsaochwang coalfield adjacent. [also: Lini] [peak port/AF 1/3] [map patch: minor rail added, 1 link(s)]

Item [slot]	Change	Sheet	Note
Tungkwan [1580]	cloned from Babuyan; location 71 -> 41; airfield cap 2 -> 0; forts 0 -> 1; Japanese garrison 0 -> 40; Allied garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T1 battle. Gate of Shensi at Yellow River bend; shelled by Japanese from Fenglingtu 1938-45, Lunghai railway. [peak port/AF 0/2] [map patch: major rail added, 1 link(s)]
Tushan [1581]	cloned from Babuyan; location 84 -> 74; location 71 -> 52; airfield 0 -> 1; airfield cap 2 -> 1; forts 0 -> 1; Japanese garrison 0 -> 40; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T1 battle. High-water mark of Ichi-Go (Japanese reached Dec 1944), threatening Kweiyang; ~48 km S of Tuyun, key railhead. [peak port/AF 0/4] [hand-pinned 74,52 from 74,50 (art check)]
Wuyuan [1582]	cloned from Katmandu; location 57 -> 90; location 28 -> 32; airfield cap 2 -> 0; forts 0 -> 1; Japanese garrison 0 -> 40; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T1 battle. Fu Tso-yi recaptured Wuyuan Mar 1940 destroying Japanese/Mongol garrison. [peak port/AF 0/2]
Yochow [1583]	cloned from Lungchen; location 112 -> 83; location 36 -> 51; airfield 0 -> 1; airfield cap 6 -> 2; forts 1 -> 0; Allied garrison 0 -> 20; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T1 river_port. Yangtze/Tungting lake port occupied Nov 1938; start line of all Changsha campaigns. [peak port/AF 3/5] [moved 83,51 from 82,51 (onto the road)]
Changyeh [1591]	cloned from Katmandu; location 57 -> 82; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T2 airfield. Kansu corridor town on Soviet aid route and airfield chain Hami-Lanchow. [peak port/AF 0/4] [moved 82,28 from 81,28 (onto the road)]
Kwanghan [1598]	cloned from Katmandu; location 57 -> 76; location 28 -> 42; airfield 0 -> 1; airfield cap 2 -> 5; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T2 airfield. B-29 base A-3 (444th BG 1944) ~40 km NE of Chengtu; alternative to Hsinching A-1. [peak port/AF 0/8]
Tanchuk [1651]	cloned from Babuyan; location 84 -> 75; location 71 -> 57; airfield 0 -> 1; Japanese VP 1 -> 25; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 airfield. 14th AF forward fighter/bomber field on the West River 1943-44; lost Sep 1944, retaken 1945. [peak port/AF 0/5] [map patch: trail added, 1 link(s)]
Haimen [1763]	cloned from Dumaguete; location 78 -> 90; location 86 -> 58; port 0 -> 2; port cap 1 -> 2; airfield cap 4 -> 0; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command	127_base_expansion	T2 port. Chekiang port at Ling River mouth; Japanese raids/landing Apr 1941 and 1945. [peak port/AF 3/2] [moved 90,58 from 91,58 (onto the road)]
Hsinghsien [1766]	cloned from Babuyan; location 84 -> 90; location 71 -> 38; airfield cap 2 -> 0; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 hq. Shansi-Suiyuan (Chin-Sui) base HQ of Ho Lung's 120th Div 1940-45, NW Shansi. [peak port/AF 0/1] [map patch: trail added, 1 link(s)]
Kongmoon [1772]	cloned from Lungchen; location 112 -> 77; location 36 -> 60; port 0 -> 2; port cap 0 -> 2; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; monsoon 0 -> 1; type 5 -> 1	127_base_expansion	T2 port. West River delta port occupied 1939; Japanese garrison SW of Canton. [peak port/AF 3/2]
Leiyang [1776]	cloned from Babuyan; location 84 -> 80; location 71 -> 54; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 hq. Hunan wartime provincial seat 1938-44; Canton-Hankow railway; Ichi-Go June 1944. [peak port/AF 0/4]
Lungkow [1779]	cloned from Lungchen; location 112 -> 97; location 36 -> 45; port 0 -> 2; port cap 0 -> 2; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T2 port. N Shantung Pohai port with ferries to Dairen; Japanese-held 1938-45. [peak port/AF 3/2]
Santu-ao [1790]	cloned from Dumaguete; location 78 -> 87; location 86 -> 60; port 0 -> 2; port cap 1 -> 2; airfield cap 4 -> 0; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1	127_base_expansion	T2 port. Deep-water naval anchorage N of Foochow; Chinese navy base, Japanese raids 1937-41. [peak port/AF 5/2] [moved 87,60 from 86,59 (to the coast); map patch: trail added, 1 link(s)]
Tinghai [1795]	cloned from Lungchen; location 112 -> 92; location 36 -> 57; port 0 -> 2; port cap 0 -> 2; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T2 port. Chusan islands port occupied June 1939; Japanese naval base off Ningpo. [peak port/AF 4/3]
Yamchow [1809]	cloned from Dumaguete; location 78 -> 71; location 86 -> 57; port 0 -> 1; airfield cap 4 -> 0; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command	127_base_expansion	T2 port. Qinzhou Bay landing of Japanese 5th Div 15 Nov 1939 (Nanning campaign); retaken late 1940. [peak port/AF 3/2] [map patch: main road added, 1 link(s)]
Yishui [1810]	cloned from Babuyan; location 84 -> 93; location 71 -> 47; airfield cap 2 -> 0; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 hq. Yimeng mountains: Lu-Su War Area (Yu Hsueh-chung) and CCP Shantung base centre 1939-45. [peak port/AF 0/1] [moved 93,47 from 94,46 (onto the road)]
Yuanling [1811]	cloned from Dumaguete; location 78 -> 80; location 86 -> 50; port cap 1 -> 0; airfield 0 -> 1; airfield cap 4 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 hq. W Hunan Yuan River town and road hub with airfield; rear base for Changteh 1943 and W Hunan 1945 campaigns. [peak port/AF 1/4] [moved 80,50 from 79,49 (onto the road)]
Chenhsien [1815]	cloned from Babuyan; location 84 -> 79; location 71 -> 55; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 rail_junction. Canton-Hankow railway town S Hunan; Ichi-Go link-up 1945. [peak port/AF 0/4]
Chumatien [1816]	cloned from Babuyan; location 84 -> 87; location 71 -> 46; airfield cap 2 -> 1; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 rail_junction. Peking-Hankow railway town in S Honan; Japanese link-up Ichi-Go May 1944. [peak port/AF 0/4]
Hochih [1820]	cloned from Babuyan; location 84 -> 73; location 71 -> 53; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 battle. Kweichow-Kwangsi railway/road; Japanese advance Nov-Dec 1944 toward Tushan. [peak port/AF 0/4]
Hsinchow [1822]	cloned from Lungchen; location 112 -> 91; location 36 -> 39; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 battle. Battle of Hsinkow Oct 1937 N of Taiyuan; Tatung-Puchow railway. [peak port/AF 0/3]
Hsinhsiang [1823]	cloned from Lungchen; location 112 -> 88; location 36 -> 43; airfield 0 -> 2; airfield cap 6 -> 2; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 rail_junction. Peking-Hankow/Taokow-Tsinghwa rail junction N of Yellow River; Japanese airfield. [peak port/AF 0/5]
Ipin [1824]	cloned from Dumaguete; location 78 -> 73; location 86 -> 45; port cap 1 -> 0; airfield 0 -> 2; airfield cap 4 -> 2; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 river_port. Head of Yangtze navigation at Min River confluence; CAF airfield and relocated industry. [also: Suifu] [peak port/AF 2/5] [map patch: main road added, 1 link(s)]

Item [slot]	Change	Sheet	Note
Kiating [1830]	cloned from Dumaguete; location 78 -> 74; location 86 -> 43; port cap 1 -> 0; airfield 0 -> 1; airfield cap 4 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 river_port. Min River port at Omei, salt/silk industry, Wuhan Univ refuge; airfield; badly bombed Aug 1939. [peak port/AF 2/4] [moved 74,43 from 73,43 (onto the road)]
Linchwan [1831]	cloned from Babuyan; location 71 -> 55; airfield 0 -> 1; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 battle. Kiangsi prefecture and airfield taken by Japanese 34th Div June 1942 (Chekiang-Kiangsi campaign). [peak port/AF 0/5]
Luhsien [1833]	cloned from Dumaguete; location 78 -> 75; location 86 -> 46; port cap 1 -> 0; airfield 0 -> 1; airfield cap 4 -> 2; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 river_port. Yangtze port with 23rd Arsenal and CAF/14th AF airfield; start of Szechwan-Kweichow-Yunnan road. [peak port/AF 2/5] [moved 75,46 from 74,45 (onto the road)]
Nanping [1838]	cloned from Dumaguete; location 78 -> 85; location 86 -> 58; port cap 1 -> 0; airfield cap 4 -> 0; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 river_port. Min River junction city above Foochow; 3rd War Area rear. [peak port/AF 1/2]
Pailingmiao [1839]	cloned from Lungchen; location 112 -> 92; location 36 -> 33; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> General Defence	127_base_expansion	T2 battle. Te Wang's Mongol council seat; captured by Fu Tso-yi Nov 1936 (Suiyuan campaign); Mengjiang base. [peak port/AF 0/3]
Pingtichuan [1841]	cloned from Lungchen; location 112 -> 94; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 rail_junction. Peiping-Suiyuan railway junction (Tsining); Chahar-Suiyuan campaign 1937, Mengjiang garrison. [peak port/AF 0/3]
Shangkao [1845]	cloned from Babuyan; location 71 -> 54; airfield cap 2 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 battle. Battle of Shanggao Mar-Apr 1941: 19th Army Group routed Japanese 33rd/34th Divs. [peak port/AF 0/1]
Shunteh [1847]	cloned from Lungchen; location 112 -> 91; location 36 -> 42; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 rail_junction. Peking-Hankow railway town; Japanese garrison, Taihang base approaches. [peak port/AF 0/4]
Suihsien [1851]	cloned from Lungchen; location 112 -> 85; location 36 -> 48; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 battle. Japanese-held rail/road town on Hankow-Siangyang axis; 1939 battle. [peak port/AF 0/3] [map patch: secondary road added, 1 link(s)]
Tsangchow [1853]	cloned from Lungchen; location 112 -> 95; location 36 -> 42; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T2 rail_junction. Tientsin-Pukow railway town midway Tientsin-Tehchow; Japanese garrison, CCP Jizhong/Bohai area. [peak port/AF 0/4] [moved 95,42 from 94,42 (to the river)]
Tsaoyang [1871]	cloned from Babuyan; location 84 -> 85; location 71 -> 47; airfield cap 2 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 battle. Battle of Suixian-Zaoyang May 1939 and Zaoyang-Ichang May 1940. [peak port/AF 0/2] [moved 85,47 from 84,47 (onto the road)]
Yenchow [1885]	cloned from Lungchen; location 112 -> 92; location 36 -> 45; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 10; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T2 rail_junction. Tientsin-Pukow railway junction for Tsining branch; Japanese strongpoint. [also: Taian] [peak port/AF 0/4]
Anshun [1886]	cloned from Babuyan; location 84 -> 73; location 71 -> 49; airfield 0 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 town. Kunming-Kweiyang road town; Army Medical College and CAF airfield 1938-45. [peak port/AF 0/5]
Chuguchak [1889]	cloned from Katmandu; location 57 -> 81; location 28 -> 6; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T2 town. Border crossing with Soviet Bakhty; Soviet supply route into Sinkiang. [peak port/AF 0/3]
Hsiakwan [1891]	cloned from Katmandu; location 57 -> 67; location 28 -> 44; airfield cap 2 -> 0; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ India Command -> China Command; monsoon 0 -> 1	127_base_expansion	T2 town. Burma Road junction at Lake Erhai (Tali); Y-Force rear base and road hub 1942-44. ~45 km W of Yunnanyi, same hex likely. [peak port/AF 0/2]
Ining [1892]	cloned from Katmandu; location 57 -> 76; location 28 -> 6; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T2 town. Ili valley centre near Soviet border on road/air entry route; Ili rebellion Nov 1944. [peak port/AF 0/4]
Lungchow [1895]	cloned from Babuyan; location 84 -> 71; location 71 -> 55; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 town. Border town on Indochina (Langson) frontier; Japanese 1940 and 1944-45 thrusts; French consulate. [peak port/AF 0/3] [moved 71,55 from 70,55 (to the river); map patch: secondary road added, 1 link(s)]
Meihsien [1896]	cloned from Babuyan; location 84 -> 81; location 71 -> 60; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 town. Hakka centre in NE Kwangtung, 7th War Area rear; airstrip. [peak port/AF 0/4]
Nanchung [1902]	cloned from Babuyan; location 84 -> 77; location 71 -> 43; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 town. Chialing River prefecture, road hub Chengtu-Liangshan and north to Shensi; airstrip. [peak port/AF 0/4]
Pingliang [1905]	cloned from Katmandu; location 57 -> 82; location 28 -> 37; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T2 town. Sian-Lanchow highway city; Soviet aid convoys; CAF field. [peak port/AF 0/4]
Poseh [1910]	cloned from Babuyan; location 84 -> 71; location 71 -> 53; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 town. Upper Yu River, road Indochina-Yunnan; Kwangsi provincial refuge 1944-45; airstrip. [also: Paise] [peak port/AF 0/4]
Szemao [1922]	cloned from Elphinstone Island; location 52 -> 65; location 62 -> 49; airfield 0 -> 1; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ Southeast Asia -> China Command; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 town. Southern Yunnan frontier toward Indochina/Shan States; 93rd Div sector 1942-45, airstrip. [peak port/AF 0/3]
Yaan [1925]	cloned from Katmandu; location 57 -> 74; location 28 -> 42; airfield cap 2 -> 0; Japanese garrison 0 -> 20; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T2 town. Sikang eastern prefecture and Liu Wenhui's 24th Army seat; road junction Chengtu-Kangting-Sichang. [peak port/AF 0/2]

Item [slot]	Change	Sheet	Note
Yulin [1926]	cloned from Babuyan; location 84 -> 88; location 71 -> 36; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 20; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T2 town. N Shensi Great Wall city; KMT 22nd Army (Teng Pao-shan) garrison facing Ordos. [peak port/AF 0/3] [map patch: secondary road added, 1 link(s)]
Etsingol [1931]	cloned from Katmandu; location 57 -> 85; location 28 -> 25; airfield cap 2 -> 0; Japanese garrison 0 -> 10; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T3 airfield. Edsen Gol oasis; Japanese special service base 1936-37; remote strip. [peak port/AF 0/2] [moved 85,25 from 85,26 (onto the road)]
Kingmen [1938]	cloned from Lungchen; location 112 -> 84; location 36 -> 48; airfield 0 -> 1; airfield cap 6 -> 2; forts 1 -> 0; Japanese garrison 0 -> 10; Allied garrison 0 -> 5; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T3 airfield. Japanese airfield and road hub N of Shasi; Zaoyang-Ichang 1940. [peak port/AF 0/5]
Kwangteh [1939]	cloned from Lungchen; location 112 -> 90; location 36 -> 54; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 5; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary	127_base_expansion	T3 airfield. Chinese airfield 1937 (bombed Shanghai), later Japanese; Chekiang-Anhwei border. [peak port/AF 0/4]
Suining [1953]	cloned from Katmandu; location 57 -> 76; location 28 -> 43; airfield 0 -> 1; Japanese garrison 0 -> 10; nation 15 -> 12; attached HQ India Command -> China Command	127_base_expansion	T3 airfield. Fu River city; CAF airfield and 14th AF alternate, Chengtu-Chungking road. [peak port/AF 0/5]
Tahsien [1954]	cloned from Babuyan; location 84 -> 79; location 71 -> 44; airfield 0 -> 1; airfield cap 2 -> 1; Japanese garrison 0 -> 10; nation 16 -> 12; attached HQ USAFFE -> China Command; type 1 -> 5	127_base_expansion	T3 airfield. NE Szechwan town with CAF field (Hebosi); road to Hanchung/Ankang. [peak port/AF 0/4]
Jihchao [1972]	cloned from Lungchen; location 112 -> 94; location 36 -> 47; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 5; nation 1 -> 12; attached HQ Kwantung -> China Expeditionary; type 5 -> 1	127_base_expansion	T3 port. S Shantung coast (Shihkiuso harbour); Japanese garrison, CCP Binhai base area. [peak port/AF 2/1]
Tangshan [400]	WpnNumber1[Resources]: '0'->'260'	128_econ_zero	Tangshan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Poshan [411]	WpnNumber1[Resources]: '0'->'60'	128_econ_zero	Poshan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Yangchuan [455]	WpnNumber1[Resources]: '0'->'50'	128_econ_zero	Yangchuan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Hantan [475]	WpnNumber1[Resources]: '0'->'30'	128_econ_zero	Hantan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Tienkiaan [322]	WpnNumber1[Resources]: '0'->'50'	128_econ_zero	Tienkiaan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Tatung [401]	WpnNumber1[Resources]: '100'->'115'	128_econ_zero	Tatung: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Tientsin [402]	WpnNumber2[Resources]: '20'->'100'	128_econ_zero	Tientsin: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Tayeh [415]	WpnNumber1[Resources]: '0'->'90'	128_econ_zero	Tayeh: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Maanshan [497]	WpnNumber1[Resources]: '0'->'50'	128_econ_zero	Maanshan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)

Bases: Southern Resource Area, Philippines and Malaya (527)

Item [slot]	Change	Sheet	Note
Palembang [1140]	Japanese VP 2 -> 100; Allied VP 2 -> 30; port cap 1 -> 4; airfield cap 4 -> 5	02_pacific_bases	Stock 2/2 port max 1. Oil: 55% of Japanese wartime crude
Balikpapan [1165]	Japanese VP 2 -> 60; Allied VP 2 -> 20; port cap 1 -> 4	02_pacific_bases	Stock 2/2
Tarakan [1175]	Japanese VP 2 -> 40; Allied VP 2 -> 10; port cap 1 -> 3	02_pacific_bases	
Singapore [722]	Japanese VP 20 -> 150; Allied VP 90 -> 120; port cap 8 -> 9	02_pacific_bases	Stock J20/A90; port 9 with max 8 -> max 9
Manila [631]	Japanese VP 50 -> 100	02_pacific_bases	Stock J50/A100
Batavia [1152]	Japanese VP 5 -> 60; Allied VP 20 -> 30	02_pacific_bases	

Item [slot]	Change	Sheet	Note
Soerabaja [1160]	Japanese VP 5 -> 60; Allied VP 2 -> 30	02_pacific_bases	
Hollandia [1192]	Japanese VP 2 -> 20; Allied VP 2 -> 20; port cap 3 -> 5; airfield cap 5 -> 6	02_pacific_bases	
Biak [1191]	Japanese VP 2 -> 15; Allied VP 2 -> 15; airfield cap 5 -> 6	02_pacific_bases	
Morotai [1243]	Japanese VP 2 -> 15; Allied VP 2 -> 15; airfield cap 3 -> 6	02_pacific_bases	
Tacloban [679]	Japanese VP 2 -> 15; Allied VP 2 -> 15; port cap 2 -> 4; airfield cap 6 -> 7	02_pacific_bases	Leyte: heavy mud, AF max 7
Clark Field [624]	Japanese VP 2 -> 10; Allied VP 25 -> 40	02_pacific_bases	
Singapore [722]	Japanese VP 150 -> 190; Allied VP 120 -> 119	22_vp_effective	multiplier 21 (port 9 + 2x AF 6); effective J 4000 A 2500; stock basic J190 A119
Palembang [1140]	Japanese VP 100 -> 167; Allied VP 30 -> 50	22_vp_effective	multiplier 12 (port 4 + 2x AF 4); effective J 2000 A 600; stock basic J167 A50
Balikpapan [1165]	Japanese VP 60 -> 83; Allied VP 20 -> 25	22_vp_effective	multiplier 12 (port 4 + 2x AF 4); effective J 1000 A 300; stock basic J83 A25
Tarakan [1175]	Japanese VP 40 -> 56; Allied VP 10 -> 17	22_vp_effective	multiplier 9 (port 3 + 2x AF 3); effective J 500 A 150; stock basic J56 A17
Manila [631]	Japanese VP 100 -> 182; Allied VP 100 -> 182	22_vp_effective	multiplier 11 (port 5 + 2x AF 3); effective J 2000 A 2000; stock basic J182 A182
Batavia [1152]	Japanese VP 60 -> 107; Allied VP 30 -> 36	22_vp_effective	multiplier 14 (port 6 + 2x AF 4); effective J 1500 A 500; stock basic J107 A36
Soerabaja [1160]	Japanese VP 60 -> 100; Allied VP 30 -> 33	22_vp_effective	multiplier 15 (port 7 + 2x AF 4); effective J 1500 A 500; stock basic J100 A33
Kuala Lumpur [718]	Japanese VP 2 -> 100; Allied VP 2 -> 50	22_vp_effective	multiplier 4 (port 0 + 2x AF 2); effective J 400 A 200; stock basic J100 A50
Medan [1137]	Japanese VP 2 -> 57; Allied VP 2 -> 21	22_vp_effective	multiplier 7 (port 3 + 2x AF 2); effective J 400 A 150; stock basic J57 A21
Kuantan [719]	WpnNumber1[Resources]: '0'->'150'	31_economy	Malayan iron ore (Japanese-owned mines pre-war)
Ipoh [1610]	WpnNumber2[Resources]: '15'->'165'	31_economy	Malayan tin
Tandjoengpinang [1216]	WpnNumber1[Resources]: '80'->'230'	31_economy	Bintan bauxite
Bataan [621]	forts 2 -> 4	37_depth	Corregidor's tunnels and batteries (09e-7)
Singapore [722]	forts 0 -> 3	37_depth	The fixed defences, such as they were
Singapore [722]	mines 0 -> 300	49_mines	
Manila [631]	mines 0 -> 200	49_mines	
Soerabaja [1160]	mines 0 -> 300	49_mines	
Batavia [1152]	mines 0 -> 150	49_mines	
Tarakan [1175]	mines 0 -> 100	49_mines	
Balikpapan [1165]	mines 0 -> 100	49_mines	
Palembang [1140]	mines 0 -> 60	49_mines	
Aparri [620]	Japanese VP 2 -> 1	82_vp_zero_based	Aparri: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Aparri [620]	Allied VP 2 -> 1	82_vp_zero_based	Aparri: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Bataan [621]	Japanese VP 2 -> 1	82_vp_zero_based	Bataan: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Bataan [621]	Allied VP 2 -> 1	82_vp_zero_based	Bataan: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Batangas [622]	Japanese VP 2 -> 1	82_vp_zero_based	Batangas: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Batangas [622]	Allied VP 2 -> 1	82_vp_zero_based	Batangas: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Bayombong [623]	Japanese VP 2 -> 1	82_vp_zero_based	Bayombong: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bayombong [623]	Allied VP 2 -> 1	82_vp_zero_based	Bayombong: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Clark Field [624]	Japanese VP 10 -> 1	82_vp_zero_based	Clark Field: Japanese value 10 -> 1 (effective 120 -> 12); J7 zero-based: holding it changes nothing for Japan
Clark Field [624]	Allied VP 40 -> 1	82_vp_zero_based	Clark Field: Allied value 40 -> 1 (effective 480 -> 12); A7 zero-based: its loss changes nothing
Iba [625]	Japanese VP 2 -> 1	82_vp_zero_based	Iba: Japanese value 2 -> 1 (effective 12 -> 6); J7 zero-based: holding it changes nothing for Japan
Iba [625]	Allied VP 2 -> 1	82_vp_zero_based	Iba: Allied value 2 -> 1 (effective 12 -> 6); A7 zero-based: its loss changes nothing
Mauban [626]	Japanese VP 2 -> 1	82_vp_zero_based	Mauban: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Mauban [626]	Allied VP 2 -> 1	82_vp_zero_based	Mauban: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Laoag [627]	Japanese VP 2 -> 1	82_vp_zero_based	Laoag: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Laoag [627]	Allied VP 2 -> 1	82_vp_zero_based	Laoag: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Legaspi [628]	Japanese VP 2 -> 1	82_vp_zero_based	Legaspi: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Legaspi [628]	Allied VP 2 -> 1	82_vp_zero_based	Legaspi: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Lingayen [629]	Japanese VP 2 -> 1	82_vp_zero_based	Lingayen: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Lingayen [629]	Allied VP 2 -> 1	82_vp_zero_based	Lingayen: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Lucena [630]	Japanese VP 2 -> 1	82_vp_zero_based	Lucena: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Lucena [630]	Allied VP 2 -> 1	82_vp_zero_based	Lucena: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Manila [631]	Japanese VP 182 -> 91	82_vp_zero_based	Manila: Japanese value 182 -> 91 (effective 2,002 -> 1,001); J2 necessity: the oil and the Philippines, half the early USN list in all
Naga [632]	Japanese VP 2 -> 1	82_vp_zero_based	Naga: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Naga [632]	Allied VP 2 -> 1	82_vp_zero_based	Naga: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
San Fernando [633]	Japanese VP 2 -> 1	82_vp_zero_based	San Fernando: Japanese value 2 -> 1 (effective 14 -> 7); J7 zero-based: holding it changes nothing for Japan
San Fernando [633]	Allied VP 2 -> 1	82_vp_zero_based	San Fernando: Allied value 2 -> 1 (effective 14 -> 7); A7 zero-based: its loss changes nothing
Tuguegarao [634]	Japanese VP 2 -> 1	82_vp_zero_based	Tuguegarao: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Tuguegarao [634]	Allied VP 2 -> 1	82_vp_zero_based	Tuguegarao: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Vigan [635]	Japanese VP 2 -> 1	82_vp_zero_based	Vigan: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Vigan [635]	Allied VP 2 -> 1	82_vp_zero_based	Vigan: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Butuan [638]	Japanese VP 2 -> 1	82_vp_zero_based	Butuan: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Butuan [638]	Allied VP 2 -> 1	82_vp_zero_based	Butuan: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Cagayan [639]	Japanese VP 2 -> 1	82_vp_zero_based	Cagayan: Japanese value 2 -> 1 (effective 20 -> 10); J7 zero-based: holding it changes nothing for Japan
Cagayan [639]	Allied VP 2 -> 1	82_vp_zero_based	Cagayan: Allied value 2 -> 1 (effective 20 -> 10); A7 zero-based: its loss changes nothing
Cotabato [640]	Japanese VP 2 -> 1	82_vp_zero_based	Cotabato: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Cotabato [640]	Allied VP 2 -> 1	82_vp_zero_based	Cotabato: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Dadjangas [641]	Japanese VP 2 -> 1	82_vp_zero_based	Dadjangas: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Dadjangas [641]	Allied VP 2 -> 1	82_vp_zero_based	Dadjangas: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Davao [642]	Japanese VP 2 -> 1	82_vp_zero_based	Davao: Japanese value 2 -> 1 (effective 14 -> 7); J7 zero-based: holding it changes nothing for Japan
Davao [642]	Allied VP 2 -> 1	82_vp_zero_based	Davao: Allied value 2 -> 1 (effective 14 -> 7); A7 zero-based: its loss changes nothing
Dumanquilas [643]	Japanese VP 2 -> 1	82_vp_zero_based	Dumanquilas: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Dumanquilas [643]	Allied VP 2 -> 1	82_vp_zero_based	Dumanquilas: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Babuyan [646]	Japanese VP 2 -> 1	82_vp_zero_based	Babuyan: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Babuyan [646]	Allied VP 2 -> 1	82_vp_zero_based	Babuyan: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Bacolod [647]	Japanese VP 2 -> 1	82_vp_zero_based	Bacolod: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Bacolod [647]	Allied VP 2 -> 1	82_vp_zero_based	Bacolod: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Balabac [648]	Japanese VP 2 -> 1	82_vp_zero_based	Balabac: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Balabac [648]	Allied VP 2 -> 1	82_vp_zero_based	Balabac: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Basilan [649]	Japanese VP 2 -> 1	82_vp_zero_based	Basilan: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Basilan [649]	Allied VP 2 -> 1	82_vp_zero_based	Basilan: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Batan Island [650]	Japanese VP 2 -> 1	82_vp_zero_based	Batan Island: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Batan Island [650]	Allied VP 2 -> 1	82_vp_zero_based	Batan Island: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Boac [651]	Japanese VP 2 -> 1	82_vp_zero_based	Boac: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Boac [651]	Allied VP 2 -> 1	82_vp_zero_based	Boac: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Burias [652]	Japanese VP 2 -> 1	82_vp_zero_based	Burias: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Burias [652]	Allied VP 2 -> 1	82_vp_zero_based	Burias: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Busuanga [653]	Japanese VP 2 -> 1	82_vp_zero_based	Busuanga: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Busuanga [653]	Allied VP 2 -> 1	82_vp_zero_based	Busuanga: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Calapan [654]	Japanese VP 2 -> 1	82_vp_zero_based	Calapan: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Calapan [654]	Allied VP 2 -> 1	82_vp_zero_based	Calapan: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Calayan [655]	Japanese VP 2 -> 1	82_vp_zero_based	Calayan: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Calayan [655]	Allied VP 2 -> 1	82_vp_zero_based	Calayan: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Camiguin [656]	Japanese VP 2 -> 1	82_vp_zero_based	Camiguin: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Camiguin [656]	Allied VP 2 -> 1	82_vp_zero_based	Camiguin: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Catanduanes [657]	Japanese VP 2 -> 1	82_vp_zero_based	Catanduanes: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Catanduanes [657]	Allied VP 2 -> 1	82_vp_zero_based	Catanduanes: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Catbalogan [658]	Japanese VP 2 -> 1	82_vp_zero_based	Catbalogan: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Catbalogan [658]	Allied VP 2 -> 1	82_vp_zero_based	Catbalogan: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Cebu [659]	Japanese VP 2 -> 1	82_vp_zero_based	Cebu: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Cebu [659]	Allied VP 2 -> 1	82_vp_zero_based	Cebu: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Culion [660]	Japanese VP 2 -> 1	82_vp_zero_based	Culion: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Culion [660]	Allied VP 2 -> 1	82_vp_zero_based	Culion: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Dinagat [661]	Japanese VP 2 -> 1	82_vp_zero_based	Dinagat: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Dinagat [661]	Allied VP 2 -> 1	82_vp_zero_based	Dinagat: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Dumaguete [662]	Japanese VP 2 -> 1	82_vp_zero_based	Dumaguete: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Dumaguete [662]	Allied VP 2 -> 1	82_vp_zero_based	Dumaguete: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Guiuan [663]	Japanese VP 2 -> 1	82_vp_zero_based	Guiuan: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Guiuan [663]	Allied VP 2 -> 1	82_vp_zero_based	Guiuan: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Iloilo [664]	Japanese VP 2 -> 1	82_vp_zero_based	Iloilo: Japanese value 2 -> 1 (effective 12 -> 6); J7 zero-based: holding it changes nothing for Japan
Iloilo [664]	Allied VP 2 -> 1	82_vp_zero_based	Iloilo: Allied value 2 -> 1 (effective 12 -> 6); A7 zero-based: its loss changes nothing
Itbayat Island [665]	Japanese VP 2 -> 1	82_vp_zero_based	Itbayat Island: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Itbayat Island [665]	Allied VP 2 -> 1	82_vp_zero_based	Itbayat Island: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Jolo [666]	Japanese VP 2 -> 1	82_vp_zero_based	Jolo: Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Jolo [666]	Allied VP 2 -> 1	82_vp_zero_based	Jolo: Allied value 2 -> 1 (effective 16 -> 8); A7 zero-based: its loss changes nothing
Lubang [667]	Japanese VP 2 -> 1	82_vp_zero_based	Lubang: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Lubang [667]	Allied VP 2 -> 1	82_vp_zero_based	Lubang: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Masbate [668]	Japanese VP 2 -> 1	82_vp_zero_based	Masbate: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Masbate [668]	Allied VP 2 -> 1	82_vp_zero_based	Masbate: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Baybay [669]	Japanese VP 2 -> 1	82_vp_zero_based	Baybay: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Baybay [669]	Allied VP 2 -> 1	82_vp_zero_based	Baybay: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Oroquieta [670]	Japanese VP 2 -> 1	82_vp_zero_based	Oroquieta: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Oroquieta [670]	Allied VP 2 -> 1	82_vp_zero_based	Oroquieta: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Polillo [671]	Japanese VP 2 -> 1	82_vp_zero_based	Polillo: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Polillo [671]	Allied VP 2 -> 1	82_vp_zero_based	Polillo: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Puerto Princesa [672]	Japanese VP 2 -> 1	82_vp_zero_based	Puerto Princesa: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Puerto Princesa [672]	Allied VP 2 -> 1	82_vp_zero_based	Puerto Princesa: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Roxas [673]	Japanese VP 2 -> 1	82_vp_zero_based	Roxas: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Roxas [673]	Allied VP 2 -> 1	82_vp_zero_based	Roxas: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
San Jose [674]	Japanese VP 2 -> 1	82_vp_zero_based	San Jose: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
San Jose [674]	Allied VP 2 -> 1	82_vp_zero_based	San Jose: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Siargao [675]	Japanese VP 2 -> 1	82_vp_zero_based	Siargao: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Siargao [675]	Allied VP 2 -> 1	82_vp_zero_based	Siargao: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Sibuyan [676]	Japanese VP 2 -> 1	82_vp_zero_based	Sibuyan: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Sibuyan [676]	Allied VP 2 -> 1	82_vp_zero_based	Sibuyan: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Siquijor [677]	Japanese VP 2 -> 1	82_vp_zero_based	Siquijor: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Siquijor [677]	Allied VP 2 -> 1	82_vp_zero_based	Siquijor: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Tablas [678]	Japanese VP 2 -> 1	82_vp_zero_based	Tablas: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Tablas [678]	Allied VP 2 -> 1	82_vp_zero_based	Tablas: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Tacloban [679]	Japanese VP 15 -> 1	82_vp_zero_based	Tacloban: Japanese value 15 -> 1 (effective 15 -> 1); J7 zero-based: holding it changes nothing for Japan
Tacloban [679]	Allied VP 15 -> 1	82_vp_zero_based	Tacloban: Allied value 15 -> 1 (effective 15 -> 1); A7 zero-based: its loss changes nothing
Tagbilaran [680]	Japanese VP 2 -> 1	82_vp_zero_based	Tagbilaran: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Tagbilaran [680]	Allied VP 2 -> 1	82_vp_zero_based	Tagbilaran: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Tapul [681]	Japanese VP 2 -> 1	82_vp_zero_based	Tapul: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tapul [681]	Allied VP 2 -> 1	82_vp_zero_based	Tapul: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tawi Tawi [682]	Japanese VP 2 -> 1	82_vp_zero_based	Tawi Tawi: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Tawi Tawi [682]	Allied VP 2 -> 1	82_vp_zero_based	Tawi Tawi: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Taytay [683]	Japanese VP 2 -> 1	82_vp_zero_based	Taytay: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Taytay [683]	Allied VP 2 -> 1	82_vp_zero_based	Taytay: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Zamboanga [684]	Japanese VP 2 -> 1	82_vp_zero_based	Zamboanga: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Zamboanga [684]	Allied VP 2 -> 1	82_vp_zero_based	Zamboanga: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Alor Star [714]	Japanese VP 2 -> 1	82_vp_zero_based	Alor Star: Japanese value 2 -> 1 (effective 18 -> 9); J7 zero-based: holding it changes nothing for Japan
Alor Star [714]	Allied VP 2 -> 1	82_vp_zero_based	Alor Star: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: its loss changes nothing
Georgetown [715]	Japanese VP 2 -> 1	82_vp_zero_based	Georgetown: Japanese value 2 -> 1 (effective 24 -> 12); J7 zero-based: holding it changes nothing for Japan
Georgetown [715]	Allied VP 2 -> 1	82_vp_zero_based	Georgetown: Allied value 2 -> 1 (effective 24 -> 12); A7 zero-based: its loss changes nothing
Johore Bahru [716]	Japanese VP 2 -> 1	82_vp_zero_based	Johore Bahru: Japanese value 2 -> 1 (effective 20 -> 10); J7 zero-based: holding it changes nothing for Japan
Johore Bahru [716]	Allied VP 2 -> 1	82_vp_zero_based	Johore Bahru: Allied value 2 -> 1 (effective 20 -> 10); A7 zero-based: its loss changes nothing
Kota Bharu [717]	Japanese VP 2 -> 1	82_vp_zero_based	Kota Bharu: Japanese value 2 -> 1 (effective 18 -> 9); J7 zero-based: holding it changes nothing for Japan
Kota Bharu [717]	Allied VP 2 -> 1	82_vp_zero_based	Kota Bharu: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: its loss changes nothing
Kuala Lumpur [718]	Japanese VP 100 -> 1	82_vp_zero_based	Kuala Lumpur: Japanese value 100 -> 1 (effective 400 -> 4); J7 zero-based: holding it changes nothing for Japan
Kuala Lumpur [718]	Allied VP 50 -> 1	82_vp_zero_based	Kuala Lumpur: Allied value 50 -> 1 (effective 200 -> 4); A7 zero-based: its loss changes nothing
Kuantan [719]	Japanese VP 2 -> 1	82_vp_zero_based	Kuantan: Japanese value 2 -> 1 (effective 18 -> 9); J7 zero-based: holding it changes nothing for Japan
Kuantan [719]	Allied VP 2 -> 1	82_vp_zero_based	Kuantan: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: its loss changes nothing
Malacca [720]	Japanese VP 2 -> 1	82_vp_zero_based	Malacca: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Malacca [720]	Allied VP 2 -> 1	82_vp_zero_based	Malacca: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Mersing [721]	Japanese VP 2 -> 1	82_vp_zero_based	Mersing: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Mersing [721]	Allied VP 2 -> 1	82_vp_zero_based	Mersing: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Singapore [722]	Japanese VP 190 -> 71	82_vp_zero_based	Singapore: Japanese value 190 -> 71 (effective 3,990 -> 1,491); J2 necessity: the oil and the Philippines, half the early USN list in all
Taiping [723]	Japanese VP 2 -> 1	82_vp_zero_based	Taiping: Japanese value 2 -> 1 (effective 12 -> 6); J7 zero-based: holding it changes nothing for Japan
Taiping [723]	Allied VP 2 -> 1	82_vp_zero_based	Taiping: Allied value 2 -> 1 (effective 12 -> 6); A7 zero-based: its loss changes nothing
Kuching [729]	Japanese VP 2 -> 1	82_vp_zero_based	Kuching: Japanese value 2 -> 1 (effective 12 -> 6); J7 zero-based: holding it changes nothing for Japan
Kuching [729]	Allied VP 2 -> 1	82_vp_zero_based	Kuching: Allied value 2 -> 1 (effective 12 -> 6); A7 zero-based: its loss changes nothing
Bengkalis [1132]	Japanese VP 2 -> 1	82_vp_zero_based	Bengkalis: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Bengkalis [1132]	Allied VP 2 -> 1	82_vp_zero_based	Bengkalis: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Benkoelen [1133]	Japanese VP 2 -> 1	82_vp_zero_based	Benkoelen: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Benkoelen [1133]	Allied VP 2 -> 1	82_vp_zero_based	Benkoelen: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Djambi [1134]	Japanese VP 2 -> 1	82_vp_zero_based	Djambi: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Djambi [1134]	Allied VP 2 -> 1	82_vp_zero_based	Djambi: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Lahat [1135]	Japanese VP 2 -> 1	82_vp_zero_based	Lahat: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lahat [1135]	Allied VP 2 -> 1	82_vp_zero_based	Lahat: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Langsa [1136]	Japanese VP 2 -> 1	82_vp_zero_based	Langsa: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Langsa [1136]	Allied VP 2 -> 1	82_vp_zero_based	Langsa: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Medan [1137]	Japanese VP 57 -> 1	82_vp_zero_based	Medan: Japanese value 57 -> 1 (effective 399 -> 7); J7 zero-based: holding it changes nothing for Japan
Medan [1137]	Allied VP 21 -> 1	82_vp_zero_based	Medan: Allied value 21 -> 1 (effective 147 -> 7); A7 zero-based: its loss changes nothing
Muntok [1138]	Japanese VP 2 -> 1	82_vp_zero_based	Muntok: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Muntok [1138]	Allied VP 2 -> 1	82_vp_zero_based	Muntok: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Padang [1139]	Japanese VP 2 -> 1	82_vp_zero_based	Padang: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Padang [1139]	Allied VP 2 -> 1	82_vp_zero_based	Padang: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Palembang [1140]	Japanese VP 167 -> 125	82_vp_zero_based	Palembang: Japanese value 167 -> 125 (effective 2,004 -> 1,500); J2 necessity: the oil and the Philippines, half the early USN list in all
Pakanbaroe [1141]	Japanese VP 2 -> 1	82_vp_zero_based	Pakanbaroe: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pakanbaroe [1141]	Allied VP 2 -> 1	82_vp_zero_based	Pakanbaroe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sawahloento [1143]	Japanese VP 2 -> 1	82_vp_zero_based	Sawahloento: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sawahloento [1143]	Allied VP 2 -> 1	82_vp_zero_based	Sawahloento: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sibolga [1144]	Japanese VP 2 -> 1	82_vp_zero_based	Sibolga: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Sibolga [1144]	Allied VP 2 -> 1	82_vp_zero_based	Sibolga: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Tandjoengbalai [1145]	Japanese VP 2 -> 1	82_vp_zero_based	Tandjoengbalai: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Tandjoengbalai [1145]	Allied VP 2 -> 1	82_vp_zero_based	Tandjoengbalai: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Oosthaven [1146]	Japanese VP 2 -> 1	82_vp_zero_based	Oosthaven: Japanese value 2 -> 1 (effective 14 -> 7); J7 zero-based: holding it changes nothing for Japan
Oosthaven [1146]	Allied VP 2 -> 1	82_vp_zero_based	Oosthaven: Allied value 2 -> 1 (effective 14 -> 7); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Toboali [1147]	Japanese VP 2 -> 1	82_vp_zero_based	Toboali: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Toboali [1147]	Allied VP 2 -> 1	82_vp_zero_based	Toboali: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Bandoeng [1150]	Japanese VP 2 -> 1	82_vp_zero_based	Bandoeng: Japanese value 2 -> 1 (effective 12 -> 6); J7 zero-based: holding it changes nothing for Japan
Bandoeng [1150]	Allied VP 2 -> 1	82_vp_zero_based	Bandoeng: Allied value 2 -> 1 (effective 12 -> 6); A7 zero-based: its loss changes nothing
Banjoewangi [1151]	Japanese VP 2 -> 1	82_vp_zero_based	Banjoewangi: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Banjoewangi [1151]	Allied VP 2 -> 1	82_vp_zero_based	Banjoewangi: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Batavia [1152]	Japanese VP 107 -> 29	82_vp_zero_based	Batavia: Japanese value 107 -> 29 (effective 1,498 -> 406); J2 necessity: the oil and the Philippines, half the early USN list in all
Batavia [1152]	Allied VP 36 -> 71	82_vp_zero_based	Batavia: Allied value 36 -> 71 (effective 504 -> 994); A3 liberation, and the cost of losing it
Djokjakarta [1153]	Japanese VP 2 -> 1	82_vp_zero_based	Djokjakarta: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Djokjakarta [1153]	Allied VP 2 -> 1	82_vp_zero_based	Djokjakarta: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Madioen [1154]	Japanese VP 2 -> 1	82_vp_zero_based	Madioen: Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Madioen [1154]	Allied VP 2 -> 1	82_vp_zero_based	Madioen: Allied value 2 -> 1 (effective 16 -> 8); A7 zero-based: its loss changes nothing
Loemadjang [1155]	Japanese VP 2 -> 1	82_vp_zero_based	Loemadjang: Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Loemadjang [1155]	Allied VP 2 -> 1	82_vp_zero_based	Loemadjang: Allied value 2 -> 1 (effective 16 -> 8); A7 zero-based: its loss changes nothing
Merak [1156]	Japanese VP 2 -> 1	82_vp_zero_based	Merak: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Merak [1156]	Allied VP 2 -> 1	82_vp_zero_based	Merak: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Pamekasan [1157]	Japanese VP 2 -> 1	82_vp_zero_based	Pamekasan: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Pamekasan [1157]	Allied VP 2 -> 1	82_vp_zero_based	Pamekasan: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Probolinggo [1158]	Japanese VP 2 -> 1	82_vp_zero_based	Probolinggo: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Probolinggo [1158]	Allied VP 2 -> 1	82_vp_zero_based	Probolinggo: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Semarang [1159]	Japanese VP 2 -> 1	82_vp_zero_based	Semarang: Japanese value 2 -> 1 (effective 14 -> 7); J7 zero-based: holding it changes nothing for Japan
Semarang [1159]	Allied VP 2 -> 1	82_vp_zero_based	Semarang: Allied value 2 -> 1 (effective 14 -> 7); A7 zero-based: its loss changes nothing
Soerabaja [1160]	Japanese VP 100 -> 33	82_vp_zero_based	Soerabaja: Japanese value 100 -> 33 (effective 1,500 -> 495); J2 necessity: the oil and the Philippines, half the early USN list in all
Soerabaja [1160]	Allied VP 33 -> 67	82_vp_zero_based	Soerabaja: Allied value 33 -> 67 (effective 495 -> 1,005); A3 liberation, and the cost of losing it

Item [slot]	Change	Sheet	Note
Soerakarta [1161]	Japanese VP 2 -> 1	82_vp_zero_based	Soerakarta: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Soerakarta [1161]	Allied VP 2 -> 1	82_vp_zero_based	Soerakarta: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tjilatjap [1162]	Japanese VP 2 -> 1	82_vp_zero_based	Tjilatjap: Japanese value 2 -> 1 (effective 14 -> 7); J7 zero-based: holding it changes nothing for Japan
Tjilatjap [1162]	Allied VP 2 -> 1	82_vp_zero_based	Tjilatjap: Allied value 2 -> 1 (effective 14 -> 7); A7 zero-based: its loss changes nothing
Balikpapan [1165]	Japanese VP 83 -> 42	82_vp_zero_based	Balikpapan: Japanese value 83 -> 42 (effective 996 -> 504); J2 necessity: the oil and the Philippines, half the early USN list in all
Balikpapan [1165]	Allied VP 25 -> 1	82_vp_zero_based	Balikpapan: Allied value 25 -> 1 (effective 300 -> 12); A7 zero-based: its loss changes nothing
Bandjermasin [1166]	Japanese VP 2 -> 1	82_vp_zero_based	Bandjermasin: Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Bandjermasin [1166]	Allied VP 2 -> 1	82_vp_zero_based	Bandjermasin: Allied value 2 -> 1 (effective 16 -> 8); A7 zero-based: its loss changes nothing
Pontianak [1167]	Japanese VP 2 -> 1	82_vp_zero_based	Pontianak: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Pontianak [1167]	Allied VP 2 -> 1	82_vp_zero_based	Pontianak: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Samarinda [1168]	Japanese VP 2 -> 1	82_vp_zero_based	Samarinda: Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Samarinda [1168]	Allied VP 2 -> 1	82_vp_zero_based	Samarinda: Allied value 2 -> 1 (effective 16 -> 8); A7 zero-based: its loss changes nothing
Sampit [1169]	Japanese VP 2 -> 1	82_vp_zero_based	Sampit: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Sampit [1169]	Allied VP 2 -> 1	82_vp_zero_based	Sampit: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Ketapang [1170]	Japanese VP 2 -> 1	82_vp_zero_based	Ketapang: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Ketapang [1170]	Allied VP 2 -> 1	82_vp_zero_based	Ketapang: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Sambas [1171]	Japanese VP 2 -> 1	82_vp_zero_based	Sambas: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Sambas [1171]	Allied VP 2 -> 1	82_vp_zero_based	Sambas: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Singkawang [1172]	Japanese VP 2 -> 1	82_vp_zero_based	Singkawang: Japanese value 2 -> 1 (effective 14 -> 7); J7 zero-based: holding it changes nothing for Japan
Singkawang [1172]	Allied VP 2 -> 1	82_vp_zero_based	Singkawang: Allied value 2 -> 1 (effective 14 -> 7); A7 zero-based: its loss changes nothing
Sintang [1173]	Japanese VP 2 -> 1	82_vp_zero_based	Sintang: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sintang [1173]	Allied VP 2 -> 1	82_vp_zero_based	Sintang: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tandjoengselor [1174]	Japanese VP 2 -> 1	82_vp_zero_based	Tandjoengselor: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Tandjoengselor [1174]	Allied VP 2 -> 1	82_vp_zero_based	Tandjoengselor: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Tarakan [1175]	Japanese VP 56 -> 33	82_vp_zero_based	Tarakan: Japanese value 56 -> 33 (effective 504 -> 297); J2 necessity: the oil and the Philippines, half the early USN list in all
Tarakan [1175]	Allied VP 17 -> 1	82_vp_zero_based	Tarakan: Allied value 17 -> 1 (effective 153 -> 9); A7 zero-based: its loss changes nothing
Donggala [1178]	Japanese VP 2 -> 1	82_vp_zero_based	Donggala: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Donggala [1178]	Allied VP 2 -> 1	82_vp_zero_based	Donggala: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Gorontalo [1179]	Japanese VP 2 -> 1	82_vp_zero_based	Gorontalo: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Gorontalo [1179]	Allied VP 2 -> 1	82_vp_zero_based	Gorontalo: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Kendari [1180]	Japanese VP 2 -> 1	82_vp_zero_based	Kendari: Japanese value 2 -> 1 (effective 22 -> 11); J7 zero-based: holding it changes nothing for Japan
Kendari [1180]	Allied VP 2 -> 1	82_vp_zero_based	Kendari: Allied value 2 -> 1 (effective 22 -> 11); A7 zero-based: its loss changes nothing
Kolaka [1181]	Japanese VP 2 -> 1	82_vp_zero_based	Kolaka: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Kolaka [1181]	Allied VP 2 -> 1	82_vp_zero_based	Kolaka: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Madjene [1182]	Japanese VP 2 -> 1	82_vp_zero_based	Madjene: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Madjene [1182]	Allied VP 2 -> 1	82_vp_zero_based	Madjene: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Makassar [1183]	Japanese VP 2 -> 1	82_vp_zero_based	Makassar: Japanese value 2 -> 1 (effective 20 -> 10); J7 zero-based: holding it changes nothing for Japan
Makassar [1183]	Allied VP 2 -> 1	82_vp_zero_based	Makassar: Allied value 2 -> 1 (effective 20 -> 10); A7 zero-based: its loss changes nothing
Menado [1184]	Japanese VP 2 -> 1	82_vp_zero_based	Menado: Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Menado [1184]	Allied VP 2 -> 1	82_vp_zero_based	Menado: Allied value 2 -> 1 (effective 16 -> 8); A7 zero-based: its loss changes nothing
Palopo [1185]	Japanese VP 2 -> 1	82_vp_zero_based	Palopo: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Palopo [1185]	Allied VP 2 -> 1	82_vp_zero_based	Palopo: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Pare Pare [1186]	Japanese VP 2 -> 1	82_vp_zero_based	Pare Pare: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Pare Pare [1186]	Allied VP 2 -> 1	82_vp_zero_based	Pare Pare: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Watampone [1187]	Japanese VP 2 -> 1	82_vp_zero_based	Watampone: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Watampone [1187]	Allied VP 2 -> 1	82_vp_zero_based	Watampone: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Babo [1190]	Japanese VP 2 -> 1	82_vp_zero_based	Babo: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Babo [1190]	Allied VP 2 -> 1	82_vp_zero_based	Babo: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Biak [1191]	Japanese VP 15 -> 1	82_vp_zero_based	Biak: Japanese value 15 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Biak [1191]	Allied VP 15 -> 1	82_vp_zero_based	Biak: Allied value 15 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Hollandia [1192]	Japanese VP 20 -> 1	82_vp_zero_based	Hollandia: Japanese value 20 -> 1 (effective 60 -> 3); J7 zero-based: holding it changes nothing for Japan
Hollandia [1192]	Allied VP 20 -> 1	82_vp_zero_based	Hollandia: Allied value 20 -> 1 (effective 60 -> 3); A7 zero-based: its loss changes nothing
Kaimana [1193]	Japanese VP 2 -> 1	82_vp_zero_based	Kaimana: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kaimana [1193]	Allied VP 2 -> 1	82_vp_zero_based	Kaimana: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Manokwari [1194]	Japanese VP 2 -> 1	82_vp_zero_based	Manokwari: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Manokwari [1194]	Allied VP 2 -> 1	82_vp_zero_based	Manokwari: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Merauke [1195]	Japanese VP 2 -> 1	82_vp_zero_based	Merauke: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Merauke [1195]	Allied VP 2 -> 1	82_vp_zero_based	Merauke: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Nabire [1196]	Japanese VP 2 -> 1	82_vp_zero_based	Nabire: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nabire [1196]	Allied VP 2 -> 1	82_vp_zero_based	Nabire: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Noemfoor [1197]	Japanese VP 2 -> 1	82_vp_zero_based	Noemfoor: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Noemfoor [1197]	Allied VP 2 -> 1	82_vp_zero_based	Noemfoor: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sansapor [1198]	Japanese VP 2 -> 1	82_vp_zero_based	Sansapor: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sansapor [1198]	Allied VP 2 -> 1	82_vp_zero_based	Sansapor: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sarmi [1199]	Japanese VP 2 -> 1	82_vp_zero_based	Sarmi: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sarmi [1199]	Allied VP 2 -> 1	82_vp_zero_based	Sarmi: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sorong [1200]	Japanese VP 2 -> 1	82_vp_zero_based	Sorong: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Sorong [1200]	Allied VP 2 -> 1	82_vp_zero_based	Sorong: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Timoeka [1201]	Japanese VP 2 -> 1	82_vp_zero_based	Timoeka: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Timoeka [1201]	Allied VP 2 -> 1	82_vp_zero_based	Timoeka: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Dili [1204]	Japanese VP 2 -> 1	82_vp_zero_based	Dili: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Dili [1204]	Allied VP 2 -> 1	82_vp_zero_based	Dili: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Koepang [1205]	Japanese VP 2 -> 1	82_vp_zero_based	Koepang: Japanese value 2 -> 1 (effective 22 -> 11); J7 zero-based: holding it changes nothing for Japan
Koepang [1205]	Allied VP 2 -> 1	82_vp_zero_based	Koepang: Allied value 2 -> 1 (effective 22 -> 11); A7 zero-based: its loss changes nothing
Lautem [1206]	Japanese VP 2 -> 1	82_vp_zero_based	Lautem: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Lautem [1206]	Allied VP 2 -> 1	82_vp_zero_based	Lautem: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Alor [1209]	Japanese VP 2 -> 1	82_vp_zero_based	Alor: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Alor [1209]	Allied VP 2 -> 1	82_vp_zero_based	Alor: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Ambon [1210]	Japanese VP 2 -> 1	82_vp_zero_based	Ambon: Japanese value 2 -> 1 (effective 20 -> 10); J7 zero-based: holding it changes nothing for Japan
Ambon [1210]	Allied VP 2 -> 1	82_vp_zero_based	Ambon: Allied value 2 -> 1 (effective 20 -> 10); A7 zero-based: its loss changes nothing
Terempa [1211]	Japanese VP 2 -> 1	82_vp_zero_based	Terempa: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Terempa [1211]	Allied VP 2 -> 1	82_vp_zero_based	Terempa: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Dobo [1212]	Japanese VP 2 -> 1	82_vp_zero_based	Dobo: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Dobo [1212]	Allied VP 2 -> 1	82_vp_zero_based	Dobo: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Babar [1213]	Japanese VP 2 -> 1	82_vp_zero_based	Babar: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Babar [1213]	Allied VP 2 -> 1	82_vp_zero_based	Babar: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Bara [1214]	Japanese VP 2 -> 1	82_vp_zero_based	Bara: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bara [1214]	Allied VP 2 -> 1	82_vp_zero_based	Bara: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Batjan [1215]	Japanese VP 2 -> 1	82_vp_zero_based	Batjan: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Batjan [1215]	Allied VP 2 -> 1	82_vp_zero_based	Batjan: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tandjoengpinang [1216]	Japanese VP 2 -> 1	82_vp_zero_based	Tandjoengpinang: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Tandjoengpinang [1216]	Allied VP 2 -> 1	82_vp_zero_based	Tandjoengpinang: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Boela [1217]	Japanese VP 2 -> 1	82_vp_zero_based	Boela: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Boela [1217]	Allied VP 2 -> 1	82_vp_zero_based	Boela: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Boeton [1218]	Japanese VP 2 -> 1	82_vp_zero_based	Boeton: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Boeton [1218]	Allied VP 2 -> 1	82_vp_zero_based	Boeton: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Damar [1219]	Japanese VP 2 -> 1	82_vp_zero_based	Damar: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Damar [1219]	Allied VP 2 -> 1	82_vp_zero_based	Damar: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Denpasar [1220]	Japanese VP 2 -> 1	82_vp_zero_based	Denpasar: Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Denpasar [1220]	Allied VP 2 -> 1	82_vp_zero_based	Denpasar: Allied value 2 -> 1 (effective 16 -> 8); A7 zero-based: its loss changes nothing
Djailolo [1221]	Japanese VP 2 -> 1	82_vp_zero_based	Djailolo: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Djailolo [1221]	Allied VP 2 -> 1	82_vp_zero_based	Djailolo: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Djemadja [1222]	Japanese VP 2 -> 1	82_vp_zero_based	Djemadja: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Djemadja [1222]	Allied VP 2 -> 1	82_vp_zero_based	Djemadja: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Endeh [1223]	Japanese VP 2 -> 1	82_vp_zero_based	Endeh: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Endeh [1223]	Allied VP 2 -> 1	82_vp_zero_based	Endeh: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Enggano [1224]	Japanese VP 2 -> 1	82_vp_zero_based	Enggano: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Enggano [1224]	Allied VP 2 -> 1	82_vp_zero_based	Enggano: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Galeia [1225]	Japanese VP 2 -> 1	82_vp_zero_based	Galeia: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Galeia [1225]	Allied VP 2 -> 1	82_vp_zero_based	Galeia: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Gebe [1226]	Japanese VP 2 -> 1	82_vp_zero_based	Gebe: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Gebe [1226]	Allied VP 2 -> 1	82_vp_zero_based	Gebe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Gorong [1227]	Japanese VP 2 -> 1	82_vp_zero_based	Gorong: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Gorong [1227]	Allied VP 2 -> 1	82_vp_zero_based	Gorong: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kai-eilanden [1228]	Japanese VP 2 -> 1	82_vp_zero_based	Kai-eilanden: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kai-eilanden [1228]	Allied VP 2 -> 1	82_vp_zero_based	Kai-eilanden: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kalao [1229]	Japanese VP 2 -> 1	82_vp_zero_based	Kalao: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kalao [1229]	Allied VP 2 -> 1	82_vp_zero_based	Kalao: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kangean [1230]	Japanese VP 2 -> 1	82_vp_zero_based	Kangean: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kangean [1230]	Allied VP 2 -> 1	82_vp_zero_based	Kangean: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Kofiau [1231]	Japanese VP 2 -> 1	82_vp_zero_based	Kofiau: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kofiau [1231]	Allied VP 2 -> 1	82_vp_zero_based	Kofiau: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Komodo [1232]	Japanese VP 2 -> 1	82_vp_zero_based	Komodo: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Komodo [1232]	Allied VP 2 -> 1	82_vp_zero_based	Komodo: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Larantoeka [1233]	Japanese VP 2 -> 1	82_vp_zero_based	Larantoeka: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Larantoeka [1233]	Allied VP 2 -> 1	82_vp_zero_based	Larantoeka: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Lingga [1234]	Japanese VP 2 -> 1	82_vp_zero_based	Lingga: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lingga [1234]	Allied VP 2 -> 1	82_vp_zero_based	Lingga: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Lolobato [1235]	Japanese VP 2 -> 1	82_vp_zero_based	Lolobato: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Lolobato [1235]	Allied VP 2 -> 1	82_vp_zero_based	Lolobato: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Lomblen [1236]	Japanese VP 2 -> 1	82_vp_zero_based	Lomblen: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Lomblen [1236]	Allied VP 2 -> 1	82_vp_zero_based	Lomblen: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Mataram [1237]	Japanese VP 2 -> 1	82_vp_zero_based	Mataram: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Mataram [1237]	Allied VP 2 -> 1	82_vp_zero_based	Mataram: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Maumere [1238]	Japanese VP 2 -> 1	82_vp_zero_based	Maumere: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Maumere [1238]	Allied VP 2 -> 1	82_vp_zero_based	Maumere: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Memboro [1239]	Japanese VP 2 -> 1	82_vp_zero_based	Memboro: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Memboro [1239]	Allied VP 2 -> 1	82_vp_zero_based	Memboro: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Misool [1240]	Japanese VP 2 -> 1	82_vp_zero_based	Misool: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Misool [1240]	Allied VP 2 -> 1	82_vp_zero_based	Misool: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Moa [1241]	Japanese VP 2 -> 1	82_vp_zero_based	Moa: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Moa [1241]	Allied VP 2 -> 1	82_vp_zero_based	Moa: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Molu [1242]	Japanese VP 2 -> 1	82_vp_zero_based	Molu: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Molu [1242]	Allied VP 2 -> 1	82_vp_zero_based	Molu: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Morotai [1243]	Japanese VP 15 -> 1	82_vp_zero_based	Morotai: Japanese value 15 -> 1 (effective 15 -> 1); J7 zero-based: holding it changes nothing for Japan
Morotai [1243]	Allied VP 15 -> 1	82_vp_zero_based	Morotai: Allied value 15 -> 1 (effective 15 -> 1); A7 zero-based: its loss changes nothing
Namlea [1244]	Japanese VP 2 -> 1	82_vp_zero_based	Namlea: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Namlea [1244]	Allied VP 2 -> 1	82_vp_zero_based	Namlea: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Groot Natoena [1245]	Japanese VP 2 -> 1	82_vp_zero_based	Groot Natoena: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Groot Natoena [1245]	Allied VP 2 -> 1	82_vp_zero_based	Groot Natoena: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Nias [1246]	Japanese VP 2 -> 1	82_vp_zero_based	Nias: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nias [1246]	Allied VP 2 -> 1	82_vp_zero_based	Nias: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Obi [1247]	Japanese VP 2 -> 1	82_vp_zero_based	Obi: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Obi [1247]	Allied VP 2 -> 1	82_vp_zero_based	Obi: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Pagai-eilanden [1248]	Japanese VP 2 -> 1	82_vp_zero_based	Pagai-eilanden: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pagai-eilanden [1248]	Allied VP 2 -> 1	82_vp_zero_based	Pagai-eilanden: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Pantar [1249]	Japanese VP 2 -> 1	82_vp_zero_based	Pantar: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Pantar [1249]	Allied VP 2 -> 1	82_vp_zero_based	Pantar: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Bima [1250]	Japanese VP 2 -> 1	82_vp_zero_based	Bima: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Bima [1250]	Allied VP 2 -> 1	82_vp_zero_based	Bima: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Roti [1251]	Japanese VP 2 -> 1	82_vp_zero_based	Roti: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Roti [1251]	Allied VP 2 -> 1	82_vp_zero_based	Roti: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Ruteng [1252]	Japanese VP 2 -> 1	82_vp_zero_based	Ruteng: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Ruteng [1252]	Allied VP 2 -> 1	82_vp_zero_based	Ruteng: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Sangi [1253]	Japanese VP 2 -> 1	82_vp_zero_based	Sangi: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sangi [1253]	Allied VP 2 -> 1	82_vp_zero_based	Sangi: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Saumlaki [1254]	Japanese VP 2 -> 1	82_vp_zero_based	Saumlaki: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Saumlaki [1254]	Allied VP 2 -> 1	82_vp_zero_based	Saumlaki: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Sawoe-eilanden [1255]	Japanese VP 2 -> 1	82_vp_zero_based	Sawoe-eilanden: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sawoe-eilanden [1255]	Allied VP 2 -> 1	82_vp_zero_based	Sawoe-eilanden: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Selaroe [1256]	Japanese VP 2 -> 1	82_vp_zero_based	Selaroe: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Selaroe [1256]	Allied VP 2 -> 1	82_vp_zero_based	Selaroe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sepandjang [1257]	Japanese VP 2 -> 1	82_vp_zero_based	Sepandjang: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sepandjang [1257]	Allied VP 2 -> 1	82_vp_zero_based	Sepandjang: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Serasan [1258]	Japanese VP 2 -> 1	82_vp_zero_based	Serasan: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Serasan [1258]	Allied VP 2 -> 1	82_vp_zero_based	Serasan: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Siaoe [1259]	Japanese VP 2 -> 1	82_vp_zero_based	Siaoe: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Siaoe [1259]	Allied VP 2 -> 1	82_vp_zero_based	Siaoe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Siberoet [1260]	Japanese VP 2 -> 1	82_vp_zero_based	Siberoet: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Siberoet [1260]	Allied VP 2 -> 1	82_vp_zero_based	Siberoet: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Singkep [1261]	Japanese VP 2 -> 1	82_vp_zero_based	Singkep: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Singkep [1261]	Allied VP 2 -> 1	82_vp_zero_based	Singkep: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Soebi-besar [1262]	Japanese VP 2 -> 1	82_vp_zero_based	Soebi-besar: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Soebi-besar [1262]	Allied VP 2 -> 1	82_vp_zero_based	Soebi-besar: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Talaud-eilanden [1263]	Japanese VP 2 -> 1	82_vp_zero_based	Talaud-eilanden: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Talaud-eilanden [1263]	Allied VP 2 -> 1	82_vp_zero_based	Talaud-eilanden: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Taliaboe [1264]	Japanese VP 2 -> 1	82_vp_zero_based	Taliaboe: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Taliaboe [1264]	Allied VP 2 -> 1	82_vp_zero_based	Taliaboe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tambelan-eilanden [1265]	Japanese VP 2 -> 1	82_vp_zero_based	Tambelan-eilanden: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tambelan-eilanden [1265]	Allied VP 2 -> 1	82_vp_zero_based	Tambelan-eilanden: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tanahdjampea [1266]	Japanese VP 2 -> 1	82_vp_zero_based	Tanahdjampea: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tanahdjampea [1266]	Allied VP 2 -> 1	82_vp_zero_based	Tanahdjampea: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Billiton [1267]	Japanese VP 2 -> 1	82_vp_zero_based	Billiton: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Billiton [1267]	Allied VP 2 -> 1	82_vp_zero_based	Billiton: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Ternate [1268]	Japanese VP 2 -> 1	82_vp_zero_based	Ternate: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Ternate [1268]	Allied VP 2 -> 1	82_vp_zero_based	Ternate: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Tockangbesi-eilanden [1269]	Japanese VP 2 -> 1	82_vp_zero_based	Tockangbesi-eilanden: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tockangbesi-eilanden [1269]	Allied VP 2 -> 1	82_vp_zero_based	Tockangbesi-eilanden: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Waigeo [1270]	Japanese VP 2 -> 1	82_vp_zero_based	Waigeo: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Waigeo [1270]	Allied VP 2 -> 1	82_vp_zero_based	Waigeo: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Waingapoe [1271]	Japanese VP 2 -> 1	82_vp_zero_based	Waingapoe: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Waingapoe [1271]	Allied VP 2 -> 1	82_vp_zero_based	Waingapoe: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Wetar [1272]	Japanese VP 2 -> 1	82_vp_zero_based	Wetar: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Wetar [1272]	Allied VP 2 -> 1	82_vp_zero_based	Wetar: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Temuloh [1412]	Japanese VP 2 -> 1	82_vp_zero_based	Temuloh: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Temuloh [1412]	Allied VP 2 -> 1	82_vp_zero_based	Temuloh: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Praboemoelih [1429]	Japanese VP 2 -> 1	82_vp_zero_based	Praboemoelih: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Praboemoelih [1429]	Allied VP 2 -> 1	82_vp_zero_based	Praboemoelih: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Taberfane [1430]	Japanese VP 2 -> 1	82_vp_zero_based	Taberfane: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Taberfane [1430]	Allied VP 2 -> 1	82_vp_zero_based	Taberfane: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Atimonan [1462]	Japanese VP 2 -> 1	82_vp_zero_based	Atimonan: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Atimonan [1462]	Allied VP 2 -> 1	82_vp_zero_based	Atimonan: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Surigao [1466]	Japanese VP 2 -> 1	82_vp_zero_based	Surigao: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Surigao [1466]	Allied VP 2 -> 1	82_vp_zero_based	Surigao: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Salajar [1473]	Japanese VP 2 -> 1	82_vp_zero_based	Salajar: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Salajar [1473]	Allied VP 2 -> 1	82_vp_zero_based	Salajar: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Sidate [1474]	Japanese VP 2 -> 1	82_vp_zero_based	Sidate: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sidate [1474]	Allied VP 2 -> 1	82_vp_zero_based	Sidate: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sinabang [1496]	Japanese VP 2 -> 1	82_vp_zero_based	Sinabang: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Sinabang [1496]	Allied VP 2 -> 1	82_vp_zero_based	Sinabang: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Batoe-eilanden [1497]	Japanese VP 2 -> 1	82_vp_zero_based	Batoe-eilanden: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Batoe-eilanden [1497]	Allied VP 2 -> 1	82_vp_zero_based	Batoe-eilanden: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sipora [1498]	Japanese VP 2 -> 1	82_vp_zero_based	Sipora: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sipora [1498]	Allied VP 2 -> 1	82_vp_zero_based	Sipora: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tioman Island [1499]	Japanese VP 2 -> 1	82_vp_zero_based	Tioman Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tioman Island [1499]	Allied VP 2 -> 1	82_vp_zero_based	Tioman Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Langkawi [1500]	Japanese VP 2 -> 1	82_vp_zero_based	Langkawi: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Langkawi [1500]	Allied VP 2 -> 1	82_vp_zero_based	Langkawi: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Mangole [1502]	Japanese VP 2 -> 1	82_vp_zero_based	Mangole: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mangole [1502]	Allied VP 2 -> 1	82_vp_zero_based	Mangole: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Loewoek [1503]	Japanese VP 2 -> 1	82_vp_zero_based	Loewoek: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Loewoek [1503]	Allied VP 2 -> 1	82_vp_zero_based	Loewoek: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Togian-eilanden [1506]	Japanese VP 2 -> 1	82_vp_zero_based	Togian-eilanden: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Togian-eilanden [1506]	Allied VP 2 -> 1	82_vp_zero_based	Togian-eilanden: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Malaybalay [1511]	Japanese VP 2 -> 1	82_vp_zero_based	Malaybalay: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Malaybalay [1511]	Allied VP 2 -> 1	82_vp_zero_based	Malaybalay: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Malang [1523]	Japanese VP 2 -> 1	82_vp_zero_based	Malang: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Malang [1523]	Allied VP 2 -> 1	82_vp_zero_based	Malang: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Tjepoe [1524]	Japanese VP 2 -> 1	82_vp_zero_based	Tjepoe: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Tjepoe [1524]	Allied VP 2 -> 1	82_vp_zero_based	Tjepoe: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Buitenzorg [1525]	Japanese VP 2 -> 1	82_vp_zero_based	Buitenzorg: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Buitenzorg [1525]	Allied VP 2 -> 1	82_vp_zero_based	Buitenzorg: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Kalidjati [1526]	Japanese VP 2 -> 1	82_vp_zero_based	Kalidjati: Japanese value 2 -> 1 (effective 18 -> 9); J7 zero-based: holding it changes nothing for Japan
Kalidjati [1526]	Allied VP 2 -> 1	82_vp_zero_based	Kalidjati: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: its loss changes nothing
Cabanatuan [1529]	Japanese VP 2 -> 1	82_vp_zero_based	Cabanatuan: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Cabanatuan [1529]	Allied VP 2 -> 1	82_vp_zero_based	Cabanatuan: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Sungei Pantani [1604]	Japanese VP 2 -> 1	82_vp_zero_based	Sungei Pantani: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sungei Pantani [1604]	Allied VP 2 -> 1	82_vp_zero_based	Sungei Pantani: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kuala Kangsar [1605]	Japanese VP 2 -> 1	82_vp_zero_based	Kuala Kangsar: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kuala Kangsar [1605]	Allied VP 2 -> 1	82_vp_zero_based	Kuala Kangsar: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kuala Krai [1606]	Japanese VP 2 -> 1	82_vp_zero_based	Kuala Krai: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kuala Krai [1606]	Allied VP 2 -> 1	82_vp_zero_based	Kuala Krai: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Port Dickson [1608]	Japanese VP 2 -> 1	82_vp_zero_based	Port Dickson: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Port Dickson [1608]	Allied VP 2 -> 1	82_vp_zero_based	Port Dickson: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kluang [1609]	Japanese VP 5 -> 1	82_vp_zero_based	Kluang: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Kluang [1609]	Allied VP 5 -> 1	82_vp_zero_based	Kluang: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: its loss changes nothing
Ipoh [1610]	Japanese VP 5 -> 1	82_vp_zero_based	Ipoh: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ipoh [1610]	Allied VP 5 -> 1	82_vp_zero_based	Ipoh: Allied value 5 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Batang Padang [1611]	Japanese VP 2 -> 1	82_vp_zero_based	Batang Padang: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Batang Padang [1611]	Allied VP 2 -> 1	82_vp_zero_based	Batang Padang: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Port Swettenham [1614]	Japanese VP 2 -> 1	82_vp_zero_based	Port Swettenham: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Port Swettenham [1614]	Allied VP 2 -> 1	82_vp_zero_based	Port Swettenham: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Hollandia [1192]	port cap 5 -> 3; airfield cap 6 -> 5	91_conversions_bases	

Item [slot]	Change	Sheet	Note
Biak [1191]	airfield cap 6 -> 5	91_conversions_bases	
Morotai [1243]	airfield cap 6 -> 3	91_conversions_bases	
Tacloban [679]	port cap 4 -> 2; airfield cap 7 -> 6	91_conversions_bases	
Manila [631]	port 5 -> 6	91_conversions_bases	P5: South Harbor and Cavite
Soerabaja [1160]	WpnNumber7[Repair Shipyard]: '8'->'20'	93_systems	S8: the Marine Establishment's 14,000-ton floating dock, 4,500-ton dock and slips; 8 to 20
Singapore [722]	Allied VP 119 -> 71	81_vp_anchor	Singapore: Allied value 119 -> 71 (effective 2,499 -> 1,491 at start multiplier 21); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Manila [631]	Allied VP 182 -> 136	81_vp_anchor	Manila: Allied value 182 -> 136 (effective 2,002 -> 1,496 at start multiplier 11); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Palembang [1140]	Allied VP 50 -> 150	114_competitiveness	Palembang. R2: the largest refinery in the East; the object of the war. Allied basic value 50 to 150 (600 to 1,800 points)
Balikpapan [1165]	Allied VP 1 -> 60	114_competitiveness	Balikpapan. R2: the Borneo oil and the 1945 landings; 1 to 60
Tarakan [1175]	Allied VP 1 -> 50	114_competitiveness	Tarakan. R2: the first Borneo landing; 1 to 50
Singapore [722]	Allied VP 71 -> 110	114_competitiveness	Singapore. R2: the Zipper objective; 71 to 110
Batavia [1152]	Allied VP 71 -> 100	114_competitiveness	Batavia. R2: 71 to 100
Soerabaja [1160]	Allied VP 67 -> 100	114_competitiveness	Soerabaja. R2: the naval base; 67 to 100
Ambon [1210]	mines 0 -> 60	120_register_ready	DEF-D3: the Dutch minefield off Ambon sank the minesweeper W-9 on 1 February 1942
Pangkalan Brandan [279]	cloned from Dumaguete; location 78 -> 45; location 86 -> 75; port 0 -> 2; port cap 1 -> 2; airfield cap 4 -> 0; Japanese VP 1 -> 42; Allied VP 1 -> 50; nation 16 -> 11; attached HQ USAFFE -> KNIL Army Command	127_base_expansion	T1 resource. BPM oil field and refinery with Pangkalan Soesoe tanker port; demolished 1942, restored by Japan. Not Langsa/Medan. [peak port/AF 3/2]
Paracale [530]	cloned from Dumaguete; location 78 -> 81; location 86 -> 79; port 0 -> 1; airfield cap 4 -> 0	127_base_expansion	T3 resource. Paracale gold mines and nearby Larap iron mine, both exporting to Japan; gap-fill for Camarines Norte. [peak port/AF 2/2]
Loeboeklinggau [644]	cloned from Lahat; location 47 -> 46; location 92 -> 91; airfield cap 7 -> 0	127_base_expansion	T2 rail_end. Railhead with no base. Western terminus of the South Sumatra railway, road on to Benkoelen. Western railhead of the South Sumatra line from Palembang, with road link to Benkoelen. [peak port/AF 0/2]
Rantau Prapat [712]	cloned from Nias; location 42 -> 46; airfield cap 3 -> 0; type 1 -> 5	127_base_expansion	T2 rail_end. Railhead with no base. South end of the Deli Railway; Sumatra east-coast estates [peak port/AF 0/2]
Argao [791]	cloned from Dumaguete; location 78 -> 79; port 0 -> 1; airfield cap 4 -> 0	127_base_expansion	T3 rail_end. Railhead with no base. South end of the Cebu Railroad; verify against art [peak port/AF 1/1]
Kamal [807]	cloned from Galeia; location 79 -> 57; location 101 -> 104; port 0 -> 1; airfield cap 3 -> 0	127_base_expansion	T3 rail_end. Railhead with no base. Madura tramway ferry terminal opposite Soerabaja [peak port/AF 1/0]
Koetaradja [1057]	cloned from Dumaguete; location 78 -> 44; location 86 -> 71; port 0 -> 1; airfield 0 -> 2; airfield cap 4 -> 2; nation 16 -> 11; attached HQ USAFFE -> KNIL Army Command	127_base_expansion	T1 airfield. Atjeh capital with Oleh-leh harbour and KNIL Lho'nga airfield; Japanese landed Mar 1942; distinct from Sabang island. [peak port/AF 3/5] [moved 44,71 from 43,71 (onto the railway)]

Item [slot]	Change	Sheet	Note
San Jose (Mindoro) [1207]	cloned from Dumaguete; location 86 -> 80; port 0 -> 1; airfield cap 4 -> 3	127_base_expansion	T1 airfield. US landing 15 Dec 1944; Hill, Elmore and McGuire fields built within weeks to cover the Lingayen invasion and Luzon. [peak port/AF 2/6] [map patch: trail added, 1 link(s)]
Fak Fak [1539]	cloned from Kaimana; location 83 -> 82; location 113 -> 111; port 0 -> 2; airfield cap 5 -> 0	127_base_expansion	T1 port. Dutch West New Guinea residency seat on the Onin peninsula; occupied Apr 1942, Japanese airstrip at nearby Torea. [peak port/AF 3/3]
Fort de Kock [1541]	cloned from Batoe-eilanden; location 43 -> 45; location 82 -> 84; airfield cap 5 -> 0; forts 0 -> 1; type 1 -> 5	127_base_expansion	T1 hq. Padang Highlands town; Japanese 25th Army HQ for Sumatra from 1943, hub of the west-coast road network. [peak port/AF 0/2]
Amahai [1586]	cloned from Kaimana; location 83 -> 77; location 113 -> 109; port 0 -> 1; port cap 2 -> 1; airfield cap 5 -> 1	127_base_expansion	T2 airfield. South Ceram; Japanese Amahai airfield supporting Ambon and Banda Sea patrols, frequent Allied target 1943-44. [peak port/AF 2/4]
Cheribon [1736]	cloned from Galeia; location 79 -> 51; location 101 -> 100; port 0 -> 2; port cap 1 -> 2; airfield cap 3 -> 0	127_base_expansion	T2 port. North Java port and rail junction on the Batavia-Semarang line; Shoji Detachment landed nearby at Eretan Wetan 1 Mar 1942. [peak port/AF 4/3]
Kotabaroe [1773]	cloned from Galeia; location 79 -> 62; location 101 -> 100; port 0 -> 1; airfield cap 3 -> 0	127_base_expansion	T2 port. Poelau Laoet coal port (Stagen mines) off SE Borneo; fills the gap between Bandjermasin and Balikpapan. [peak port/AF 3/2]
Kuala Trengganu [1774]	cloned from Dumaguete; location 78 -> 52; location 86 -> 77; port 0 -> 1; airfield cap 4 -> 0; nation 16 -> 15; attached HQ USAFFE -> Southeast Asia	127_base_expansion	T2 port. Trengganu state capital on the east coast road; gap between Kota Bharu and the Dungun iron district. [peak port/AF 2/3]
Sibu [1793]	cloned from Dumaguete; location 78 -> 60; location 86 -> 88; port 0 -> 2; port cap 1 -> 2; airfield cap 4 -> 0; nation 16 -> 15; attached HQ USAFFE -> Southeast Asia	127_base_expansion	T2 port. Rejang River port and Sarawak's second town; fills the 190 km gap between Kuching and Bintulu. [peak port/AF 3/2] [moved 60,88 from 60,89 (closer to the true position)]
Pangkalpinang [1840]	cloned from Dumaguete; location 78 -> 50; location 86 -> 91; port 0 -> 1; airfield 0 -> 1; airfield cap 4 -> 1; nation 16 -> 11; attached HQ USAFFE -> KNIL Army Command	127_base_expansion	T2 resource. Banka tin administration centre with airfield, occupied Feb 1942; Japan's key Banka tin source. [peak port/AF 2/3]
Ransiki [1949]	cloned from Kaimana; location 83 -> 85; location 113 -> 111; port 0 -> 1; port cap 2 -> 1; airfield cap 5 -> 0	127_base_expansion	T3 airfield. Japanese Moemi and Ransiki airfields south of Manokwari; bypassed 2nd Army garrison area after Noemfoor. [peak port/AF 2/3] [moved 85,111 from 85,110 (to the coast)]
Baler [1960]	cloned from Dumaguete; location 78 -> 81; location 86 -> 76; port 0 -> 1; airfield cap 4 -> 0	127_base_expansion	T3 port. Only harbour on central Luzon's Pacific coast; gap-fill east of Cabanatuan across the Sierra Madre. [peak port/AF 2/2]
Iligan [1971]	cloned from Dumaguete; location 86 -> 89; port 0 -> 1; airfield cap 4 -> 0	127_base_expansion	T3 port. Iligan Bay port at the road head to Dansalan and Lake Lanao; Japanese garrison, guerrilla-contested 1942-45. [peak port/AF 3/2]
Meulaboh [1984]	cloned from Dumaguete; location 78 -> 43; location 86 -> 73; port 0 -> 1; airfield cap 4 -> 0; nation 16 -> 11; attached HQ USAFFE -> KNIL Army Command	127_base_expansion	T3 port. West Atjeh coast port; fills a 145 km gap between Sabang and Sinabang. [peak port/AF 2/2]
Medan [1137]	WpnNumber3[Oil]: '210'->'0'; WpnNumber4[Refinery]: '200'->'0'	128_econ_zero	Medan: E9 (Zero-Based Economy Review draft, 19 Sep 2026)
Pangkalan Brandan [279]	WpnNumber1[Oil]: '0'->'210'; WpnNumber2[Refinery]: '0'->'200'	128_econ_zero	Pangkalan Brandan: E9 (Zero-Based Economy Review draft, 19 Sep 2026)
Atimonan [1462]	WpnNumber1[Resources]: '40'->'0'	128_econ_zero	Atimonan: E9 (Zero-Based Economy Review draft, 19 Sep 2026)
Paracale [530]	WpnNumber1[Resources]: '0'->'60'	128_econ_zero	Paracale: E9 (Zero-Based Economy Review draft, 19 Sep 2026)

Bases: Pacific islands, New Guinea, Hawaii and New Zealand (453)

Item [slot]	Change	Sheet	Note
Miri [731]	Japanese VP 2 -> 30; Allied VP 2 -> 10; port cap 0 -> 2	02_pacific_bases	
Rabaul [992]	Japanese VP 20 -> 40; Allied VP 2 -> 40; port cap 4 -> 7; airfield cap 6 -> 8	02_pacific_bases	Stock J20/A2, port max 4 af max 6. Simpson Harbour + 5 fields
Guam [608]	Allied VP 25 -> 50; port cap 2 -> 5; airfield cap 5 -> 9	02_pacific_bases	
Tarawa [781]	Japanese VP 25 -> 10; Allied VP 2 -> 10; airfield cap 2 -> 4	02_pacific_bases	Stock J25: reduced
Makin [776]	Japanese VP 2 -> 5; Allied VP 2 -> 5; airfield cap 2 -> 3	02_pacific_bases	

Item [slot]	Change	Sheet	Note
Nauru Island [811]	Japanese VP 2 -> 10; Allied VP 1 -> 5	02_pacific_bases	Phosphate
Ocean Island [812]	Japanese VP 2 -> 5; Allied VP 1 -> 3	02_pacific_bases	
Funafuti [591]	Japanese VP 3 -> 5; Allied VP 1 -> 5; port cap 1 -> 2; airfield cap 0 -> 4	02_pacific_bases	
Canton Island [597]	Allied VP 1 -> 3; airfield cap 0 -> 3	02_pacific_bases	
Baker Island [607]		02_pacific_bases	
Howland Island [609]		02_pacific_bases	
Johnston Island [610]	Japanese VP 50 -> 15; Allied VP 1 -> 5; airfield cap 0 -> 3	02_pacific_bases	Stock J50: reduced
Palmyra [588]	Japanese VP 50 -> 10; Allied VP 1 -> 5	02_pacific_bases	Stock J50: reduced
Wake Island [611]	Japanese VP 3 -> 15; Allied VP 1 -> 10; airfield cap 0 -> 3	02_pacific_bases	af 3 with max 0 -> max 3
Midway Island [581]	Japanese VP 3 -> 30; Allied VP 1 -> 20; airfield cap 1 -> 4	02_pacific_bases	af 4 with max 1 -> max 4
Pearl Harbor [584]	Japanese VP 110 -> 300; Allied VP 20 -> 40; port cap 5 -> 8	02_pacific_bases	Stock J110/A20; port max 5->8
Luganville [1293]	Japanese VP 50 -> 30; Allied VP 1 -> 10; port cap 3 -> 6; airfield cap 5 -> 7	02_pacific_bases	Espiritu Santo: J50->30; the real rear fleet base
Efate [1289]	Japanese VP 50 -> 25; Allied VP 1 -> 5	02_pacific_bases	
Noumea [1282]	Japanese VP 5 -> 50; port cap 4 -> 7; airfield cap 5 -> 6	02_pacific_bases	
Suva [765]	Japanese VP 75 -> 40; Allied VP 1 -> 10	02_pacific_bases	Stock J75
Nadi [763]	Allied VP 1 -> 5	02_pacific_bases	
Pago Pago [603]	Japanese VP 25 -> 20; Allied VP 1 -> 5	02_pacific_bases	
Tulagi [753]	Japanese VP 2 -> 10; Allied VP 2 -> 10	02_pacific_bases	
Lunga [743]	Japanese VP 2 -> 20; Allied VP 2 -> 20; airfield cap 5 -> 6	02_pacific_bases	Henderson + Fighter 1/2 + Carney/Koli
Shortlands [749]	Japanese VP 2 -> 5; Allied VP 2 -> 5	02_pacific_bases	
Buin [1909]	Japanese VP 2 -> 10; Allied VP 2 -> 10; airfield cap 3 -> 4	02_pacific_bases	
Munda [744]	Japanese VP 2 -> 10; Allied VP 2 -> 10; airfield cap 3 -> 5	02_pacific_bases	
Milne Bay [980]	Japanese VP 2 -> 15; Allied VP 2 -> 15; port cap 3 -> 4	02_pacific_bases	
Port Moresby [981]	Allied VP 2 -> 20; port cap 2 -> 4; airfield cap 6 -> 7	02_pacific_bases	

Item [slot]	Change	Sheet	Note
Lae [978]	Japanese VP 2 -> 15; Allied VP 2 -> 15; airfield cap 4 -> 5	02_pacific_bases	
Wewak [985]	Japanese VP 2 -> 10; Allied VP 2 -> 10; airfield cap 2 -> 4	02_pacific_bases	
Manus [1001]	Japanese VP 2 -> 20; Allied VP 2 -> 20; port cap 4 -> 7; airfield cap 5 -> 7	02_pacific_bases	Seeadler: major fleet base by mid-44
Miri [731]	Japanese VP 30 -> 50; Allied VP 10 -> 17	22_vp_effective	multiplier 6 (port 2 + 2x AF 2); effective J 300 A 100; stock basic J50 A17
Rabaul [992]	Japanese VP 40 -> 89; Allied VP 40 -> 89	22_vp_effective	multiplier 9 (port 3 + 2x AF 3); effective J 800 A 800; stock basic J89 A89
Port Moresby [981]	Japanese VP 40 -> 86; Allied VP 20 -> 57	22_vp_effective	multiplier 7 (port 1 + 2x AF 3); effective J 600 A 400; stock basic J86 A57
Guam [608]	Japanese VP 3 -> 25; Allied VP 50 -> 150	22_vp_effective	multiplier 4 (port 2 + 2x AF 1); effective J 100 A 600; stock basic J25 A150
Pearl Harbor [584]	Japanese VP 300 -> 222; Allied VP 40 -> 37	22_vp_effective	multiplier 27 (port 7 + 2x AF 10); effective J 6000 A 1000; stock basic J222 A37
Midway Island [581]	Japanese VP 30 -> 44; Allied VP 20 -> 22	22_vp_effective	multiplier 9 (port 1 + 2x AF 4); effective J 400 A 200; stock basic J44 A22
Wake Island [611]	Japanese VP 15 -> 14; Allied VP 10 -> 9	22_vp_effective	multiplier 7 (port 1 + 2x AF 3); effective J 100 A 60; stock basic J14 A9
Johnston Island [610]	Japanese VP 15 -> 12; Allied VP 5 -> 4	22_vp_effective	multiplier 5 (port 1 + 2x AF 2); effective J 60 A 20; stock basic J12 A4
Palmyra [588]	Japanese VP 10 -> 12; Allied VP 5 -> 4	22_vp_effective	multiplier 5 (port 1 + 2x AF 2); effective J 60 A 20; stock basic J12 A4
Canton Island [597]	Japanese VP 5 -> 7	22_vp_effective	multiplier 6 (port 2 + 2x AF 2); effective J 40 A 20; stock basic J7 A3
Baker Island [607]		22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J 2 A 2; stock basic J1 A1
Howland Island [609]		22_vp_effective	multiplier 0 (port 0 + 2x AF 0); effective J 2 A 2; stock basic J1 A1
Tarawa [781]	Japanese VP 10 -> 100; Allied VP 10 -> 100	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J 100 A 100; stock basic J100 A100
Makin [776]	Japanese VP 5 -> 10; Allied VP 5 -> 10	22_vp_effective	multiplier 0 (port 0 + 2x AF 0); effective J 40 A 40; stock basic J10 A10
Nauru Island [811]	Japanese VP 10 -> 30; Allied VP 5 -> 15	22_vp_effective	multiplier 2 (port 2 + 2x AF 0); effective J 60 A 30; stock basic J30 A15
Ocean Island [812]	Japanese VP 5 -> 10; Allied VP 3 -> 5	22_vp_effective	multiplier 2 (port 2 + 2x AF 0); effective J 20 A 10; stock basic J10 A5
Funafuti [591]	Japanese VP 5 -> 40; Allied VP 5 -> 40	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J 40 A 40; stock basic J40 A40
Luganville [1293]	Japanese VP 30 -> 300; Allied VP 10 -> 200	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J 300 A 200; stock basic J300 A200
Efate [1289]	Japanese VP 25 -> 200; Allied VP 5 -> 100	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J 200 A 100; stock basic J200 A100
Noumea [1282]	Japanese VP 50 -> 133; Allied VP 50 -> 133	22_vp_effective	multiplier 6 (port 2 + 2x AF 2); effective J 800 A 800; stock basic J133 A133
Suva [765]	Japanese VP 40 -> 71; Allied VP 10 -> 29	22_vp_effective	multiplier 7 (port 3 + 2x AF 2); effective J 500 A 200; stock basic J71 A29

Item [slot]	Change	Sheet	Note
Nadi [763]	Japanese VP 25 -> 100; Allied VP 5 -> 33	22_vp_effective	multiplier 3 (port 1 + 2x AF 1); effective J 300 A 100; stock basic J100 A33
Pago Pago [603]	Japanese VP 20 -> 50; Allied VP 5 -> 20	22_vp_effective	multiplier 4 (port 2 + 2x AF 1); effective J 200 A 80; stock basic J50 A20
Tulagi [753]	Japanese VP 10 -> 60; Allied VP 10 -> 60	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J 60 A 60; stock basic J60 A60
Lunga [743]	Japanese VP 20 -> 37; Allied VP 20 -> 37	22_vp_effective	multiplier 0 (port 0 + 2x AF 0); effective J 150 A 150; stock basic J37 A37
Pearl Harbor [584]	WpnDisabled4[Light Industry]: '0'->'26'; WpnDisabled2[Resources]: '0'->'13'	33_mod_adoptions	
Auckland [1033]	WpnDisabled4[Light Industry]: '0'->'52'; WpnDisabled2[Resources]: '0'->'19'	33_mod_adoptions	
Christchurch [1035]	WpnDisabled4[Light Industry]: '0'->'33'; WpnDisabled2[Resources]: '0'->'13'	33_mod_adoptions	
Dunedin [1036]	WpnDisabled3[Light Industry]: '0'->'13'; WpnDisabled2[Resources]: '0'->'13'	33_mod_adoptions	
Hamilton [1039]	WpnDisabled1[Resources]: '0'->'39'	33_mod_adoptions	
Wellington [1044]	WpnDisabled4[Light Industry]: '0'->'46'; WpnDisabled2[Resources]: '0'->'19'	33_mod_adoptions	
Manus [1001]	port cap 7 -> 6	33_mod_adoptions	
Hong Kong [810]	monsoon 0 -> 1	36_china	
Ledo [868]	supply cap 200 -> 400	37_depth	
Myitkyina [704]	supply cap 150 -> 250	37_depth	
Jorhat [863]	supply cap 300 -> 400	37_depth	
Hong Kong [810]	mines 0 -> 150	49_mines	
Rabaul [992]	mines 0 -> 60	49_mines	
Suva [765]	mines 0 -> 50	49_mines	
Pearl Harbor [584]	mines 0 -> 100	49_mines	
Port Moresby [981]	mines 0 -> 60	49_mines	
Pearl Harbor [584]	WpnDisabled5[Repair Shipyard]: '0'->'50'	51_intensity	Pearl Harbor's repair yard starts half damaged and repairable with supply, as the yard of 1942 was overwhelmed: a damaged cruiser goes to the West Coast for six weeks rather than three
Pearl Harbor [584]	Japanese VP 222 -> 100	72_vp_tiers	Japanese values tiered by what IGHQ planned: the Australian and Indian mainland, New Zealand and Oahu were never objectives and drop to sunk-cost values; the planned 1942 perimeter keeps its values. Pearl Harbor: basic 222 -> 100, effective 5994 -> 2700 (x27)
Auckland [1033]	Japanese VP 50 -> 5	72_vp_tiers	Auckland: basic 50 -> 5, effective 850 -> 85 (x17)
Wellington [1044]	Japanese VP 20 -> 3	72_vp_tiers	Wellington: basic 20 -> 3, effective 220 -> 33 (x11)
French Frigate Shoal [574]	Japanese VP 3 -> 1	82_vp_zero_based	French Frigate Shoal: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Hilo [575]	Japanese VP 10 -> 1	82_vp_zero_based	Hilo: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Kona [576]	Japanese VP 10 -> 1	82_vp_zero_based	Kona: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Lahaina [577]	Japanese VP 10 -> 1	82_vp_zero_based	Lahaina: Japanese value 10 -> 1 (effective 100 -> 10); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Lanai [578]	Japanese VP 10 -> 1	82_vp_zero_based	Lanai: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Laysan Island [579]	Japanese VP 3 -> 1	82_vp_zero_based	Laysan Island: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lihue [580]	Japanese VP 10 -> 1	82_vp_zero_based	Lihue: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Molokai [582]	Japanese VP 10 -> 1	82_vp_zero_based	Molokai: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Niihau [583]	Japanese VP 10 -> 1	82_vp_zero_based	Niihau: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pearl Harbor [584]	Allied VP 37 -> 111	82_vp_zero_based	Pearl Harbor: Allied value 37 -> 111 (effective 999 -> 2,997); A5 a loss that is a strategic event
Jarvis Island [587]	Japanese VP 25 -> 1	82_vp_zero_based	Jarvis Island: Japanese value 25 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Palmyra [588]	Japanese VP 12 -> 1	82_vp_zero_based	Palmyra: Japanese value 12 -> 1 (effective 60 -> 5); J7 zero-based: holding it changes nothing for Japan
Palmyra [588]	Allied VP 4 -> 1	82_vp_zero_based	Palmyra: Allied value 4 -> 1 (effective 20 -> 5); A7 zero-based: its loss changes nothing
Funafuti [591]	Japanese VP 40 -> 1	82_vp_zero_based	Funafuti: Japanese value 40 -> 1 (effective 40 -> 1); J7 zero-based: holding it changes nothing for Japan
Funafuti [591]	Allied VP 40 -> 1	82_vp_zero_based	Funafuti: Allied value 40 -> 1 (effective 40 -> 1); A7 zero-based: its loss changes nothing
Nanumea [592]	Japanese VP 3 -> 1	82_vp_zero_based	Nanumea: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nukufetau [593]	Japanese VP 3 -> 1	82_vp_zero_based	Nukufetau: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Vaitupu [594]	Japanese VP 3 -> 1	82_vp_zero_based	Vaitupu: Japanese value 3 -> 1 (effective 3 -> 1); J7 zero-based: holding it changes nothing for Japan
Canton Island [597]	Japanese VP 7 -> 1	82_vp_zero_based	Canton Island: Japanese value 7 -> 1 (effective 42 -> 6); J7 zero-based: holding it changes nothing for Japan
Canton Island [597]	Allied VP 3 -> 1	82_vp_zero_based	Canton Island: Allied value 3 -> 1 (effective 18 -> 6); A7 zero-based: its loss changes nothing
Enderbury Island [598]	Japanese VP 5 -> 1	82_vp_zero_based	Enderbury Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Gardner Island [599]	Japanese VP 5 -> 1	82_vp_zero_based	Gardner Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sydney Island [600]	Japanese VP 5 -> 1	82_vp_zero_based	Sydney Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pago Pago [603]	Allied VP 20 -> 1	82_vp_zero_based	Pago Pago: Allied value 20 -> 1 (effective 80 -> 4); A7 zero-based: its loss changes nothing
Ta'u [604]	Japanese VP 5 -> 1	82_vp_zero_based	Ta'u: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Johnston Island [610]	Japanese VP 12 -> 1	82_vp_zero_based	Johnston Island: Japanese value 12 -> 1 (effective 60 -> 5); J7 zero-based: holding it changes nothing for Japan
Johnston Island [610]	Allied VP 4 -> 1	82_vp_zero_based	Johnston Island: Allied value 4 -> 1 (effective 20 -> 5); A7 zero-based: its loss changes nothing
Wake Island [611]	Japanese VP 14 -> 29	82_vp_zero_based	Wake Island: Japanese value 14 -> 29 (effective 98 -> 203); J3 the 1942 perimeter, a carrier task force in all

Item [slot]	Change	Sheet	Note
Wake Island [611]	Allied VP 9 -> 1	82_vp_zero_based	Wake Island: Allied value 9 -> 1 (effective 63 -> 7); A7 zero-based: its loss changes nothing
Kure Island [612]	Japanese VP 3 -> 1	82_vp_zero_based	Kure Island: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bhamo [697]	Japanese VP 2 -> 1	82_vp_zero_based	Bhamo: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bhamo [697]	Allied VP 2 -> 1	82_vp_zero_based	Bhamo: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Myitkyina [704]	Japanese VP 2 -> 1	82_vp_zero_based	Myitkyina: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Myitkyina [704]	Allied VP 2 -> 1	82_vp_zero_based	Myitkyina: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Warazup [711]	Japanese VP 2 -> 1	82_vp_zero_based	Warazup: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Warazup [711]	Allied VP 2 -> 1	82_vp_zero_based	Warazup: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Banggi [726]	Japanese VP 2 -> 1	82_vp_zero_based	Banggi: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Banggi [726]	Allied VP 2 -> 1	82_vp_zero_based	Banggi: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Brunei [727]	Japanese VP 2 -> 1	82_vp_zero_based	Brunei: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Brunei [727]	Allied VP 2 -> 1	82_vp_zero_based	Brunei: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Jesselton [728]	Japanese VP 2 -> 1	82_vp_zero_based	Jesselton: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Jesselton [728]	Allied VP 2 -> 1	82_vp_zero_based	Jesselton: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Kudat [730]	Japanese VP 2 -> 1	82_vp_zero_based	Kudat: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Kudat [730]	Allied VP 2 -> 1	82_vp_zero_based	Kudat: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Miri [731]	Allied VP 17 -> 1	82_vp_zero_based	Miri: Allied value 17 -> 1 (effective 102 -> 6); A7 zero-based: its loss changes nothing
Sandakan [732]	Japanese VP 2 -> 1	82_vp_zero_based	Sandakan: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Sandakan [732]	Allied VP 2 -> 1	82_vp_zero_based	Sandakan: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Tawau [733]	Japanese VP 2 -> 1	82_vp_zero_based	Tawau: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Tawau [733]	Allied VP 2 -> 1	82_vp_zero_based	Tawau: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Auki [740]	Japanese VP 2 -> 1	82_vp_zero_based	Auki: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Auki [740]	Allied VP 2 -> 1	82_vp_zero_based	Auki: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Choiseul Bay [741]	Japanese VP 2 -> 1	82_vp_zero_based	Choiseul Bay: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Choiseul Bay [741]	Allied VP 2 -> 1	82_vp_zero_based	Choiseul Bay: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kirakira [742]	Japanese VP 2 -> 1	82_vp_zero_based	Kirakira: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kirakira [742]	Allied VP 2 -> 1	82_vp_zero_based	Kirakira: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Lunga [743]	Allied VP 37 -> 1	82_vp_zero_based	Lunga: Allied value 37 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Munda [744]	Japanese VP 10 -> 1	82_vp_zero_based	Munda: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Munda [744]	Allied VP 10 -> 1	82_vp_zero_based	Munda: Allied value 10 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Panggoe [745]	Japanese VP 2 -> 1	82_vp_zero_based	Panggoe: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Panggoe [745]	Allied VP 2 -> 1	82_vp_zero_based	Panggoe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Rekata Bay [746]	Japanese VP 2 -> 1	82_vp_zero_based	Rekata Bay: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rekata Bay [746]	Allied VP 2 -> 1	82_vp_zero_based	Rekata Bay: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Rennell Island [747]	Japanese VP 2 -> 1	82_vp_zero_based	Rennell Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rennell Island [747]	Allied VP 2 -> 1	82_vp_zero_based	Rennell Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Russell Islands [748]	Japanese VP 2 -> 1	82_vp_zero_based	Russell Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Russell Islands [748]	Allied VP 2 -> 1	82_vp_zero_based	Russell Islands: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Shortlands [749]	Japanese VP 5 -> 1	82_vp_zero_based	Shortlands: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Shortlands [749]	Allied VP 5 -> 1	82_vp_zero_based	Shortlands: Allied value 5 -> 1 (effective 5 -> 1); A7 zero-based: its loss changes nothing
Stewart Island [1485]	Japanese VP 10 -> 1	82_vp_zero_based	Stewart Island: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Tassafaronga [751]	Japanese VP 2 -> 1	82_vp_zero_based	Tassafaronga: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tassafaronga [751]	Allied VP 2 -> 1	82_vp_zero_based	Tassafaronga: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Thousand Ships Bay [752]	Japanese VP 2 -> 1	82_vp_zero_based	Thousand Ships Bay: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Thousand Ships Bay [752]	Allied VP 2 -> 1	82_vp_zero_based	Thousand Ships Bay: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tulagi [753]	Japanese VP 60 -> 1	82_vp_zero_based	Tulagi: Japanese value 60 -> 1 (effective 60 -> 1); J7 zero-based: holding it changes nothing for Japan
Tulagi [753]	Allied VP 60 -> 1	82_vp_zero_based	Tulagi: Allied value 60 -> 1 (effective 60 -> 1); A7 zero-based: its loss changes nothing
Vella Lavella [754]	Japanese VP 2 -> 1	82_vp_zero_based	Vella Lavella: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Vella Lavella [754]	Allied VP 2 -> 1	82_vp_zero_based	Vella Lavella: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Gau Island [757]	Japanese VP 2 -> 1	82_vp_zero_based	Gau Island: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Kabara [758]	Japanese VP 2 -> 1	82_vp_zero_based	Kabara: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kandavu Island [759]	Japanese VP 2 -> 1	82_vp_zero_based	Kandavu Island: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Koro Island [760]	Japanese VP 2 -> 1	82_vp_zero_based	Koro Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lakeba [761]	Japanese VP 2 -> 1	82_vp_zero_based	Lakeba: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Moala [762]	Japanese VP 2 -> 1	82_vp_zero_based	Moala: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nadi [763]	Allied VP 33 -> 1	82_vp_zero_based	Nadi: Allied value 33 -> 1 (effective 99 -> 3); A7 zero-based: its loss changes nothing
Savusavu [764]	Japanese VP 2 -> 1	82_vp_zero_based	Savusavu: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Suva [765]	Japanese VP 71 -> 57	82_vp_zero_based	Suva: Japanese value 71 -> 57 (effective 497 -> 399); J3 the 1942 perimeter, a carrier task force in all
Taveuni Island [766]	Japanese VP 2 -> 1	82_vp_zero_based	Taveuni Island: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Vanua Balavu [767]	Japanese VP 2 -> 1	82_vp_zero_based	Vanua Balavu: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Yasawa Islands [768]	Japanese VP 2 -> 1	82_vp_zero_based	Yasawa Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Abemama [771]	Japanese VP 2 -> 1	82_vp_zero_based	Abemama: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Abemama [771]	Allied VP 2 -> 1	82_vp_zero_based	Abemama: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Arorae [772]	Japanese VP 2 -> 1	82_vp_zero_based	Arorae: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Arorae [772]	Allied VP 2 -> 1	82_vp_zero_based	Arorae: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Beru [773]	Japanese VP 2 -> 1	82_vp_zero_based	Beru: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Beru [773]	Allied VP 2 -> 1	82_vp_zero_based	Beru: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kuria [774]	Japanese VP 2 -> 1	82_vp_zero_based	Kuria: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kuria [774]	Allied VP 2 -> 1	82_vp_zero_based	Kuria: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Maiana [775]	Japanese VP 2 -> 1	82_vp_zero_based	Maiana: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Maiana [775]	Allied VP 2 -> 1	82_vp_zero_based	Maiana: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Makin [776]	Japanese VP 10 -> 1	82_vp_zero_based	Makin: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Makin [776]	Allied VP 10 -> 1	82_vp_zero_based	Makin: Allied value 10 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Nikunau [777]	Japanese VP 2 -> 1	82_vp_zero_based	Nikunau: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nikunau [777]	Allied VP 2 -> 1	82_vp_zero_based	Nikunau: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Nonouti [778]	Japanese VP 2 -> 1	82_vp_zero_based	Nonouti: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nonouti [778]	Allied VP 2 -> 1	82_vp_zero_based	Nonouti: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Onotoa [779]	Japanese VP 2 -> 1	82_vp_zero_based	Onotoa: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Onotoa [779]	Allied VP 2 -> 1	82_vp_zero_based	Onotoa: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tabiteuea [780]	Japanese VP 2 -> 1	82_vp_zero_based	Tabiteuea: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tabiteuea [780]	Allied VP 2 -> 1	82_vp_zero_based	Tabiteuea: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tarawa [781]	Allied VP 100 -> 1	82_vp_zero_based	Tarawa: Allied value 100 -> 1 (effective 100 -> 1); A7 zero-based: its loss changes nothing
Caroline Island [784]	Japanese VP 2 -> 1	82_vp_zero_based	Caroline Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Christmas Island [785]	Japanese VP 10 -> 1	82_vp_zero_based	Christmas Island: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Fanning Island [786]	Japanese VP 10 -> 1	82_vp_zero_based	Fanning Island: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Flint Island [787]	Japanese VP 2 -> 1	82_vp_zero_based	Flint Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Malden Island [788]	Japanese VP 2 -> 1	82_vp_zero_based	Malden Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Starbuck Island [789]	Japanese VP 2 -> 1	82_vp_zero_based	Starbuck Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Washington Island [790]	Japanese VP 10 -> 1	82_vp_zero_based	Washington Island: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ndeni [793]	Japanese VP 2 -> 1	82_vp_zero_based	Ndeni: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Reef Islands [794]	Japanese VP 2 -> 1	82_vp_zero_based	Reef Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Utupua [795]	Japanese VP 2 -> 1	82_vp_zero_based	Utupua: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Vanikoro [796]	Japanese VP 2 -> 1	82_vp_zero_based	Vanikoro: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Eua [799]	Japanese VP 2 -> 1	82_vp_zero_based	Eua: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Late Island [800]	Japanese VP 2 -> 1	82_vp_zero_based	Late Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lifuka [801]	Japanese VP 2 -> 1	82_vp_zero_based	Lifuka: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Niuafo'ou [802]	Japanese VP 2 -> 1	82_vp_zero_based	Niuafo'ou: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Niuatoputapu [803]	Japanese VP 2 -> 1	82_vp_zero_based	Niuatoputapu: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tofua [804]	Japanese VP 2 -> 1	82_vp_zero_based	Tofua: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tongatapu [805]	Japanese VP 10 -> 1	82_vp_zero_based	Tongatapu: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Vava'u [806]	Japanese VP 2 -> 1	82_vp_zero_based	Vava'u: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Hong Kong [810]	Japanese VP 10 -> 1	82_vp_zero_based	Hong Kong: Japanese value 10 -> 1 (effective 160 -> 16); J7 zero-based: holding it changes nothing for Japan
Hong Kong [810]	Allied VP 40 -> 94	82_vp_zero_based	Hong Kong: Allied value 40 -> 94 (effective 640 -> 1,504); A3 liberation, and the cost of losing it
Nauru Island [811]	Japanese VP 30 -> 1	82_vp_zero_based	Nauru Island: Japanese value 30 -> 1 (effective 60 -> 2); J7 zero-based: holding it changes nothing for Japan
Nauru Island [811]	Allied VP 15 -> 1	82_vp_zero_based	Nauru Island: Allied value 15 -> 1 (effective 30 -> 2); A7 zero-based: its loss changes nothing
Ocean Island [812]	Japanese VP 10 -> 1	82_vp_zero_based	Ocean Island: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Ocean Island [812]	Allied VP 5 -> 1	82_vp_zero_based	Ocean Island: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: its loss changes nothing
Jorhat [863]	Japanese VP 5 -> 1	82_vp_zero_based	Jorhat: Japanese value 5 -> 1 (effective 20 -> 4); J7 zero-based: holding it changes nothing for Japan
Ledo [868]	Japanese VP 5 -> 1	82_vp_zero_based	Ledo: Japanese value 5 -> 1 (effective 30 -> 6); J7 zero-based: holding it changes nothing for Japan
Cairns [917]	Japanese VP 10 -> 1	82_vp_zero_based	Cairns: Japanese value 10 -> 1 (effective 60 -> 6); J7 zero-based: holding it changes nothing for Japan
Coen [924]	Japanese VP 10 -> 1	82_vp_zero_based	Coen: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Cooktown [925]	Japanese VP 10 -> 1	82_vp_zero_based	Cooktown: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Portland Roads [952]	Japanese VP 10 -> 1	82_vp_zero_based	Portland Roads: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Aitape [973]	Japanese VP 2 -> 1	82_vp_zero_based	Aitape: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Aitape [973]	Allied VP 2 -> 1	82_vp_zero_based	Aitape: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Buna [974]	Japanese VP 2 -> 1	82_vp_zero_based	Buna: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Buna [974]	Allied VP 2 -> 1	82_vp_zero_based	Buna: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Dagua [975]	Japanese VP 2 -> 1	82_vp_zero_based	Dagua: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Dagua [975]	Allied VP 2 -> 1	82_vp_zero_based	Dagua: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Finschhafen [976]	Japanese VP 2 -> 1	82_vp_zero_based	Finschhafen: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Finschhafen [976]	Allied VP 2 -> 1	82_vp_zero_based	Finschhafen: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Hansa Bay [977]	Japanese VP 2 -> 1	82_vp_zero_based	Hansa Bay: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Hansa Bay [977]	Allied VP 2 -> 1	82_vp_zero_based	Hansa Bay: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Lae [978]	Japanese VP 15 -> 1	82_vp_zero_based	Lae: Japanese value 15 -> 1 (effective 60 -> 4); J7 zero-based: holding it changes nothing for Japan
Lae [978]	Allied VP 15 -> 1	82_vp_zero_based	Lae: Allied value 15 -> 1 (effective 60 -> 4); A7 zero-based: its loss changes nothing
Madang [979]	Japanese VP 2 -> 1	82_vp_zero_based	Madang: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Madang [979]	Allied VP 2 -> 1	82_vp_zero_based	Madang: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Milne Bay [980]	Japanese VP 15 -> 1	82_vp_zero_based	Milne Bay: Japanese value 15 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Milne Bay [980]	Allied VP 15 -> 1	82_vp_zero_based	Milne Bay: Allied value 15 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Port Moresby [981]	Allied VP 57 -> 114	82_vp_zero_based	Port Moresby: Allied value 57 -> 114 (effective 399 -> 798); A5 a loss that is a strategic event
Saidor [982]	Japanese VP 2 -> 1	82_vp_zero_based	Saidor: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Saidor [982]	Allied VP 2 -> 1	82_vp_zero_based	Saidor: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Salamaua [983]	Japanese VP 2 -> 1	82_vp_zero_based	Salamaua: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Salamaua [983]	Allied VP 2 -> 1	82_vp_zero_based	Salamaua: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Wau [984]	Japanese VP 2 -> 1	82_vp_zero_based	Wau: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Wau [984]	Allied VP 2 -> 1	82_vp_zero_based	Wau: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Wewak [985]	Japanese VP 10 -> 1	82_vp_zero_based	Wewak: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Wewak [985]	Allied VP 10 -> 1	82_vp_zero_based	Wewak: Allied value 10 -> 1 (effective 10 -> 1); A7 zero-based: its loss changes nothing
Arawe [989]	Japanese VP 2 -> 1	82_vp_zero_based	Arawe: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Arawe [989]	Allied VP 2 -> 1	82_vp_zero_based	Arawe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Cape Gloucester [990]	Japanese VP 2 -> 1	82_vp_zero_based	Cape Gloucester: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Cape Gloucester [990]	Allied VP 2 -> 1	82_vp_zero_based	Cape Gloucester: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Gasmata [991]	Japanese VP 2 -> 1	82_vp_zero_based	Gasmata: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Gasmata [991]	Allied VP 2 -> 1	82_vp_zero_based	Gasmata: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Talasea [993]	Japanese VP 2 -> 1	82_vp_zero_based	Talasea: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Talasea [993]	Allied VP 2 -> 1	82_vp_zero_based	Talasea: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Emirau Island [996]	Japanese VP 2 -> 1	82_vp_zero_based	Emirau Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Emirau Island [996]	Allied VP 2 -> 1	82_vp_zero_based	Emirau Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Feni Islands [997]	Japanese VP 2 -> 1	82_vp_zero_based	Feni Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Feni Islands [997]	Allied VP 2 -> 1	82_vp_zero_based	Feni Islands: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Green Island [998]	Japanese VP 2 -> 1	82_vp_zero_based	Green Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Green Island [998]	Allied VP 2 -> 1	82_vp_zero_based	Green Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kavieng [999]	Japanese VP 2 -> 1	82_vp_zero_based	Kavieng: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Kavieng [999]	Allied VP 2 -> 1	82_vp_zero_based	Kavieng: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Lihir [1000]	Japanese VP 2 -> 1	82_vp_zero_based	Lihir: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lihir [1000]	Allied VP 2 -> 1	82_vp_zero_based	Lihir: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Manus [1001]	Japanese VP 20 -> 1	82_vp_zero_based	Manus: Japanese value 20 -> 1 (effective 20 -> 1); J7 zero-based: holding it changes nothing for Japan
Manus [1001]	Allied VP 20 -> 1	82_vp_zero_based	Manus: Allied value 20 -> 1 (effective 20 -> 1); A7 zero-based: its loss changes nothing
Mussau Island [1002]	Japanese VP 2 -> 1	82_vp_zero_based	Mussau Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mussau Island [1002]	Allied VP 2 -> 1	82_vp_zero_based	Mussau Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Namatanai [1003]	Japanese VP 2 -> 1	82_vp_zero_based	Namatanai: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Namatanai [1003]	Allied VP 2 -> 1	82_vp_zero_based	Namatanai: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
New Hanover Island [1004]	Japanese VP 2 -> 1	82_vp_zero_based	New Hanover Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
New Hanover Island [1004]	Allied VP 2 -> 1	82_vp_zero_based	New Hanover Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tabar Island [1005]	Japanese VP 2 -> 1	82_vp_zero_based	Tabar Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tabar Island [1005]	Allied VP 2 -> 1	82_vp_zero_based	Tabar Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Deboyne Islands [1008]	Japanese VP 2 -> 1	82_vp_zero_based	Deboyne Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Deboyne Islands [1008]	Allied VP 2 -> 1	82_vp_zero_based	Deboyne Islands: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Fergusson Island [1009]	Japanese VP 2 -> 1	82_vp_zero_based	Fergusson Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Fergusson Island [1009]	Allied VP 2 -> 1	82_vp_zero_based	Fergusson Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Goodenough Island [1010]	Japanese VP 2 -> 1	82_vp_zero_based	Goodenough Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Goodenough Island [1010]	Allied VP 2 -> 1	82_vp_zero_based	Goodenough Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kiriwina Island [1011]	Japanese VP 2 -> 1	82_vp_zero_based	Kiriwina Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kiriwina Island [1011]	Allied VP 2 -> 1	82_vp_zero_based	Kiriwina Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Normanby Island [1012]	Japanese VP 2 -> 1	82_vp_zero_based	Normanby Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Normanby Island [1012]	Allied VP 2 -> 1	82_vp_zero_based	Normanby Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Rossel Island [1013]	Japanese VP 2 -> 1	82_vp_zero_based	Rossel Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rossel Island [1013]	Allied VP 2 -> 1	82_vp_zero_based	Rossel Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Woodlark Island [1014]	Japanese VP 2 -> 1	82_vp_zero_based	Woodlark Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Woodlark Island [1014]	Allied VP 2 -> 1	82_vp_zero_based	Woodlark Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Buka [1017]	Japanese VP 2 -> 1	82_vp_zero_based	Buka: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Buka [1017]	Allied VP 2 -> 1	82_vp_zero_based	Buka: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Torokina [1018]	Japanese VP 2 -> 1	82_vp_zero_based	Torokina: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Torokina [1018]	Allied VP 2 -> 1	82_vp_zero_based	Torokina: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Christmas Island IO [1022]	Japanese VP 2 -> 1	82_vp_zero_based	Christmas Island IO: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Cocos Islands [1023]	Japanese VP 2 -> 1	82_vp_zero_based	Cocos Islands: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Horn Island [1025]	Japanese VP 2 -> 1	82_vp_zero_based	Horn Island: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Auckland [1033]	Japanese VP 5 -> 12	82_vp_zero_based	Auckland: Japanese value 5 -> 12 (effective 85 -> 204); J5 opportunistic: a raid, never a campaign
Auckland [1033]	Allied VP 10 -> 1	82_vp_zero_based	Auckland: Allied value 10 -> 1 (effective 170 -> 17); A7 zero-based: its loss changes nothing
Blenheim [1034]	Japanese VP 10 -> 1	82_vp_zero_based	Blenheim: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Christchurch [1035]	Japanese VP 10 -> 1	82_vp_zero_based	Christchurch: Japanese value 10 -> 1 (effective 90 -> 9); J7 zero-based: holding it changes nothing for Japan
Dunedin [1036]	Japanese VP 10 -> 1	82_vp_zero_based	Dunedin: Japanese value 10 -> 1 (effective 80 -> 8); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Gisborne [1037]	Japanese VP 10 -> 1	82_vp_zero_based	Gisborne: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Greymouth [1038]	Japanese VP 10 -> 1	82_vp_zero_based	Greymouth: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Hamilton [1039]	Japanese VP 10 -> 1	82_vp_zero_based	Hamilton: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Invercargill [1040]	Japanese VP 10 -> 1	82_vp_zero_based	Invercargill: Japanese value 10 -> 1 (effective 60 -> 6); J7 zero-based: holding it changes nothing for Japan
Nelson NZ [1041]	Japanese VP 10 -> 1	82_vp_zero_based	Nelson NZ: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Palmerston North [1042]	Japanese VP 10 -> 1	82_vp_zero_based	Palmerston North: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Waipapakauri [1043]	Japanese VP 10 -> 1	82_vp_zero_based	Waipapakauri: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Wellington [1044]	Japanese VP 3 -> 9	82_vp_zero_based	Wellington: Japanese value 3 -> 9 (effective 33 -> 99); J5 opportunistic: a raid, never a campaign
Aitutaki [1047]	Japanese VP 2 -> 1	82_vp_zero_based	Aitutaki: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Atiu [1048]	Japanese VP 2 -> 1	82_vp_zero_based	Atiu: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mangaia [1049]	Japanese VP 2 -> 1	82_vp_zero_based	Mangaia: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Manihiki [1050]	Japanese VP 2 -> 1	82_vp_zero_based	Manihiki: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Manuae [1051]	Japanese VP 2 -> 1	82_vp_zero_based	Manuae: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mauke [1052]	Japanese VP 2 -> 1	82_vp_zero_based	Mauke: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mitiaro [1053]	Japanese VP 2 -> 1	82_vp_zero_based	Mitiaro: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Penrhyn Island [1054]	Japanese VP 2 -> 1	82_vp_zero_based	Penrhyn Island: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Pukapuka [1055]	Japanese VP 2 -> 1	82_vp_zero_based	Pukapuka: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rarotonga [1056]	Japanese VP 2 -> 1	82_vp_zero_based	Rarotonga: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Savaii [1059]	Japanese VP 2 -> 1	82_vp_zero_based	Savaii: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Upolu [1060]	Japanese VP 2 -> 1	82_vp_zero_based	Upolu: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Niue [1063]	Japanese VP 2 -> 1	82_vp_zero_based	Niue: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Belep Islands [1276]	Japanese VP 2 -> 1	82_vp_zero_based	Belep Islands: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Isle of Pines [1277]	Japanese VP 2 -> 1	82_vp_zero_based	Isle of Pines: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Koumac [1278]	Japanese VP 2 -> 1	82_vp_zero_based	Koumac: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
La Foa [1279]	Japanese VP 2 -> 1	82_vp_zero_based	La Foa: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lifou [1280]	Japanese VP 2 -> 1	82_vp_zero_based	Lifou: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mare' [1281]	Japanese VP 2 -> 1	82_vp_zero_based	Mare': Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Noumea [1282]	Japanese VP 133 -> 100	82_vp_zero_based	Noumea: Japanese value 133 -> 100 (effective 798 -> 600); J3 the 1942 perimeter, a carrier task force in all
Ouv'ea [1283]	Japanese VP 2 -> 1	82_vp_zero_based	Ouv'ea: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ambrym [1286]	Japanese VP 2 -> 1	82_vp_zero_based	Ambrym: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Anatom [1287]	Japanese VP 2 -> 1	82_vp_zero_based	Anatom: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Aoba Island [1288]	Japanese VP 2 -> 1	82_vp_zero_based	Aoba Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Efate [1289]	Allied VP 100 -> 1	82_vp_zero_based	Efate: Allied value 100 -> 1 (effective 100 -> 1); A7 zero-based: its loss changes nothing
Epi [1290]	Japanese VP 2 -> 1	82_vp_zero_based	Epi: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Erromango [1291]	Japanese VP 2 -> 1	82_vp_zero_based	Erromango: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lakatoro [1292]	Japanese VP 2 -> 1	82_vp_zero_based	Lakatoro: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pentecost Island [1294]	Japanese VP 2 -> 1	82_vp_zero_based	Pentecost Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Santa Maria [1295]	Japanese VP 2 -> 1	82_vp_zero_based	Santa Maria: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tanna [1296]	Japanese VP 2 -> 1	82_vp_zero_based	Tanna: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Torres Islands [1297]	Japanese VP 2 -> 1	82_vp_zero_based	Torres Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Vanua Lava [1298]	Japanese VP 2 -> 1	82_vp_zero_based	Vanua Lava: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tahiti [1306]	Japanese VP 5 -> 1	82_vp_zero_based	Tahiti: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan
Tahiti [1306]	Allied VP 20 -> 1	82_vp_zero_based	Tahiti: Allied value 20 -> 1 (effective 60 -> 3); A7 zero-based: its loss changes nothing
Wallis Island [1358]	Japanese VP 5 -> 1	82_vp_zero_based	Wallis Island: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Beaufort [1461]	Japanese VP 2 -> 1	82_vp_zero_based	Beaufort: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Beaufort [1461]	Allied VP 2 -> 1	82_vp_zero_based	Beaufort: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Duff Islands [1472]	Japanese VP 2 -> 1	82_vp_zero_based	Duff Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Treasury Islands [1478]	Japanese VP 2 -> 1	82_vp_zero_based	Treasury Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Treasury Islands [1478]	Allied VP 2 -> 1	82_vp_zero_based	Treasury Islands: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Rambutyo [1480]	Japanese VP 2 -> 1	82_vp_zero_based	Rambutyo: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rambutyo [1480]	Allied VP 2 -> 1	82_vp_zero_based	Rambutyo: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Umboi Island [1481]	Japanese VP 2 -> 1	82_vp_zero_based	Umboi Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Umboi Island [1481]	Allied VP 2 -> 1	82_vp_zero_based	Umboi Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Long Island [1482]	Japanese VP 2 -> 1	82_vp_zero_based	Long Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Long Island [1482]	Allied VP 2 -> 1	82_vp_zero_based	Long Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Vanimo [1483]	Japanese VP 2 -> 1	82_vp_zero_based	Vanimo: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Vanimo [1483]	Allied VP 2 -> 1	82_vp_zero_based	Vanimo: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Tagula Island [1484]	Japanese VP 2 -> 1	82_vp_zero_based	Tagula Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tagula Island [1484]	Allied VP 2 -> 1	82_vp_zero_based	Tagula Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Ontong Java [1507]	Japanese VP 2 -> 1	82_vp_zero_based	Ontong Java: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ontong Java [1507]	Allied VP 2 -> 1	82_vp_zero_based	Ontong Java: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Raoul Island [1510]	Japanese VP 2 -> 1	82_vp_zero_based	Raoul Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Terapo [1521]	Japanese VP 2 -> 1	82_vp_zero_based	Terapo: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Terapo [1521]	Allied VP 2 -> 1	82_vp_zero_based	Terapo: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Nadzab [1530]	Japanese VP 2 -> 1	82_vp_zero_based	Nadzab: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nadzab [1530]	Allied VP 2 -> 1	82_vp_zero_based	Nadzab: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tenchung [1642]	Japanese VP 2 -> 1	82_vp_zero_based	Tenchung: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tenchung [1642]	Allied VP 2 -> 1	82_vp_zero_based	Tenchung: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Fort Hertz [1643]	Japanese VP 2 -> 1	82_vp_zero_based	Fort Hertz: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Fort Hertz [1643]	Allied VP 2 -> 1	82_vp_zero_based	Fort Hertz: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Pangsau Pass [1649]	Japanese VP 2 -> 1	82_vp_zero_based	Pangsau Pass: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pangsau Pass [1649]	Allied VP 2 -> 1	82_vp_zero_based	Pangsau Pass: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Hukawng Valley [1650]	Japanese VP 2 -> 1	82_vp_zero_based	Hukawng Valley: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Hukawng Valley [1650]	Allied VP 2 -> 1	82_vp_zero_based	Hukawng Valley: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kokoda Trail [1668]	Japanese VP 5 -> 1	82_vp_zero_based	Kokoda Trail: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kokoda Trail [1668]	Allied VP 2 -> 1	82_vp_zero_based	Kokoda Trail: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Oamaru [1685]	Japanese VP 10 -> 1	82_vp_zero_based	Oamaru: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Westport [1686]	Japanese VP 10 -> 1	82_vp_zero_based	Westport: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Wanganui [1687]	Japanese VP 10 -> 1	82_vp_zero_based	Wanganui: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Tauranga [1688]	Japanese VP 10 -> 1	82_vp_zero_based	Tauranga: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Waiouru [1689]	Japanese VP 10 -> 1	82_vp_zero_based	Waiouru: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Queenstown NZ [1690]	Japanese VP 10 -> 1	82_vp_zero_based	Queenstown NZ: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Plaine Des Gaiacs [1691]	Japanese VP 4 -> 1	82_vp_zero_based	Plaine Des Gaiacs: Japanese value 4 -> 1 (effective 8 -> 2); J7 zero-based: holding it changes nothing for Japan
Plaine Des Gaiacs [1691]	Allied VP 4 -> 1	82_vp_zero_based	Plaine Des Gaiacs: Allied value 4 -> 1 (effective 8 -> 2); A7 zero-based: its loss changes nothing
New Plymouth [1692]	Japanese VP 10 -> 1	82_vp_zero_based	New Plymouth: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Tahakopa [1693]	Japanese VP 10 -> 1	82_vp_zero_based	Tahakopa: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Aurukun [1710]	Japanese VP 10 -> 1	82_vp_zero_based	Aurukun: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Aurukun [1710]	Allied VP 2 -> 1	82_vp_zero_based	Aurukun: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Bumaga [1711]	Japanese VP 10 -> 1	82_vp_zero_based	Bumaga: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bumaga [1711]	Allied VP 2 -> 1	82_vp_zero_based	Bumaga: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Lakeland [1713]	Japanese VP 10 -> 1	82_vp_zero_based	Lakeland: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lakeland [1713]	Allied VP 2 -> 1	82_vp_zero_based	Lakeland: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Mitchell River [1714]	Japanese VP 10 -> 1	82_vp_zero_based	Mitchell River: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mitchell River [1714]	Allied VP 2 -> 1	82_vp_zero_based	Mitchell River: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Pearl & Hermes Reef [1807]	Japanese VP 3 -> 1	82_vp_zero_based	Pearl & Hermes Reef: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lisianski Island [1808]	Japanese VP 3 -> 1	82_vp_zero_based	Lisianski Island: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Rendova [1904]	Japanese VP 2 -> 1	82_vp_zero_based	Rendova: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rendova [1904]	Allied VP 2 -> 1	82_vp_zero_based	Rendova: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Buin [1909]	Japanese VP 10 -> 1	82_vp_zero_based	Buin: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Buin [1909]	Allied VP 10 -> 1	82_vp_zero_based	Buin: Allied value 10 -> 1 (effective 10 -> 1); A7 zero-based: its loss changes nothing
Napier [1911]	Japanese VP 3 -> 1	82_vp_zero_based	Napier: Japanese value 3 -> 1 (effective 9 -> 3); J7 zero-based: holding it changes nothing for Japan
Miri [731]	WpnNumber1[Oil]: '150'->'200'	90_reviews_sep26	R4: Miri and Seria at about seven million barrels a year in 1940
Rabaul [992]	port cap 7 -> 4; airfield cap 8 -> 6	91_conversions_bases	SPS: the cheap-build limit is the ordinary-effort size; the three expensive levels above it are the wartime feats. Returned to stock where stock's ceiling (SPS+3) covered the peak; set above stock only where the peak exceeded it (Tinian, Guam, Okinawa, Iwo Jim
Pearl Harbor [584]	port cap 8 -> 5	91_conversions_bases	
Manus [1001]	port cap 6 -> 4; airfield cap 7 -> 5	91_conversions_bases	
Luganville [1293]	port cap 6 -> 3; airfield cap 7 -> 5	91_conversions_bases	
Noumea [1282]	port cap 7 -> 4; airfield cap 6 -> 5	91_conversions_bases	
Port Moresby [981]	port cap 4 -> 2; airfield cap 7 -> 6	91_conversions_bases	
Milne Bay [980]	port cap 4 -> 3	91_conversions_bases	
Munda [744]	airfield cap 5 -> 3	91_conversions_bases	
Buin [1909]	airfield cap 4 -> 3	91_conversions_bases	
Lunga [743]	airfield cap 6 -> 5	91_conversions_bases	
Lae [978]	airfield cap 5 -> 4	91_conversions_bases	
Wewak [985]	airfield cap 4 -> 2	91_conversions_bases	

Item [slot]	Change	Sheet	Note
Makin [776]	airfield cap 3 -> 2	91_conversions_bases	
Canton Island [597]	airfield cap 3 -> 0	91_conversions_bases	
Johnston Island [610]	airfield cap 3 -> 0	91_conversions_bases	
Wake Island [611]	airfield cap 3 -> 0	91_conversions_bases	
Midway Island [581]	airfield cap 4 -> 1	91_conversions_bases	
Guam [608]	port cap 5 -> 2; airfield cap 9 -> 6	91_conversions_bases	
Funafuti [591]	port cap 2 -> 1; airfield cap 4 -> 1	91_conversions_bases	
Tarawa [781]	airfield cap 4 -> 1	91_conversions_bases	
Guam [608]	airfield 1 -> 0	91_conversions_bases	P8: no airfield until Orote, 1943-44
Wake Island [611]	airfield 3 -> 2	91_conversions_bases	P11: one strip, unfinished
Miri [731]	Allied VP 1 -> 50	114_competitiveness	Miri. R2: Sarawak oil; 1 to 50
Hong Kong [810]	Allied VP 94 -> 110	114_competitiveness	Hong Kong. R2: 94 to 110
Guam [608]	forts 1 -> 0	120_register_ready	DEF-D2: Guam had no fortifications in December 1941; the Marine barracks held six 3-inch guns and no coast defence
Pearl Harbor [584]	fuel 610600 -> 500000	120_register_ready	SUP-F1: Pearl Harbor's tank farm held about 4.5 million barrels on 7 December 1941, some 500,000 points at the table's scale, not 610,600
Okaihau [685]	cloned from Savusavu; location 134 -> 115; location 159 -> 183; port cap 1 -> 0; airfield cap 5 -> 0; nation 15 -> 8; type 1 -> 5	127_base_expansion	T2 rail_end. Railhead with no base. North Auckland line terminus [also: Whangarei] [peak port/AF 3/3]
Chabua [986]	cloned from Katmandu; location 57 -> 64; location 28 -> 38; airfield 0 -> 3; airfield cap 2 -> 4; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T1 airfield. ATC Hump main base (Dinjan/Tinsukia same hex) [peak port/AF 0/7]
Gusap [1015]	cloned from New Hanover Island; location 105 -> 98; location 122 -> 124; airfield cap 5 -> 2; type 1 -> 5	127_base_expansion	T1 airfield. Ramu Valley airfield complex built Oct 1943 by US engineers; fighter base for Wewak/Hansa Bay strikes and Shaggy Ridge support. [peak port/AF 0/5] [map patch: trail added, 1 link(s)]
Labuan [1547]	cloned from Dumaguete; location 78 -> 67; port 0 -> 2; port cap 1 -> 2; airfield cap 4 -> 2; nation 16 -> 15; attached HQ USAFFE -> Southeast Asia	127_base_expansion	T1 port. Crown colony island with Victoria Harbour at the mouth of Brunei Bay; 9th Aus Div landed 10 Jun 1945; separate from Beaufort. [peak port/AF 4/5]
Oro Bay [1552]	cloned from Goodenough Island; location 101 -> 100; location 131 -> 130; airfield cap 3 -> 0	127_base_expansion	T1 port. US Base B: main supply port for Buna-Dobodura 1943-44 with Liberty-ship wharves; bombed repeatedly in 1943. [peak port/AF 4/2] [map patch: secondary road added, 1 link(s)]

Item [slot]	Change	Sheet	Note
Mogaung [1572]	cloned from Katmandu; location 57 -> 63; location 28 -> 42; airfield cap 2 -> 0; forts 0 -> 1; attached HQ India Command -> Southeast Asia; monsoon 0 -> 1	127_base_expansion	T1 battle. Railhead town captured by 77th Chindit Bde and Chinese 38th Div June 1944 on the Myitkyina railway. [peak port/AF 0/3]
Wanting [1584]	cloned from Katmandu; location 57 -> 63; location 28 -> 45; airfield cap 2 -> 0; Japanese garrison 0 -> 40; attached HQ India Command -> Southeast Asia; monsoon 0 -> 1	127_base_expansion	T1 town. Yunnan-Burma border crossing of the Burma Road; Ledo and Burma roads linked near here Jan 1945. [peak port/AF 0/1]
Bintulu [1588]	cloned from Dumaguete; location 78 -> 62; location 86 -> 88; port 0 -> 1; airfield cap 4 -> 0; nation 16 -> 15; attached HQ USAFFE -> Southeast Asia	127_base_expansion	T2 airfield. Sarawak coast town with Japanese-used airstrip, bombed by Allies 1945; gap between Miri and Sibu. [peak port/AF 2/3]
Cape Hoskins [1590]	cloned from Feni Islands; location 108 -> 104; port cap 1 -> 0; airfield cap 3 -> 0	127_base_expansion	T2 airfield. Japanese airfield built 1943 on north New Britain; later Australian 5th Div forward base 1944-45. [peak port/AF 1/3] [map patch: trail added, 1 link(s)]
Segi [1616]	cloned from Munda; location 134 -> 135; port cap 2 -> 0; airfield cap 3 -> 0	127_base_expansion	T2 airfield. Coastwatcher Kennedy's base; US fighter strip built Jul 1943 during New Georgia campaign. [peak port/AF 1/3]
Daru [1740]	cloned from Portland Roads; location 91 -> 92; location 132 -> 127; port 0 -> 1; airfield cap 6 -> 0	127_base_expansion	T2 port. Papuan Western Division HQ on Daru Island; RAAF strip and small-craft base guarding western Torres Strait. [peak port/AF 2/3]
Jacquinot Bay [1768]	cloned from Feni Islands; location 108 -> 105; location 126 -> 127; port cap 1 -> 0; airfield cap 3 -> 0	127_base_expansion	T2 port. Australian 5th Div landed Nov 1944; main base, harbour and airfield containing Rabaul 1944-45. [peak port/AF 3/3] [map patch: trail added, 2 link(s)]
Kieta [1771]	cloned from Torokina; location 109 -> 110; port 0 -> 1; airfield cap 5 -> 0	127_base_expansion	T2 port. Bougainville district HQ and harbour; Japanese airfield and base 1942-45 on the east coast. [peak port/AF 2/3] [map patch: trail added, 1 link(s)]
Ranau [1844]	cloned from Banggi; location 69 -> 68; location 85 -> 87; airfield cap 4 -> 0; type 1 -> 5	127_base_expansion	T2 battle. Terminus of the Sandakan death marches 1945 below Kinabalu; Japanese 37th Army interior withdrawal area. [peak port/AF 0/1] [map patch: trail added, 1 link(s)]
Waichow [1924]	cloned from Babuyan; location 84 -> 79; location 71 -> 60; airfield cap 2 -> 0; Japanese garrison 0 -> 20; nation 16 -> 15; attached HQ USAFFE -> Southeast Asia; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 town. East River city on 1938 Bias Bay-Canton invasion route; repeatedly taken 1938-45; East River column area. [peak port/AF 0/3]
Bena Bena [1929]	cloned from New Hanover Island; location 105 -> 97; location 122 -> 124; airfield 0 -> 1; airfield cap 5 -> 1; type 1 -> 5	127_base_expansion	T3 airfield. Prewar highlands strip held by Bena Force 1942-43 as Allied outpost; repeatedly bombed by Japanese aircraft. [peak port/AF 0/2] [map patch: trail added, 1 link(s)]
Jacky Jacky [1935]	cloned from Coen; location 134 -> 129; airfield cap 6 -> 2; type 5 -> 1	127_base_expansion	T3 airfield. Heavy-bomber strip built 1942-43 at Cape York tip; ~40 km from Horn Island, distinct mainland base. [peak port/AF 0/5] [map patch: trail added, 1 link(s)]
Keningau [1937]	cloned from Banggi; location 69 -> 67; location 85 -> 87; airfield cap 4 -> 0; type 1 -> 5	127_base_expansion	T3 airfield. Interior North Borneo valley town with Japanese airstrip; Semut/Agas guerrilla area 1945. [peak port/AF 0/2]
Mount Hagen [1945]	cloned from New Hanover Island; location 105 -> 95; location 122 -> 123; airfield 0 -> 1; airfield cap 5 -> 1; type 1 -> 5	127_base_expansion	T3 airfield. Prewar Wahgi valley mission/goldfield strip used by Allied patrols and ANGAU 1942-45. [peak port/AF 0/2] [map patch: trail added, 2 link(s)]
Wanigela [1958]	cloned from Goodenough Island; location 101 -> 100; port cap 1 -> 0; airfield cap 3 -> 0	127_base_expansion	T3 airfield. Grass strip seized Oct 1942 to fly 2/10th Bn and US 128th Inf forward for the coastal advance on Buna. [peak port/AF 1/2] [map patch: trail added, 1 link(s)]
Garove Island [1968]	cloned from Umboi Island; location 100 -> 103; location 125 -> 124; port cap 1 -> 0; airfield cap 5 -> 0	127_base_expansion	T3 port. Witu Islands harbour used as Japanese barge staging point between Rabaul and New Guinea. [peak port/AF 1/0]
Kamuela [1973]	cloned from Lanai; location 181 -> 183; location 109 -> 110; airfield cap 2 -> 0; type 1 -> 5	127_base_expansion	T3 training. Camp Tarawa, 2nd and 5th Marine Div training area 1944-45; gap between Hilo and Kona. [peak port/AF 0/2]
Karkar Island [1974]	cloned from Long Island; location 100 -> 98; location 124 -> 122; port cap 1 -> 0; airfield cap 5 -> 0	127_base_expansion	T3 port. Plantation island off Madang used by Japanese as barge staging and observation post 1943-44. [peak port/AF 1/1]
Lahad Datu [1977]	cloned from Dumaguete; location 78 -> 70; location 86 -> 90; port 0 -> 1; airfield cap 4 -> 0; nation 16 -> 15; attached HQ USAFFE -> Southeast Asia	127_base_expansion	T3 port. Darvel Bay port on east North Borneo; gap between Sandakan and Tawau. [peak port/AF 2/2] [moved 70,90 from 69,89 (to the coast)]
Levuka [1979]	cloned from Savusavu; location 134 -> 133; location 159 -> 160; port 0 -> 1; airfield cap 5 -> 0	127_base_expansion	T3 port. Old capital of Fiji on Ovalau; small harbour on the Koro Sea. [peak port/AF 1/0]
Morobe [1987]	cloned from Umboi Island; location 100 -> 99; location 125 -> 128; port 0 -> 1; airfield cap 5 -> 0	127_base_expansion	T3 port. Morobe Harbour PT-boat and small-craft base 1943; staging point for the Nassau Bay landing of Jun 1943. [peak port/AF 2/1] [map patch: trail added, 1 link(s)]
Waiouru [1689]	type 1 -> 5	131_stock_type_correct	Waiouru (114,189): inland army camp; Type 1 -> 5 (adopted 2026-09-19)
Nadzab [1530]	port cap 1 -> 0	131_stock_type_correct	Nadzab (98,125): already Type 5; port SPS 1 -> 0, cosmetic (adopted 2026-09-19)

Bases: India, Ceylon and Burma (331)

Item [slot]	Change	Sheet	Note
Rangoon [706]	Japanese VP 20 -> 60	02_pacific_bases	Stock J20/A100
Colombo [688]	Japanese VP 25 -> 100; Allied VP 2 -> 20; port cap 6 -> 7	02_pacific_bases	
Trincomalee [692]	Japanese VP 25 -> 60; Allied VP 2 -> 10	02_pacific_bases	
Addu [736]	Japanese VP 2 -> 5; Allied VP 1 -> 5; airfield cap 0 -> 3	02_pacific_bases	Port T: anchorage
Calcutta [838]	Japanese VP 50 -> 150; Allied VP 1 -> 20	02_pacific_bases	Stock J50
Bombay [837]	Japanese VP 25 -> 100; Allied VP 1 -> 5	02_pacific_bases	
Madras [871]	Japanese VP 25 -> 60; Allied VP 1 -> 5	02_pacific_bases	
Chittagong [841]	Japanese VP 5 -> 40; Allied VP 1 -> 10; airfield 1 -> 3	02_pacific_bases	
Port Blair [900]	Japanese VP 2 -> 15; Allied VP 1 -> 5	02_pacific_bases	
Akyab [695]	Japanese VP 2 -> 10; Allied VP 2 -> 10	02_pacific_bases	
Rangoon [706]	Japanese VP 60 -> 125	22_vp_effective	multiplier 12 (port 4 + 2x AF 4); effective J 1500 A 1200; stock basic J125 A100
Colombo [688]	Japanese VP 100 -> 118; Allied VP 20 -> 29	22_vp_effective	multiplier 17 (port 9 + 2x AF 4); effective J 2000 A 500; stock basic J118 A29
Trincomalee [692]	Japanese VP 60 -> 83; Allied VP 10 -> 21	22_vp_effective	multiplier 12 (port 6 + 2x AF 3); effective J 1000 A 250; stock basic J83 A21
Calcutta [838]	Japanese VP 150 -> 62; Allied VP 20 -> 46	22_vp_effective	multiplier 13 (port 5 + 2x AF 4); effective J 800 A 600; stock basic J62 A46
Bombay [837]	Japanese VP 100 -> 143; Allied VP 5 -> 14	22_vp_effective	multiplier 14 (port 6 + 2x AF 4); effective J 2000 A 200; stock basic J143 A14
Madras [871]	Japanese VP 60 -> 92; Allied VP 5 -> 12	22_vp_effective	multiplier 13 (port 5 + 2x AF 4); effective J 1200 A 150; stock basic J92 A12
Chittagong [841]	Japanese VP 40 -> 50; Allied VP 10 -> 20	22_vp_effective	multiplier 10 (port 4 + 2x AF 3); effective J 500 A 200; stock basic J50 A20
Port Blair [900]	Japanese VP 15 -> 25; Allied VP 5 -> 15	22_vp_effective	multiplier 4 (port 2 + 2x AF 1); effective J 100 A 60; stock basic J25 A15
Akyab [695]	Japanese VP 10 -> 17; Allied VP 10 -> 17	22_vp_effective	multiplier 6 (port 0 + 2x AF 3); effective J 100 A 100; stock basic J17 A17
Magwe [700]	WpnDisabled2[Refinery]: '0'->'100'	31_economy	Yenangyaung/Magwe refinery starts wrecked, as the British left it in April 42 (09b, Allies 2)
Agra [822]	WpnDisabled3[Light Industry]: '0'->'13'	33_mod_adoptions	
Ahmedabad [824]	WpnDisabled4[Light Industry]: '0'->'26'; WpnDisabled2[Resources]: '0'->'13'	33_mod_adoptions	
Amritsar [828]	WpnDisabled3[Light Industry]: '0'->'13'	33_mod_adoptions	

Item [slot]	Change	Sheet	Note
Asansol [829]	WpnDisabled2[Resources]: '0'->'198'	33_mod_a	
		doptions	
Bangalore [830]	WpnDisabled4[Light Industry]: '0'->'13'	33_mod_a	
		doptions	
Bombay [837]	WpnDisabled4[Light Industry]: '0'->'79'; WpnDisabled2[Resources]: '0'->'19'	33_mod_a	
		doptions	
Calcutta [838]	WpnDisabled4[Light Industry]: '0'->'165'; WpnDisabled2[Resources]: '0'->'19'	33_mod_a	
		doptions	
Cawnpore [840]	WpnDisabled4[Light Industry]: '0'->'19'; WpnDisabled2[Resources]: '0'->'13'	33_mod_a	
		doptions	
Delhi [848]	WpnDisabled4[Light Industry]: '0'->'26'; WpnDisabled2[Resources]: '0'->'13'	33_mod_a	
		doptions	
Howrah [855]	WpnDisabled3[Light Industry]: '0'->'13'	33_mod_a	
		doptions	
Hyderabad [856]	WpnDisabled4[Light Industry]: '0'->'33'; WpnDisabled2[Resources]: '0'->'13'	33_mod_a	
		doptions	
Jamshedpur [861]	WpnDisabled2[Resources]: '0'->'138'	33_mod_a	
		doptions	
Karachi [865]	WpnDisabled4[Light Industry]: '0'->'19'; WpnDisabled2[Resources]: '0'->'13'	33_mod_a	
		doptions	
Lahore [867]	WpnDisabled4[Light Industry]: '0'->'26'; WpnDisabled2[Resources]: '0'->'13'	33_mod_a	
		doptions	
Lucknow [869]	WpnDisabled3[Light Industry]: '0'->'13'	33_mod_a	
		doptions	
Madras [871]	WpnDisabled4[Light Industry]: '0'->'33'; WpnDisabled2[Resources]: '0'->'13'	33_mod_a	
		doptions	
Nagpur [878]	WpnDisabled3[Light Industry]: '0'->'13'	33_mod_a	
		doptions	
Poona [880]	WpnDisabled3[Light Industry]: '0'->'13'	33_mod_a	
		doptions	
Salem [884]	WpnDisabled2[Resources]: '0'->'105'	33_mod_a	
		doptions	
Sambalpur [1468]	WpnDisabled1[Resources]: '0'->'115'	33_mod_a	
		doptions	
Lashio [699]	monsoon 0 -> 1	36_china	
Rangoon [706]	monsoon 0 -> 1	36_china	
Bassein [696]		36_china	
Moulmein [703]	monsoon 0 -> 1	36_china	
Calcutta [838]	monsoon 0 -> 1	36_china	
Comilla [1421]		36_china	
Dimapur [850]	supply cap 300 -> 500	37_depth	Bengal-Assam railway at its 1943 capacity (09e-3)
Imphal [858]	supply cap 150 -> 300	37_depth	
Kohima [866]	supply cap 150 -> 200	37_depth	
Silchar [1425]	monsoon 0 -> 1	37_depth	
Tezpur [1426]	monsoon 0 -> 1	37_depth	
Bombay [837]	Japanese VP 143 -> 15	72_vp_tier	Bombay: basic 143 -> 15, effective 2002 -> 210 (x14)
		s	

Item [slot]	Change	Sheet	Note
Madras [871]	Japanese VP 92 -> 10	72_vp_tiers	Madras: basic 92 -> 10, effective 1196 -> 130 (x13)
Calcutta [838]	Japanese VP 62 -> 30	72_vp_tiers	Calcutta: basic 62 -> 30, effective 806 -> 390 (x13)
Delhi [848]	Japanese VP 50 -> 5	72_vp_tiers	Delhi: basic 50 -> 5, effective 400 -> 40 (x8)
Karachi [865]	Japanese VP 25 -> 3	72_vp_tiers	Karachi: basic 25 -> 3, effective 275 -> 33 (x11)
Dacca [847]	Japanese VP 25 -> 10	72_vp_tiers	Dacca: basic 25 -> 10, effective 200 -> 80 (x8)
Hyderabad (Sindh) [857]	Japanese VP 5 -> 2	72_vp_tiers	Hyderabad (Sindh): basic 5 -> 2, effective 40 -> 16 (x8)
Calicut [839]	Japanese VP 5 -> 2	72_vp_tiers	Calicut: basic 5 -> 2, effective 35 -> 14 (x7)
Kandy [689]	Japanese VP 2 -> 1	82_vp_zero_based	Kandy: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Kandy [689]	Allied VP 2 -> 1	82_vp_zero_based	Kandy: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Jaffna [690]	Japanese VP 2 -> 1	82_vp_zero_based	Jaffna: Japanese value 2 -> 1 (effective 10 -> 5); J7 zero-based: holding it changes nothing for Japan
Jaffna [690]	Allied VP 2 -> 1	82_vp_zero_based	Jaffna: Allied value 2 -> 1 (effective 10 -> 5); A7 zero-based: its loss changes nothing
Koggala [691]	Japanese VP 2 -> 1	82_vp_zero_based	Koggala: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Koggala [691]	Allied VP 2 -> 1	82_vp_zero_based	Koggala: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Trincomalee [692]	Allied VP 21 -> 1	82_vp_zero_based	Trincomalee: Allied value 21 -> 1 (effective 252 -> 12); A7 zero-based: its loss changes nothing
Akyab [695]	Japanese VP 17 -> 1	82_vp_zero_based	Akyab: Japanese value 17 -> 1 (effective 102 -> 6); J7 zero-based: holding it changes nothing for Japan
Akyab [695]	Allied VP 17 -> 1	82_vp_zero_based	Akyab: Allied value 17 -> 1 (effective 102 -> 6); A7 zero-based: its loss changes nothing
Bassein [696]	Japanese VP 2 -> 1	82_vp_zero_based	Bassein: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Bassein [696]	Allied VP 2 -> 1	82_vp_zero_based	Bassein: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Katha [698]	Japanese VP 2 -> 1	82_vp_zero_based	Katha: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Katha [698]	Allied VP 2 -> 1	82_vp_zero_based	Katha: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Lashio [699]	Japanese VP 2 -> 1	82_vp_zero_based	Lashio: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Lashio [699]	Allied VP 2 -> 1	82_vp_zero_based	Lashio: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Magwe [700]	Japanese VP 2 -> 1	82_vp_zero_based	Magwe: Japanese value 2 -> 1 (effective 12 -> 6); J7 zero-based: holding it changes nothing for Japan
Magwe [700]	Allied VP 2 -> 1	82_vp_zero_based	Magwe: Allied value 2 -> 1 (effective 12 -> 6); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Mandalay [701]	Japanese VP 2 -> 1	82_vp_zero_based	Mandalay: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Mandalay [701]	Allied VP 10 -> 1	82_vp_zero_based	Mandalay: Allied value 10 -> 1 (effective 40 -> 4); A7 zero-based: its loss changes nothing
Meiktila [702]	Japanese VP 2 -> 1	82_vp_zero_based	Meiktila: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Meiktila [702]	Allied VP 2 -> 1	82_vp_zero_based	Meiktila: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Moulmein [703]	Japanese VP 2 -> 1	82_vp_zero_based	Moulmein: Japanese value 2 -> 1 (effective 18 -> 9); J7 zero-based: holding it changes nothing for Japan
Moulmein [703]	Allied VP 2 -> 1	82_vp_zero_based	Moulmein: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: its loss changes nothing
Prome [705]	Japanese VP 2 -> 1	82_vp_zero_based	Prome: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Prome [705]	Allied VP 2 -> 1	82_vp_zero_based	Prome: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Rangoon [706]	Japanese VP 125 -> 67	82_vp_zero_based	Rangoon: Japanese value 125 -> 67 (effective 1,500 -> 804); J3 the 1942 perimeter, a carrier task force in all
Rangoon [706]	Allied VP 100 -> 125	82_vp_zero_based	Rangoon: Allied value 100 -> 125 (effective 1,200 -> 1,500); A3 liberation, and the cost of losing it
Taung Gyi [707]	Japanese VP 2 -> 1	82_vp_zero_based	Taung Gyi: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Taung Gyi [707]	Allied VP 2 -> 1	82_vp_zero_based	Taung Gyi: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Tavoy [708]	Japanese VP 2 -> 1	82_vp_zero_based	Tavoy: Japanese value 2 -> 1 (effective 20 -> 10); J7 zero-based: holding it changes nothing for Japan
Tavoy [708]	Allied VP 2 -> 1	82_vp_zero_based	Tavoy: Allied value 2 -> 1 (effective 20 -> 10); A7 zero-based: its loss changes nothing
Toungoo [709]	Japanese VP 2 -> 1	82_vp_zero_based	Toungoo: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Toungoo [709]	Allied VP 2 -> 1	82_vp_zero_based	Toungoo: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Victoria Point [710]	Japanese VP 2 -> 1	82_vp_zero_based	Victoria Point: Japanese value 2 -> 1 (effective 18 -> 9); J7 zero-based: holding it changes nothing for Japan
Victoria Point [710]	Allied VP 2 -> 1	82_vp_zero_based	Victoria Point: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: its loss changes nothing
Addu [736]	Japanese VP 5 -> 1	82_vp_zero_based	Addu: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan
Addu [736]	Allied VP 5 -> 1	82_vp_zero_based	Addu: Allied value 5 -> 1 (effective 15 -> 3); A7 zero-based: its loss changes nothing
North Male [737]	Japanese VP 2 -> 1	82_vp_zero_based	North Male: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Diego Garcia [809]	Japanese VP 2 -> 1	82_vp_zero_based	Diego Garcia: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Diego Garcia [809]	Allied VP 10 -> 1	82_vp_zero_based	Diego Garcia: Allied value 10 -> 1 (effective 10 -> 1); A7 zero-based: its loss changes nothing
Agra [822]	Japanese VP 5 -> 1	82_vp_zero_based	Agra: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Ajmer [823]	Japanese VP 5 -> 1	82_vp_zero_based	Ajmer: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Ahmedabad [824]	Japanese VP 5 -> 1	82_vp_zero_based	Ahmedabad: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Aligarh [825]	Japanese VP 5 -> 1	82_vp_zero_based	Aligarh: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Allahabad [826]	Japanese VP 5 -> 1	82_vp_zero_based	Allahabad: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Ambala [827]	Japanese VP 5 -> 1	82_vp_zero_based	Ambala: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Amritsar [828]	Japanese VP 5 -> 1	82_vp_zero_based	Amritsar: Japanese value 5 -> 1 (effective 20 -> 4); J7 zero-based: holding it changes nothing for Japan
Asansol [829]	Japanese VP 5 -> 1	82_vp_zero_based	Asansol: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Bangalore [830]	Japanese VP 5 -> 1	82_vp_zero_based	Bangalore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Bareilly [831]	Japanese VP 5 -> 1	82_vp_zero_based	Bareilly: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Benares [832]	Japanese VP 5 -> 1	82_vp_zero_based	Benares: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Jessore [833]	Japanese VP 5 -> 1	82_vp_zero_based	Jessore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Bhaunagar [834]	Japanese VP 5 -> 1	82_vp_zero_based	Bhaunagar: Japanese value 5 -> 1 (effective 20 -> 4); J7 zero-based: holding it changes nothing for Japan
Bhopal [835]	Japanese VP 5 -> 1	82_vp_zero_based	Bhopal: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Bikaner [836]	Japanese VP 5 -> 1	82_vp_zero_based	Bikaner: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Bombay [837]	Japanese VP 15 -> 14	82_vp_zero_based	Bombay: Japanese value 15 -> 14 (effective 210 -> 196); J5 opportunistic: a raid, never a campaign
Bombay [837]	Allied VP 14 -> 1	82_vp_zero_based	Bombay: Allied value 14 -> 1 (effective 196 -> 14); A7 zero-based: its loss changes nothing
Calcutta [838]	Japanese VP 30 -> 23	82_vp_zero_based	Calcutta: Japanese value 30 -> 23 (effective 390 -> 299); J5 opportunistic: a raid, never a campaign
Calcutta [838]	Allied VP 46 -> 77	82_vp_zero_based	Calcutta: Allied value 46 -> 77 (effective 598 -> 1,001); A5 a loss that is a strategic event
Calicut [839]	Japanese VP 2 -> 1	82_vp_zero_based	Calicut: Japanese value 2 -> 1 (effective 14 -> 7); J7 zero-based: holding it changes nothing for Japan
Cawnpore [840]	Japanese VP 5 -> 1	82_vp_zero_based	Cawnpore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Chittagong [841]	Japanese VP 50 -> 1	82_vp_zero_based	Chittagong: Japanese value 30 -> 1 (effective 300 -> 10); J7 zero-based: holding it changes nothing for Japan
Chittagong [841]	Allied VP 20 -> 1	82_vp_zero_based	Chittagong: Allied value 20 -> 1 (effective 200 -> 10); A7 zero-based: its loss changes nothing
Cocanada [842]	Japanese VP 5 -> 1	82_vp_zero_based	Cocanada: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Cochin [843]	Japanese VP 5 -> 1	82_vp_zero_based	Cochin: Japanese value 5 -> 1 (effective 30 -> 6); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Cox's Bazar [844]	Japanese VP 2 -> 1	82_vp_zero_based	Cox's Bazar: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Coimbatore [845]	Japanese VP 5 -> 1	82_vp_zero_based	Coimbatore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Cuttack [846]	Japanese VP 5 -> 1	82_vp_zero_based	Cuttack: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Dacca [847]	Japanese VP 10 -> 1	82_vp_zero_based	Dacca: Japanese value 10 -> 1 (effective 80 -> 8); J7 zero-based: holding it changes nothing for Japan
Delhi [848]	Japanese VP 5 -> 12	82_vp_zero_based	Delhi: Japanese value 5 -> 12 (effective 40 -> 96); J5 opportunistic: a raid, never a campaign
Diamond Harbour [849]	Japanese VP 5 -> 1	82_vp_zero_based	Diamond Harbour: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan
Dimapur [850]	Japanese VP 5 -> 1	82_vp_zero_based	Dimapur: Japanese value 5 -> 1 (effective 20 -> 4); J7 zero-based: holding it changes nothing for Japan
Ranchi [851]	Japanese VP 5 -> 1	82_vp_zero_based	Ranchi: Japanese value 5 -> 1 (effective 20 -> 4); J7 zero-based: holding it changes nothing for Japan
Goa [852]	Japanese VP 5 -> 1	82_vp_zero_based	Goa: Japanese value 5 -> 1 (effective 30 -> 6); J7 zero-based: holding it changes nothing for Japan
Gorakhpur [853]	Japanese VP 5 -> 1	82_vp_zero_based	Gorakhpur: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Gwalior [854]	Japanese VP 5 -> 1	82_vp_zero_based	Gwalior: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Howrah [855]	Japanese VP 5 -> 1	82_vp_zero_based	Howrah: Japanese value 5 -> 1 (effective 20 -> 4); J7 zero-based: holding it changes nothing for Japan
Hyderabad [856]	Japanese VP 5 -> 1	82_vp_zero_based	Hyderabad: Japanese value 5 -> 1 (effective 30 -> 6); J7 zero-based: holding it changes nothing for Japan
Hyderabad (Sindh) [857]	Japanese VP 2 -> 1	82_vp_zero_based	Hyderabad (Sindh): Japanese value 2 -> 1 (effective 16 -> 8); J7 zero-based: holding it changes nothing for Japan
Imphal [858]	Japanese VP 5 -> 1	82_vp_zero_based	Imphal: Japanese value 5 -> 1 (effective 30 -> 6); J7 zero-based: holding it changes nothing for Japan
Indore [859]	Japanese VP 5 -> 1	82_vp_zero_based	Indore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Jaipur [860]	Japanese VP 5 -> 1	82_vp_zero_based	Jaipur: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Jamshedpur [861]	Japanese VP 5 -> 1	82_vp_zero_based	Jamshedpur: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Jodphur [862]	Japanese VP 5 -> 1	82_vp_zero_based	Jodphur: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Jubbulpore [864]	Japanese VP 5 -> 1	82_vp_zero_based	Jubbulpore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Karachi [865]	Japanese VP 3 -> 9	82_vp_zero_based	Karachi: Japanese value 3 -> 9 (effective 33 -> 99); J5 opportunistic: a raid, never a campaign
Kohima [866]	Japanese VP 5 -> 1	82_vp_zero_based	Kohima: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Lahore [867]	Japanese VP 5 -> 1	82_vp_zero_based	Lahore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Lucknow [869]	Japanese VP 5 -> 1	82_vp_zero_based	Lucknow: Japanese value 5 -> 1 (effective 30 -> 6); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Ludhiana [870]	Japanese VP 5 -> 1	82_vp_zero_based	Ludhiana: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Madras [871]	Japanese VP 10 -> 15	82_vp_zero_based	Madras: Japanese value 10 -> 15 (effective 130 -> 195); J5 opportunistic: a raid, never a campaign
Madras [871]	Allied VP 12 -> 1	82_vp_zero_based	Madras: Allied value 12 -> 1 (effective 156 -> 13); A7 zero-based: its loss changes nothing
Madurai [872]	Japanese VP 5 -> 1	82_vp_zero_based	Madurai: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Mangalore [873]	Japanese VP 5 -> 1	82_vp_zero_based	Mangalore: Japanese value 5 -> 1 (effective 25 -> 5); J7 zero-based: holding it changes nothing for Japan
Meerut [874]	Japanese VP 5 -> 1	82_vp_zero_based	Meerut: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Moradabad [875]	Japanese VP 5 -> 1	82_vp_zero_based	Moradabad: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Multan [876]	Japanese VP 5 -> 1	82_vp_zero_based	Multan: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Mysore [877]	Japanese VP 5 -> 1	82_vp_zero_based	Mysore: Japanese value 5 -> 1 (effective 20 -> 4); J7 zero-based: holding it changes nothing for Japan
Nagpur [878]	Japanese VP 5 -> 1	82_vp_zero_based	Nagpur: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Patna [879]	Japanese VP 5 -> 1	82_vp_zero_based	Patna: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Poona [880]	Japanese VP 5 -> 1	82_vp_zero_based	Poona: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Raipur [881]	Japanese VP 5 -> 1	82_vp_zero_based	Raipur: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Rangpur [882]	Japanese VP 5 -> 1	82_vp_zero_based	Rangpur: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rawalpindi [883]	Japanese VP 5 -> 1	82_vp_zero_based	Rawalpindi: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Salem [884]	Japanese VP 5 -> 1	82_vp_zero_based	Salem: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Sholapur [885]	Japanese VP 5 -> 1	82_vp_zero_based	Sholapur: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sialkot [886]	Japanese VP 5 -> 1	82_vp_zero_based	Sialkot: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Srinagar [887]	Japanese VP 5 -> 1	82_vp_zero_based	Srinagar: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Surat [888]	Japanese VP 5 -> 1	82_vp_zero_based	Surat: Japanese value 5 -> 1 (effective 35 -> 7); J7 zero-based: holding it changes nothing for Japan
Tanjore [889]	Japanese VP 5 -> 1	82_vp_zero_based	Tanjore: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Trichinopoly [890]	Japanese VP 5 -> 1	82_vp_zero_based	Trichinopoly: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Trivandrum [891]	Japanese VP 5 -> 1	82_vp_zero_based	Trivandrum: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan
Vizagapatnam [892]	Japanese VP 5 -> 1	82_vp_zero_based	Vizagapatnam: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Katmandu [895]	Japanese VP 5 -> 1	82_vp_zero_based	Katmandu: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Little Andaman [898]	Japanese VP 2 -> 1	82_vp_zero_based	Little Andaman: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Great Nicobar [899]	Japanese VP 2 -> 1	82_vp_zero_based	Great Nicobar: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Port Blair [900]	Japanese VP 25 -> 1	82_vp_zero_based	Port Blair: Japanese value 25 -> 1 (effective 100 -> 4); J7 zero-based: holding it changes nothing for Japan
Port Blair [900]	Allied VP 15 -> 1	82_vp_zero_based	Port Blair: Allied value 15 -> 1 (effective 60 -> 4); A7 zero-based: its loss changes nothing
Trinkat [901]	Japanese VP 2 -> 1	82_vp_zero_based	Trinkat: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sabang [1142]	Japanese VP 2 -> 1	82_vp_zero_based	Sabang: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Sabang [1142]	Allied VP 2 -> 1	82_vp_zero_based	Sabang: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Socotra [1410]	Allied VP 10 -> 1	82_vp_zero_based	Socotra: Allied value 10 -> 1 (effective 60 -> 6); A7 zero-based: its loss changes nothing
Kalemyo [1413]	Japanese VP 2 -> 1	82_vp_zero_based	Kalemyo: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kalemyo [1413]	Allied VP 2 -> 1	82_vp_zero_based	Kalemyo: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Ramree Island [1414]	Japanese VP 2 -> 1	82_vp_zero_based	Ramree Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ramree Island [1414]	Allied VP 2 -> 1	82_vp_zero_based	Ramree Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Mergui [1415]	Japanese VP 2 -> 1	82_vp_zero_based	Mergui: Japanese value 2 -> 1 (effective 8 -> 4); J7 zero-based: holding it changes nothing for Japan
Mergui [1415]	Allied VP 2 -> 1	82_vp_zero_based	Mergui: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: its loss changes nothing
Pegu [1416]	Japanese VP 2 -> 1	82_vp_zero_based	Pegu: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Pegu [1416]	Allied VP 2 -> 1	82_vp_zero_based	Pegu: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Shwebo [1417]	Japanese VP 2 -> 1	82_vp_zero_based	Shwebo: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Shwebo [1417]	Allied VP 2 -> 1	82_vp_zero_based	Shwebo: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Bellary [1418]	Japanese VP 5 -> 1	82_vp_zero_based	Bellary: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Bezwada [1419]	Japanese VP 5 -> 1	82_vp_zero_based	Bezwada: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Chanda [1420]	Japanese VP 5 -> 1	82_vp_zero_based	Chanda: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Comilla [1421]	Japanese VP 5 -> 1	82_vp_zero_based	Comilla: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Darjeeling [1422]	Japanese VP 5 -> 1	82_vp_zero_based	Darjeeling: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Jalgaon [1423]	Japanese VP 5 -> 1	82_vp_zero_based	Jalgaon: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nander [1424]	Japanese VP 5 -> 1	82_vp_zero_based	Nander: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Silchar [1425]	Japanese VP 5 -> 1	82_vp_zero_based	Silchar: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tezpur [1426]	Japanese VP 5 -> 1	82_vp_zero_based	Tezpur: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Warangal [1427]	Japanese VP 5 -> 1	82_vp_zero_based	Warangal: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Sambalpur [1468]	Japanese VP 5 -> 1	82_vp_zero_based	Sambalpur: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Car Nicobar [1495]	Japanese VP 2 -> 1	82_vp_zero_based	Car Nicobar: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Donbaik [1619]	Japanese VP 2 -> 1	82_vp_zero_based	Donbaik: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Donbaik [1619]	Allied VP 2 -> 1	82_vp_zero_based	Donbaik: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Sittang Bridge [1620]	Japanese VP 2 -> 1	82_vp_zero_based	Sittang Bridge: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sittang Bridge [1620]	Allied VP 2 -> 1	82_vp_zero_based	Sittang Bridge: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Papun [1621]	Japanese VP 2 -> 1	82_vp_zero_based	Papun: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Papun [1621]	Allied VP 2 -> 1	82_vp_zero_based	Papun: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Karen Hills [1622]	Japanese VP 2 -> 1	82_vp_zero_based	Karen Hills: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Karen Hills [1622]	Allied VP 2 -> 1	82_vp_zero_based	Karen Hills: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kachin Hills [1623]	Japanese VP 2 -> 1	82_vp_zero_based	Kachin Hills: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kachin Hills [1623]	Allied VP 2 -> 1	82_vp_zero_based	Kachin Hills: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Gokteik Viaduct [1624]	Japanese VP 2 -> 1	82_vp_zero_based	Gokteik Viaduct: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Gokteik Viaduct [1624]	Allied VP 2 -> 1	82_vp_zero_based	Gokteik Viaduct: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Yamethin [1625]	Japanese VP 2 -> 1	82_vp_zero_based	Yamethin: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Yamethin [1625]	Allied VP 2 -> 1	82_vp_zero_based	Yamethin: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Myingyan [1626]	Japanese VP 2 -> 1	82_vp_zero_based	Myingyan: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Myingyan [1626]	Allied VP 2 -> 1	82_vp_zero_based	Myingyan: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Pauk [1627]	Japanese VP 2 -> 1	82_vp_zero_based	Pauk: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Pauk [1627]	Allied VP 2 -> 1	82_vp_zero_based	Pauk: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kawludo [1628]	Japanese VP 2 -> 1	82_vp_zero_based	Kawludo: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kawludo [1628]	Allied VP 2 -> 1	82_vp_zero_based	Kawludo: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Phyu [1629]	Japanese VP 2 -> 1	82_vp_zero_based	Phyu: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Phyu [1629]	Allied VP 2 -> 1	82_vp_zero_based	Phyu: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Daik - u [1630]	Japanese VP 2 -> 1	82_vp_zero_based	Daik - u: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Daik - u [1630]	Allied VP 2 -> 1	82_vp_zero_based	Daik - u: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Chin Hills [1631]	Japanese VP 2 -> 1	82_vp_zero_based	Chin Hills: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Chin Hills [1631]	Allied VP 2 -> 1	82_vp_zero_based	Chin Hills: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Mount Victoria [1632]	Japanese VP 2 -> 1	82_vp_zero_based	Mount Victoria: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mount Victoria [1632]	Allied VP 2 -> 1	82_vp_zero_based	Mount Victoria: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Arakan Yoma (N) [1633]	Japanese VP 2 -> 1	82_vp_zero_based	Arakan Yoma (N): Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Arakan Yoma (N) [1633]	Allied VP 2 -> 1	82_vp_zero_based	Arakan Yoma (N): Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Arakan Yoma [1634]	Japanese VP 2 -> 1	82_vp_zero_based	Arakan Yoma: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Arakan Yoma [1634]	Allied VP 2 -> 1	82_vp_zero_based	Arakan Yoma: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Arakan Yoma (S) [1635]	Japanese VP 2 -> 1	82_vp_zero_based	Arakan Yoma (S): Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Arakan Yoma (S) [1635]	Allied VP 2 -> 1	82_vp_zero_based	Arakan Yoma (S): Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Thanbyuzayat [1636]	Japanese VP 2 -> 1	82_vp_zero_based	Thanbyuzayat: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Thanbyuzayat [1636]	Allied VP 2 -> 1	82_vp_zero_based	Thanbyuzayat: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Ye [1637]	Japanese VP 2 -> 1	82_vp_zero_based	Ye: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Ye [1637]	Allied VP 2 -> 1	82_vp_zero_based	Ye: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: its loss changes nothing
Tanbaya [1638]	Japanese VP 2 -> 1	82_vp_zero_based	Tanbaya: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tanbaya [1638]	Allied VP 2 -> 1	82_vp_zero_based	Tanbaya: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Lushai Hills [1644]	Japanese VP 2 -> 1	82_vp_zero_based	Lushai Hills: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Lushai Hills [1644]	Allied VP 2 -> 1	82_vp_zero_based	Lushai Hills: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Gangaw [1645]	Japanese VP 2 -> 1	82_vp_zero_based	Gangaw: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Gangaw [1645]	Allied VP 2 -> 1	82_vp_zero_based	Gangaw: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Tiddim [1646]	Japanese VP 2 -> 1	82_vp_zero_based	Tiddim: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Tiddim [1646]	Allied VP 2 -> 1	82_vp_zero_based	Tiddim: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Naga Hills [1647]	Japanese VP 2 -> 1	82_vp_zero_based	Naga Hills: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Naga Hills [1647]	Allied VP 2 -> 1	82_vp_zero_based	Naga Hills: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kabaw Valley [1648]	Japanese VP 2 -> 1	82_vp_zero_based	Kabaw Valley: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kabaw Valley [1648]	Allied VP 2 -> 1	82_vp_zero_based	Kabaw Valley: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Jacobabad [1850]	Japanese VP 5 -> 1	82_vp_zero_based	Jacobabad: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Gilgit [1854]	Japanese VP 5 -> 1	82_vp_zero_based	Gilgit: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Rajshashi [1855]	Japanese VP 5 -> 1	82_vp_zero_based	Rajshashi: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Puttalam [1873]	Japanese VP 2 -> 1	82_vp_zero_based	Puttalam: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Puttalam [1873]	Allied VP 2 -> 1	82_vp_zero_based	Puttalam: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Badulla [1874]	Japanese VP 2 -> 1	82_vp_zero_based	Badulla: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Badulla [1874]	Allied VP 2 -> 1	82_vp_zero_based	Badulla: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Batticaloa [1875]	Japanese VP 2 -> 1	82_vp_zero_based	Batticaloa: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Batticaloa [1875]	Allied VP 2 -> 1	82_vp_zero_based	Batticaloa: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Elphinstone Island [1881]	Japanese VP 2 -> 1	82_vp_zero_based	Elphinstone Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Lampi Island [1882]	Japanese VP 2 -> 1	82_vp_zero_based	Lampi Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rameswaram [1883]	Japanese VP 2 -> 1	82_vp_zero_based	Rameswaram: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Rameswaram [1883]	Allied VP 2 -> 1	82_vp_zero_based	Rameswaram: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Mannar [1884]	Japanese VP 2 -> 1	82_vp_zero_based	Mannar: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Mannar [1884]	Allied VP 2 -> 1	82_vp_zero_based	Mannar: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Abd al Kuri [1906]	Japanese VP 5 -> 1	82_vp_zero_based	Abd al Kuri: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Dante [1907]	Allied VP 10 -> 1	82_vp_zero_based	Dante: Allied value 10 -> 1 (effective 30 -> 3); A7 zero-based: its loss changes nothing
Laamu [1908]	Japanese VP 2 -> 1	82_vp_zero_based	Laamu: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Magwe [700]	WpnNumber1[Oil]: '300'->'200'	90_reviews_sep26	R4: Yenangyaung at about seven million barrels a year
Addu [736]	airfield cap 3 -> 0	91_conversions_bases	
Colombo [688]	port 9 -> 7	91_conversions_bases	P4
Colombo [688]	Japanese VP 118 -> 59	81_vp_anchor	Colombo: Japanese value 118 -> 59 (effective 2,006 -> 1,003 at start multiplier 17); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Trincomalee [692]	Japanese VP 83 -> 50	81_vp_anchor	Trincomalee: Japanese value 83 -> 50 (effective 996 -> 600 at start multiplier 12); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Chittagong [841]	Japanese VP 1 -> 30	81_vp_anchor	Chittagong: Japanese value 50 -> 30 (effective 500 -> 300 at start multiplier 10); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Rangoon [706]	Allied VP 125 -> 150	114_competitiveness	Rangoon. R2: the Fourteenth Army's objective; 125 to 150
Jharia [261]	cloned from Katmandu; location 57 -> 52; location 28 -> 33; airfield cap 2 -> 0; nation 15 -> 14	127_base_expansion	T1 resource. Jharia coalfield, India's main coking-coal source feeding Jamshedpur steel; Dhanbad rail junction adjacent. [peak port/AF 0/2]
Mymensingh [585]	cloned from Katmandu; location 28 -> 36; airfield cap 2 -> 0; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T1 rail_end. Railhead with no base. Bengal-Assam Railway town on the old Brahmaputra; ferry route to Assam [peak port/AF 0/3]
Pathankot [595]	cloned from Katmandu; location 57 -> 56; location 28 -> 13; airfield 0 -> 1; airfield cap 2 -> 1; nation 15 -> 14	127_base_expansion	T1 rail_end. Railhead with no base. Terminus for the Kangra Valley and the road into Kashmir; RAF field [peak port/AF 0/4]
Sukkur [601]	cloned from Katmandu; location 57 -> 47; location 28 -> 7; airfield 0 -> 1; airfield cap 2 -> 1; nation 15 -> 14	127_base_expansion	T1 rail_end. Railhead with no base. Lansdowne Bridge over the Indus; North Western Railway junction for Quetta and Karachi. Indus crossing (Lansdowne bridge) and Lloyd Barrage on the NWR Karachi-Lahore main line. [peak port/AF 1/3]
Rangapara [693]	cloned from Katmandu; location 57 -> 61; location 28 -> 36; airfield cap 2 -> 0; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T2 rail_end. Railhead with no base. North-bank Assam line beyond Tezpur (Balipara/Rangapara); verify name against art [peak port/AF 0/3]
Ratnapura [724]	cloned from Laamu; location 18 -> 29; location 48 -> 49; attached HQ Southeast Asia -> India Command; type 1 -> 5	127_base_expansion	T2 rail_end. Railhead with no base. Kelani Valley line; Ceylon rubber and gem district [peak port/AF 0/1]
Raxaul [734]	cloned from Katmandu; location 57 -> 56; airfield cap 2 -> 0	127_base_expansion	T2 rail_end. Railhead with no base. Nepal border station; Nepal Government Railway to Amlekhganj on the road to Katmandu [also: Birganj] [peak port/AF 0/1]
Chakulia [987]	cloned from Katmandu; location 57 -> 51; location 28 -> 35; airfield cap 2 -> 5; nation 15 -> 14	127_base_expansion	T1 airfield. XX Bomber Command B-29 base (40th BG, 58th Wing HQ) from Apr 1944; ~55 km W of Kharagpur. [peak port/AF 0/8]
Feni [994]	cloned from Katmandu; location 57 -> 56; location 28 -> 40; airfield 0 -> 1; airfield cap 2 -> 3; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T1 airfield. RAF/USAAF Arakan field [peak port/AF 0/6]
Gauhati [1006]	cloned from Katmandu; location 57 -> 59; location 28 -> 36; airfield 0 -> 1; airfield cap 2 -> 1; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T1 airfield. Brahmaputra port/rail. Moved off Tezpur hex to the Brahmaputra hex west of it [peak port/AF 0/4] [map patch: minor rail added, 1 link(s)]
Kharagpur [1020]	cloned from Katmandu; location 57 -> 51; location 28 -> 37; airfield 0 -> 2; airfield cap 2 -> 6; nation 15 -> 14	127_base_expansion	T1 airfield. XX Bomber Command HQ; B-29 fields (Chakulia/Kalaikunda/Piardoba) [peak port/AF 0/9] [moved 51,37 from 51,36 (onto the railway)]

Item [slot]	Change	Sheet	Note
Vavuniya [1345]	cloned from Laamu; location 18 -> 31; location 48 -> 46; airfield cap 0 -> 3; attached HQ Southeast Asia -> India Command; type 1 -> 5	127_base_expansion	T1 airfield. RAF Vavuniya, built during the war; Liberator/Beaufighter base for Bay of Bengal ops; N Ceylon between Jaffna and Trincomalee. [peak port/AF 0/6]
Dehra Dun [1501]	cloned from Katmandu; location 57 -> 55; location 28 -> 16; airfield cap 2 -> 0; nation 15 -> 14	127_base_expansion	T1 training. Indian Military Academy (officer training) and Gurkha regimental centres; rail terminus north of Meerut. [peak port/AF 0/2] [map patch: major rail added, 2 link(s)]
Deolali [1536]	cloned from Nander; location 40 -> 38; location 29 -> 24; airfield cap 6 -> 0	127_base_expansion	T1 depot. Principal British Army transit/reinforcement camp for troops landed at Bombay; artillery school; GIP main line. [peak port/AF 0/3]
Kyaukpyu [1546]	cloned from Elphinstone Island; location 52 -> 54; location 62 -> 47; port 0 -> 1; port cap 0 -> 1; monsoon 0 -> 1	127_base_expansion	T1 port. Deep anchorage at N tip of Ramree Island; Jan 1945 landing, then forward air-supply base and port for 14th Army. [peak port/AF 4/4]
Maymyo [1551]	cloned from Elphinstone Island; location 52 -> 60; location 62 -> 46; forts 0 -> 1; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T1 hq. Burma summer capital; Burma Army HQ 1942, Japanese 15th Army HQ 1943-44; Anisakan airfield; ~40 km E of Mandalay. [peak port/AF 0/4]
Shillong [1555]	cloned from Katmandu; location 57 -> 59; location 28 -> 37; airfield cap 2 -> 0; forts 0 -> 1; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T1 hq. Assam capital; HQ Eastern Army/IV Corps rear and 1944 hill base for 14th Army; road head to Gauhati and Sylhet. [peak port/AF 0/2]
Tuticorin [1559]	cloned from Laamu; location 18 -> 29; location 48 -> 44; port 0 -> 2; port cap 0 -> 2; nation 15 -> 14; attached HQ Southeast Asia -> India Command	127_base_expansion	T1 port. Main Gulf of Mannar port and SIR rail terminus (Ceylon ferry); coastal defence and naval anchorage 1942-45. [peak port/AF 4/3] [map patch: minor rail added, 2 link(s)]
Agartala [1585]	cloned from Katmandu; location 28 -> 38; airfield cap 2 -> 3; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T2 airfield. Major RAF/USAAF field 1942-45 (Hurricanes, Beaufighters, 1st Air Commando B-25s); ~48 km NE of Comilla, place in hex N of it if Comilla hex is shared. [peak port/AF 0/6]
Arkonam [1587]	cloned from Nander; location 40 -> 34; location 29 -> 39; airfield cap 6 -> 3	127_base_expansion	T2 airfield. Rail junction west of Madras; wartime RAF airfield, later RN air station; covers Madras inland approaches. [peak port/AF 0/6]
Gaya [1595]	cloned from Katmandu; location 57 -> 52; location 28 -> 31; airfield cap 2 -> 3; nation 15 -> 14	127_base_expansion	T2 airfield. RAF/USAAF bomber and transport field 1942-45 and Grand Chord rail junction; fills gap between Patna and Ranchi. [peak port/AF 0/6] [moved 52,31 from 53,30 (onto the railway)]
Minneriya [1600]	cloned from Laamu; location 18 -> 30; location 48 -> 47; airfield cap 0 -> 3; attached HQ Southeast Asia -> India Command; type 1 -> 5	127_base_expansion	T2 airfield. RAF Minneriya 1942-46 bomber field (Sigiriya satellite) inland of Trincomalee; Ceylon hexes crowded, place only if free. [peak port/AF 0/6]
Sylhet [1617]	cloned from Katmandu; location 57 -> 58; location 28 -> 39; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T2 airfield. RAF Sylhet (Salutikar) fighter/transport field 1942-45 on the Surma river; fills gap between Dacca, Shillong and Silchar. [peak port/AF 1/5] [moved 58,39 from 59,38 (onto the railway)]
Ahmednagar [1652]	cloned from Nander; location 40 -> 38; location 29 -> 26; airfield cap 6 -> 0	127_base_expansion	T2 training. Indian Armoured Corps Centre and School, vehicle depot and internment camp; Deccan road/rail node. [peak port/AF 0/3]
Belgaum [1707]	cloned from Nander; location 40 -> 33; airfield cap 6 -> 2	127_base_expansion	T2 training. Large cantonment with infantry/tactical training schools and wartime RAF airfield on the Poona-Goa axis. [peak port/AF 0/5]
Cannanore [1735]	cloned from Nander; location 40 -> 30; location 29 -> 36; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; type 5 -> 1	127_base_expansion	T2 port. Malabar coast cantonment and minor port between Calicut and Mangalore. [peak port/AF 2/2]
Chhindwara [1737]	cloned from Chanda; location 42 -> 44; location 29 -> 27; airfield cap 6 -> 0	127_base_expansion	T2 training. Central Provinces jungle warfare training area used by formations bound for Burma 1943-44. [peak port/AF 0/2]
Gopalpur [1753]	cloned from Chanda; location 42 -> 46; location 29 -> 37; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; type 5 -> 1	127_base_expansion	T2 port. Ganjam port with Berhampur rail town; Japanese Malaya Force raided shipping off this coast Apr 1942; fills 3-hex gap. [peak port/AF 2/3] [moved 46,37 from 45,37 (closer to the true position)]
Karwar [1769]	cloned from Nander; location 40 -> 32; location 29 -> 30; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; type 5 -> 1	127_base_expansion	T2 port. Natural harbour (Bombay Presidency) just south of Goa; fills coast gap to Mangalore. [peak port/AF 3/2]
Masulipatam [1780]	cloned from Chanda; location 42 -> 39; location 29 -> 37; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; type 5 -> 1	127_base_expansion	T2 port. Historic Kistna delta port and rail branch terminus east of Bezwada; coastal defence area 1942. [peak port/AF 2/3]
Negapatam [1783]	cloned from Nander; location 40 -> 32; location 29 -> 43; port 0 -> 2; port cap 0 -> 2; airfield cap 6 -> 0; type 5 -> 1	127_base_expansion	T2 port. South Indian Rly port for Palk Bay trade to Ceylon/Malaya; fills coast between Tanjore and Rameswaram. [peak port/AF 3/2]
Panagarh [1785]	cloned from Katmandu; location 57 -> 53; location 28 -> 35; airfield cap 2 -> 3; nation 15 -> 14	127_base_expansion	T2 depot. Major US ordnance/ASC depot and ATC air depot field on the Grand Trunk Road and EIR main line between Asansol and Burdwan. [peak port/AF 0/6] [moved 53,35 from 52,35 (onto the railway)]
Pondicherry [1787]	cloned from Nander; location 40 -> 33; location 29 -> 41; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; type 5 -> 1	127_base_expansion	T2 port. Capital of French India (rallied to Free France 1940); open roadstead port south of Madras. [peak port/AF 2/2]

Item [slot]	Change	Sheet	Note
Saugor [1791]	cloned from Chanda; location 42 -> 47; location 29 -> 25; airfield cap 6 -> 1	127_base_expansion	T2 training. Cantonment; Wingate's 77th Bde/Special Force trained in the Saugor-Jhansi jungles 1942-43; may share Bina hex. [peak port/AF 0/4] [moved 47,25 from 46,25 (onto the railway)]
Simla [1794]	cloned from Katmandu; location 57 -> 56; location 28 -> 14; airfield cap 2 -> 0; nation 15 -> 14	127_base_expansion	T2 hq. Summer capital of the Government of India and summer seat of GHQ India. [peak port/AF 0/1] [map patch: minor rail added, 2 link(s)]
Goalundo [1818]	cloned from Katmandu; location 57 -> 54; location 28 -> 37; airfield cap 2 -> 0; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T2 river_port. Ganges-Brahmaputra confluence rail/steamer terminus of the Eastern Bengal Rly; key trans-shipment point for Assam traffic. [peak port/AF 3/1] [moved 54,37 from 55,37 (onto the railway, onto the road)]
Homalin [1821]	cloned from Katmandu; location 57 -> 61; location 28 -> 41; airfield cap 2 -> 0; attached HQ India Command -> Southeast Asia; monsoon 0 -> 1	127_base_expansion	T2 battle. Chindwin river post where Japanese 31st/15th Divs crossed for Kohima-Imphal (Mar 1944); retaken Dec 1944. [peak port/AF 1/2] [map patch: trail added, 1 link(s)]
Jhansi [1825]	cloned from Chanda; location 42 -> 49; location 29 -> 22; airfield 0 -> 1; airfield cap 6 -> 2	127_base_expansion	T2 rail_junction. GIP rail junction, large cantonment and workshops; Special Force (Chindit) training area 1943. [peak port/AF 0/5]
Kangaw [1827]	cloned from Elphinstone Island; location 52 -> 55; location 62 -> 46; airfield cap 1 -> 0; monsoon 0 -> 1	127_base_expansion	T2 battle. Hill 170 battle (3rd Commando Bde, Jan-Feb 1945) after the Myebon landing, cutting the Japanese Arakan withdrawal. [peak port/AF 1/1]
Kawkareik [1828]	cloned from Elphinstone Island; location 52 -> 56; location 62 -> 56; airfield cap 1 -> 0; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 battle. Border town on the Moulmein-Mae Sot road; first Japanese invasion battle vs 17th Indian Div, Jan 1942. [peak port/AF 0/1]
Myohaung [1836]	cloned from Katmandu; location 57 -> 55; location 28 -> 45; airfield cap 2 -> 0; attached HQ India Command -> Southeast Asia; monsoon 0 -> 1	127_base_expansion	T2 battle. Old Arakan capital on the Kaladan; objective of 81st/82nd WA Divs, taken Jan 1945; fills hex NE of Akyab. [peak port/AF 1/2]
Namhkam [1837]	cloned from Katmandu; location 57 -> 62; location 28 -> 45; airfield cap 2 -> 0; attached HQ India Command -> Southeast Asia; monsoon 0 -> 1	127_base_expansion	T2 battle. Shweli valley town taken by NCAC Jan 1945; Ledo Road/Burma Road junction area near Muse. [peak port/AF 0/2]
Siliguri [1849]	cloned from Katmandu; location 57 -> 58; location 28 -> 33; airfield cap 2 -> 1; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T2 rail_junction. Break-of-gauge junction on the Bengal-Assam line and Darjeeling Rly; Bagdogra airfield built nearby during the war. [peak port/AF 0/4]
Balasore [1887]	cloned from Katmandu; location 57 -> 50; location 28 -> 37; port 0 -> 1; port cap 0 -> 1; airfield cap 2 -> 1; nation 15 -> 14; monsoon 0 -> 1; type 5 -> 1	127_base_expansion	T2 town. Orissa coast rail town and anchorage between Kharagpur and Cuttack; 1942 coastal defence area. [peak port/AF 1/4]
Kengtung [1893]	cloned from Elphinstone Island; location 52 -> 62; location 62 -> 50; airfield 0 -> 1; monsoon 0 -> 1; type 1 -> 5	127_base_expansion	T2 town. Eastern Shan capital; Chinese 93rd Div 1942, then Thai Phayap Army occupation 1942-45. [peak port/AF 0/3]
Lumding [1894]	cloned from Katmandu; location 57 -> 61; location 28 -> 38; airfield cap 2 -> 0; nation 15 -> 14; monsoon 0 -> 1	127_base_expansion	T2 town. Rail junction to Dimapur [peak port/AF 0/1]
Pyinmana [1913]	cloned from Elphinstone Island; location 52 -> 57; location 62 -> 49; type 1 -> 5	127_base_expansion	T2 town. Rail/road town on the Rangoon-Mandalay axis (Lewe airfield); 1942 withdrawal and Apr 1945 drive on Rangoon. [peak port/AF 0/4]
Ramgarh [1920]	cloned from Katmandu; location 57 -> 52; location 28 -> 32; airfield cap 2 -> 0; nation 15 -> 14	127_base_expansion	T2 town. Chinese X Force training centre [peak port/AF 0/2]
Namsang [1946]	cloned from Elphinstone Island; location 52 -> 60; location 62 -> 49; airfield 0 -> 1; airfield cap 1 -> 2; type 1 -> 5	127_base_expansion	T3 airfield. Pre-war Shan States airfield on the Taunggyi-Kengtung road; RAF 1942, Japanese-used 1942-45. [peak port/AF 0/5] [moved 60,49 from 59,49 (onto the road)]
Ferozepore [1967]	cloned from Katmandu; location 57 -> 54; location 28 -> 11; airfield cap 2 -> 0; nation 15 -> 14	127_base_expansion	T3 depot. Arsenal and large cantonment on the Sutlej south of Lahore; fills gap to Ludhiana. [peak port/AF 0/3]
Asansol [829]	WpnNumber2[Resources]: '600'->'350'	128_econ_zero	Asansol: E9 (Zero-Based Economy Review draft, 19 Sep 2026)
Jharia [261]	WpnNumber1[Resources]: '0'->'250'	128_econ_zero	Jharia: E9 (Zero-Based Economy Review draft, 19 Sep 2026)
Khulna [1868]	type 1 -> 5; port 1 -> 0; port cap 1 -> 0	131_stock_type_correct	Khulna (54,38): inland, river class 2 only, not navigable in the map; Type 1 -> 5, port 1 -> 0, port SPS 1 -> 0 (adopted 2026-09-19)

Bases: Japan and the occupied territories at start (671)

Item [slot]	Change	Sheet	Note
Truk [471]	Allied VP 5 -> 60; port cap 4 -> 7; airfield cap 2 -> 6	02_pacific_bases	Stock A5, af max 2. Allied VP 60: Combined Fleet's forward base

Item [slot]	Change	Sheet	Note
Saipan [462]	Allied VP 25 -> 60; port cap 1 -> 3; airfield cap 4 -> 9	02_pacific_bases	B-29 base: AF max 9; A25->60
Tinian [463]	Allied VP 25 -> 40; airfield cap 4 -> 9	02_pacific_bases	
Iwo-jima [267]	Allied VP 20 -> 40; airfield cap 1 -> 7	02_pacific_bases	
Naha [288]	airfield cap 5 -> 9	02_pacific_bases	Okinawa: Kadena/Yontan + Olympic fields
Peleliu [468]	Allied VP 1 -> 15; port cap 0 -> 2; airfield cap 2 -> 5	02_pacific_bases	
Ulithi [472]	Allied VP 1 -> 10	02_pacific_bases	Anchorage only: port max stays 3 (floating base)
Kwajalein Island [483]	Allied VP 1 -> 15; airfield cap 0 -> 4	02_pacific_bases	
Roi-Namur [490]	Allied VP 1 -> 10; airfield cap 1 -> 5	02_pacific_bases	
Eniwetok [481]	Allied VP 1 -> 10; port cap 2 -> 3; airfield cap 0 -> 5	02_pacific_bases	
Majuro [485]	Allied VP 1 -> 10; port cap 1 -> 3; airfield cap 0 -> 4	02_pacific_bases	Fleet anchorage: port max 3
Jaluit [482]	Allied VP 1 -> 5; airfield cap 0 -> 2	02_pacific_bases	
Tokyo [252]	Allied VP 250 -> 600	02_pacific_bases	Stock A250
Osaka/Kyoto [246]	Allied VP 150 -> 300	02_pacific_bases	
Hiroshima/Kure [228]	Allied VP 50 -> 150	02_pacific_bases	
Nagasaki/Sasebo [242]	Allied VP 50 -> 100	02_pacific_bases	
Yokohama/Yokosuka [257]	Allied VP 50 -> 150	02_pacific_bases	
Maizuru [237]	Allied VP 50 -> 60	02_pacific_bases	
Ominato [223]	Allied VP 50 -> 40	02_pacific_bases	
Taihoku [329]	Allied VP 15 -> 60	02_pacific_bases	Formosa: A15->60
Saigon [435]	Allied VP 25 -> 40	02_pacific_bases	
Changchun [336]	Allied VP 5 -> 40	02_pacific_bases	Hsinking, Kwantung Army HQ
Truk [471]	Allied VP 60 -> 62	22_vp_effective	multiplier 16 (port 6 + 2x AF 5); effective J - A 1000; stock basic J1 A62
Saipan [462]	Allied VP 60 -> 89	22_vp_effective	multiplier 9 (port 3 + 2x AF 3); effective J - A 800; stock basic J1 A89
Tinian [463]	Allied VP 40 -> 57	22_vp_effective	multiplier 7 (port 1 + 2x AF 3); effective J - A 400; stock basic J1 A57

Item [slot]	Change	Sheet	Note
Iwo-jima [267]	Allied VP 40 -> 500	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J - A 500; stock basic J1 A500
Naha [288]	Allied VP 90 -> 109	22_vp_effective	multiplier 11 (port 3 + 2x AF 4); effective J - A 1200; stock basic J1 A109
Tokyo [252]		22_vp_effective	multiplier 30 (port 10 + 2x AF 10); effective J - A 18000; stock basic J1 A600
Osaka/Kyoto [246]	Allied VP 300 -> 346	22_vp_effective	multiplier 26 (port 10 + 2x AF 8); effective J - A 9000; stock basic J1 A346
Hiroshima/Kure [228]	Allied VP 150 -> 155	22_vp_effective	multiplier 29 (port 9 + 2x AF 10); effective J - A 4500; stock basic J1 A155
Nagasaki/Sasebo [242]	Allied VP 100 -> 231	22_vp_effective	multiplier 13 (port 7 + 2x AF 3); effective J - A 3000; stock basic J1 A231
Yokohama/Yokosuka [257]	Allied VP 150 -> 265	22_vp_effective	multiplier 17 (port 7 + 2x AF 5); effective J - A 4500; stock basic J1 A265
Maizuru [237]	Allied VP 60 -> 88	22_vp_effective	multiplier 17 (port 5 + 2x AF 6); effective J - A 1500; stock basic J1 A88
Ominato [223]	Allied VP 40 -> 114	22_vp_effective	multiplier 7 (port 5 + 2x AF 1); effective J - A 800; stock basic J1 A114
Taihoku [329]	Allied VP 60 -> 188	22_vp_effective	multiplier 8 (port 4 + 2x AF 2); effective J - A 1500; stock basic J1 A188
Changchun [336]	Allied VP 40 -> 400	22_vp_effective	multiplier 2 (port 0 + 2x AF 1); effective J - A 800; stock basic J1 A400
Mukden [353]	Allied VP 75 -> 125	22_vp_effective	multiplier 12 (port 0 + 2x AF 6); effective J - A 1500; stock basic J1 A125
Fukuoka [225]	WpnNumber2[Resources]: '940'->'640'	31_economy	Home-island raw materials moved to the mines, mills and fields they came from (section 09b, Japan 1)
Nagasaki/Sasebo [242]	WpnNumber2[Resources]: '920'->'620'	31_economy	
Sapporo [247]	WpnNumber2[Resources]: '900'->'650'	31_economy	
Shimonoseki [250]	WpnNumber2[Resources]: '900'->'600'	31_economy	
Kushiro [235]	WpnNumber2[Resources]: '860'->'510'	31_economy	
Iwaki [259]	WpnNumber1[Resources]: '640'->'440'	31_economy	
Toyohara [301]	WpnNumber2[Resources]: '520'->'370'	31_economy	
Matsuyama [239]	WpnNumber2[Resources]: '460'->'310'	31_economy	
Toyama [253]	WpnNumber2[Resources]: '460'->'310'	31_economy	
Utsonomiya [1404]	WpnNumber2[Resources]: '410'->'260'	31_economy	
Osaka/Kyoto [246]	WpnNumber2[Resources]: '280'->'130'	31_economy	
Tokyo [252]	WpnNumber2[Resources]: '280'->'130'	31_economy	

Item [slot]	Change	Sheet	Note
Hiroshima/Kure [228]	WpnNumber2[Resources]: '120'->'20'	31_economy	
Nagoya [243]	WpnNumber2[Resources]: '160'->'60'	31_economy	
Kobe [231]	WpnNumber2[Resources]: '160'->'60'	31_economy	
Yokohama/Yokosuka [257]	WpnNumber2[Resources]: '160'->'60'	31_economy	
Anshan [334]	WpnNumber2[Resources]: '360'->'860'	31_economy	Showa Steel: iron and coal
Fushun [340]	WpnNumber2[Resources]: '350'->'750'	31_economy	
Harbin [344]	WpnNumber2[Resources]: '400'->'650'	31_economy	
Mukden [353]	WpnNumber2[Resources]: '250'->'450'	31_economy	
Changchun [336]	WpnNumber2[Resources]: '20'->'170'	31_economy	
Heijo [310]	WpnNumber2[Resources]: '220'->'370'	31_economy	Korean coal and iron
Chinnampo [305]	WpnNumber2[Resources]: '150'->'250'	31_economy	
Seishin [313]	WpnNumber1[Resources]: '0'->'100'	31_economy	
Samah [414]	WpnNumber2[Resources]: '8'->'208'	31_economy	Hainan iron ore
Babeldaob [466]	WpnNumber2[Resources]: '2'->'102'	31_economy	Palau bauxite
Saigon [435]	WpnNumber2[Resources]: '40'->'240'	31_economy	Indochina rice
Bangkok [443]	WpnNumber2[Resources]: '40'->'140'	31_economy	
Haiphong [422]	WpnNumber1[Resources]: '200'->'300'	31_economy	Tonkin coal
Akita [222]	fuel 9200 -> 4600; oil 124600 -> 62300	31_economy	Starting fuel and oil halved: the real reserve was about eighteen months, the data's nearer three years (09b, Japan 2)
Ominato [223]	fuel 37300 -> 18650	31_economy	
Asahikawa [224]	oil 3240 -> 1620	31_economy	
Fukuoka [225]	fuel 176400 -> 88200; oil 33740 -> 16870	31_economy	
Hakodate [226]	fuel 27200 -> 13600	31_economy	
Hiroshima/Kure [228]	fuel 631500 -> 315750	31_economy	
Kagoshima [229]	fuel 2400 -> 1200	31_economy	

Item [slot]	Change	Sheet	Note
Kobe [231]	fuel 180500 -> 90250	31_economy	
Maizuru [237]	fuel 157300 -> 78650	31_economy	
Muroran [240]	fuel 2800 -> 1400; oil 3240 -> 1620	31_economy	
Nagasaki/Sasebo [242]	fuel 145600 -> 72800	31_economy	
Nagoya [243]	fuel 120700 -> 60350; oil 3240 -> 1620	31_economy	
Niigata [244]	fuel 18800 -> 9400; oil 138880 -> 69440	31_economy	
Okayama [245]	fuel 2400 -> 1200	31_economy	
Osaka/Kyoto [246]	fuel 303300 -> 151650; oil 519200 -> 259600	31_economy	
Sapporo [247]	fuel 19200 -> 9600; oil 3240 -> 1620	31_economy	
Sendai [248]	fuel 11400 -> 5700	31_economy	
Shimizu [249]	fuel 3400 -> 1700	31_economy	
Shimonoseki [250]	fuel 143700 -> 71850; oil 425740 -> 212870	31_economy	
Takamatsu [251]	fuel 3400 -> 1700	31_economy	
Tokyo [252]	fuel 339200 -> 169600; oil 522440 -> 261220	31_economy	
Tsu [254]	fuel 2400 -> 1200	31_economy	
Wakayama [255]	fuel 11500 -> 5750; oil 129800 -> 64900	31_economy	
Wakkanai [256]	fuel 20500 -> 10250	31_economy	
Yokohama/Yokosuka [257]	fuel 82100 -> 41050; oil 389400 -> 194700	31_economy	
Yamagata [258]	fuel 2600 -> 1300; oil 59700 -> 29850	31_economy	
Iwaki [259]	fuel 2800 -> 1400; oil 25960 -> 12980	31_economy	
Hirosaki/Aomori [260]	fuel 47300 -> 23650	31_economy	
Amami Oshima [281]	fuel 15500 -> 7750	31_economy	
Naha [288]	fuel 40500 -> 20250	31_economy	
Etorofu [294]	fuel 9500 -> 4750	31_economy	

Item [slot]	Change	Sheet	Note
Shikuka [299]	fuel 32400 -> 16200; oil 19470 -> 9735	31_economy	
Chinnampo [305]	fuel 2800 -> 1400	31_economy	
Rashin [306]	fuel 4500 -> 2250; oil 3240 -> 1620	31_economy	
Fusan [307]	fuel 62400 -> 31200	31_economy	
Heijo [310]	fuel 4600 -> 2300	31_economy	
Keijo [312]	fuel 32000 -> 16000	31_economy	
Kanko [314]	fuel 9500 -> 4750	31_economy	
Pescadores [327]	fuel 37300 -> 18650	31_economy	
Taichu [328]	fuel 6400 -> 3200	31_economy	
Taihoku [329]	fuel 2400 -> 1200; oil 5190 -> 2595	31_economy	
Takao [330]	fuel 57400 -> 28700	31_economy	
Anshan [334]	fuel 2600 -> 1300	31_economy	
Fushun [340]	oil 35690 -> 17845	31_economy	
Harbin [344]	fuel 3800 -> 1900	31_economy	
Mukden [353]	fuel 4600 -> 2300	31_economy	
Port Arthur [356]	fuel 134500 -> 67250; oil 311520 -> 155760	31_economy	
Samah [414]	fuel 40500 -> 20250	31_economy	
Cam Ranh Bay [419]	fuel 157300 -> 78650	31_economy	
Haiphong [422]	fuel 92400 -> 46200	31_economy	
Kompong Trach [426]	fuel 10000 -> 5000	31_economy	
Saigon [435]	fuel 98200 -> 49100	31_economy	
Bangkok [443]	fuel 38900 -> 19450; oil 51920 -> 25960	31_economy	
Saipan [462]	fuel 9500 -> 4750	31_economy	
Babeldaob [466]	fuel 39500 -> 19750	31_economy	

Item [slot]	Change	Sheet	Note
Truk [471]	fuel 217200 -> 108600	31_economy	
Jaluit [482]	fuel 2500 -> 1250	31_economy	
Kwajalein Island [483]	fuel 21500 -> 10750	31_economy	
Kurume [1488]	oil 6490 -> 3245	31_economy	
Tokuyama [1534]	fuel 125600 -> 62800; oil 416220 -> 208110	31_economy	
Tokyo [252]	WpnNumber5[Refinery]: '200'->'100'	31_economy	Refining moved to Tokuyama (Third Naval Fuel Depot), Tsu for Yokkaichi (Second), and Takao (Sixth), the last starting damaged (09b, Japan 3)
Osaka/Kyoto [246]	WpnNumber4[Refinery]: '200'->'100'	31_economy	
Shimonoseki [250]	WpnNumber5[Refinery]: '160'->'60'	31_economy	
Tokuyama [1534]	WpnNumber4[Refinery]: '5'->'105'	31_economy	
Tsu [254]	WpnNumber4[Refinery]: '0'->'50'	31_economy	
Takao [330]	WpnNumber4[Refinery]: '0'->'150'; WpnDisabled4[Refinery]: '0'->'150'	31_economy	
Mukden [353]	WpnNumber6[Vehicle Assembly]: '0'->'40'; WpnDisabled6[Vehicle Assembly]: '0'->'40'	31_economy	Manchurian tank works (09b, Japan 4): repair to run the armour shells of 07i
Anshan [334]	WpnNumber3[Heavy Industry]: '100'->'200'; WpnDisabled3[Heavy Industry]: '0'->'100'	31_economy	Showa Steel wartime expansion
Heijo [310]	WpnNumber3[Heavy Industry]: '100'->'160'; WpnDisabled3[Heavy Industry]: '0'->'60'	31_economy	Korean industrialisation
Nagasaki/Sasebo [242]	WpnNumber6[Merchant Shipyard]: '233'->'313'; WpnDisabled6[Merchant Shipyard]: '0'->'80'	31_economy	Wartime standard-ship yards
Okayama [245]	WpnNumber5[Merchant Shipyard]: '160'->'220'; WpnDisabled5[Merchant Shipyard]: '0'->'60'	31_economy	
Kobe [231]	WpnNumber6[Merchant Shipyard]: '75'->'135'; WpnDisabled6[Merchant Shipyard]: '0'->'60'	31_economy	
Shimonoseki [250]	WpnNumber5[Refinery]: '60'->'90'; WpnDisabled5[Refinery]: '0'->'30'	31_economy	Ube synthetic-fuel plant (Ube is not a base; Shimonoseki is the adjacent one)
Truk [471]	port cap 7 -> 5	33_mod_adoptions	Truk never had fleet-base port facilities; anchorage yes, quays no (09d)
Hamamatsu [227]	WpnDevID14[R&D S1A1 Denko]: '2732'->'0'; WpnDisabled14[R&D S1A1 Denko]: '2'->'0'	33_mod_adoptions	S1A1 Denko (1/46) never reached service; no research seed, so it cannot be pulled forward (09d)
Hamamatsu [227]	WpnDevID15[R&D Ki-202 Shusei]: '2849'->'0'; WpnDisabled15[R&D Ki-202 Shusei]: '2'->'0'	33_mod_adoptions	Ki-202 Shusei (1/46) never reached service; no research seed, so it cannot be pulled forward (09d)
Nagaoka [241]	WpnDevID12[R&D Kikka]: '2703'->'0'; WpnDisabled12[R&D Kikka]: '2'->'0'	33_mod_adoptions	Kikka (1/46) never reached service; no research seed, so it cannot be pulled forward (09d)
Nagaoka [241]	WpnDevID13[R&D Ki-201 Karyu]: '2848'->'0'; WpnDisabled13[R&D Ki-201 Karyu]: '2'->'0'	33_mod_adoptions	Ki-201 Karyu (3/46) never reached service; no research seed, so it cannot be pulled forward (09d)
Osaka/Kyoto [246]	WpnDevID18[R&D P1Y3 Frances]: '2722'->'0'; WpnDisabled18[R&D P1Y3 Frances]: '2'->'0'	33_mod_adoptions	P1Y3 Frances (1/46) never reached service; no research seed, so it cannot be pulled forward (09d)

Item [slot]	Change	Sheet	Note
Tsu [254]	WpnDevID18[R&D A7M3-J Sam]: '2622'->'0'; WpnDisabled18[R&D A7M3-J Sam]: '2'->'0'	33_mod_adoptions	A7M3-J Sam (1/46) never reached service; no research seed, so it cannot be pulled forward (09d)
Utsonomiya [1404]	WpnDevID14[R&D Ki-94-II]: '2832'->'0'; WpnDisabled14[R&D Ki-94-II]: '2'->'0'	33_mod_adoptions	Ki-94-II (2/46) never reached service; no research seed, so it cannot be pulled forward (09d)
Utsunomiya [1404]	name Utsonomiya -> Utsunomiya	33_mod_adoptions	Spelling
Utsunomiya [1404]	WpnDevID4[R&D Ki-44-III Tojo]: '0'->'2048'; WpnDisabled4[R&D Ki-44-III Tojo]: '0'->'2'	35_aircraft_variants	
Gifu [1522]	WpnDevID2[R&D Ki-96]: '0'->'2050'; WpnDisabled2[R&D Ki-96]: '0'->'2'	35_aircraft_variants	
Utsunomiya [1404]	WpnDevID5[R&D Ki-87]: '0'->'2055'; WpnDisabled5[R&D Ki-87]: '0'->'2'	35_aircraft_variants	
Kobe [231]	WpnDevID10[R&D N1K3-A George]: '0'->'2067'; WpnDisabled10[R&D N1K3-A George]: '0'->'2'	35_aircraft_variants	
Utsunomiya [1404]	WpnDevID6[R&D G8N1 Renzan]: '0'->'2070'; WpnDisabled6[R&D G8N1 Renzan]: '0'->'2'	35_aircraft_variants	
Tsu [254]	WpnDevID5[R&D Ki-46-IV Dinah]: '0'->'2072'; WpnDisabled5[R&D Ki-46-IV Dinah]: '0'->'2'	35_aircraft_variants	
Haiphong [422]	monsoon 0 -> 1	36_china	
Hanoi [423]	monsoon 0 -> 1	36_china	
Fukuoka [225]	Japanese garrison 0 -> 80	37_depth	Japan must keep a third of the Allied garrison value at home: depot divisions, then the Volunteer Fighting Corps (09e-1)
Hakodate [226]	Japanese garrison 0 -> 26	37_depth	
Hamamatsu [227]	Japanese garrison 0 -> 33	37_depth	
Hiroshima/Kure [228]	Japanese garrison 0 -> 53	37_depth	
Kagoshima [229]	Japanese garrison 0 -> 20	37_depth	
Kanazawa [230]	Japanese garrison 0 -> 20	37_depth	
Kobe [231]	Japanese garrison 0 -> 113	37_depth	
Kumamoto [234]	Japanese garrison 0 -> 26	37_depth	
Nagasaki/Sasebo [242]	Japanese garrison 0 -> 46	37_depth	
Nagoya [243]	Japanese garrison 0 -> 120	37_depth	
Niigata [244]	Japanese garrison 0 -> 20	37_depth	
Okayama [245]	Japanese garrison 0 -> 20	37_depth	
Osaka/Kyoto [246]	Japanese garrison 0 -> 340	37_depth	
Sapporo [247]	Japanese garrison 0 -> 40	37_depth	
Sendai [248]	Japanese garrison 0 -> 26	37_depth	
Shimizu [249]	Japanese garrison 0 -> 33	37_depth	
Shimonoseki [250]	Japanese garrison 0 -> 33	37_depth	
Takamatsu [251]	Japanese garrison 0 -> 26	37_depth	
Tokyo [252]	Japanese garrison 0 -> 386	37_depth	
Wakayama [255]	Japanese garrison 0 -> 26	37_depth	
Yokohama/Yokosuka [257]	Japanese garrison 0 -> 113	37_depth	
Hirosaki/Aomori [260]	Japanese garrison 0 -> 20	37_depth	
Yokohama/Yokosuka [257]	mines 0 -> 300	49_mines	Minefields laid before 7 December 1941, as the stock data has none: the Japanese controlled fields at the Tokyo Bay, Bungo, Kii, Shimonoseki and Sasebo approaches and the northern straits, the Dutch fields at Surabaya, Batavia and the Borneo oil ports, the Bri

Item [slot]	Change	Sheet	Note
Hiroshima/Kure [228]	mines 0 -> 200	49_mines	
Osaka/Kyoto [246]	mines 0 -> 150	49_mines	
Shimonoseki [250]	mines 0 -> 200	49_mines	
Nagasaki/Sasebo [242]	mines 0 -> 150	49_mines	
Ominato [223]	mines 0 -> 100	49_mines	
Hakodate [226]	mines 0 -> 100	49_mines	
Maizuru [237]	mines 0 -> 100	49_mines	
Truk [471]	mines 0 -> 100	49_mines	
Saipan [462]	mines 0 -> 60	49_mines	
Takao [330]	mines 0 -> 100	49_mines	
Saipan [462]	supply 41500 -> 15000	51_intensity	Saipan's supply stock 41,500 -> 15,000; the rest of the forward stocks on both sides are honest and stay
Fukuoka [225]	Japanese VP 1 -> 71	82_vp_zero_based	Fukuoka: Japanese value 1 -> 71 (effective 14 -> 994); J6 homeland held: national survival, so an Allied capture swings both ledgers
Hakodate [226]	Japanese VP 1 -> 50	82_vp_zero_based	Hakodate: Japanese value 1 -> 50 (effective 10 -> 500); J6 homeland held: national survival, so an Allied capture swings both ledgers
Hiroshima/Kure [228]	Japanese VP 1 -> 103	82_vp_zero_based	Hiroshima/Kure: Japanese value 1 -> 103 (effective 29 -> 2,987); J6 homeland held: national survival, so an Allied capture swings both ledgers
Kagoshima [229]	Japanese VP 1 -> 83	82_vp_zero_based	Kagoshima: Japanese value 1 -> 83 (effective 12 -> 996); J6 homeland held: national survival, so an Allied capture swings both ledgers
Kobe [231]	Japanese VP 1 -> 100	82_vp_zero_based	Kobe: Japanese value 1 -> 100 (effective 30 -> 3,000); J6 homeland held: national survival, so an Allied capture swings both ledgers
Kumamoto [234]	Japanese VP 1 -> 71	82_vp_zero_based	Kumamoto: Japanese value 1 -> 71 (effective 7 -> 497); J6 homeland held: national survival, so an Allied capture swings both ledgers
Maizuru [237]	Japanese VP 1 -> 59	82_vp_zero_based	Maizuru: Japanese value 1 -> 59 (effective 17 -> 1,003); J6 homeland held: national survival, so an Allied capture swings both ledgers
Nagasaki/Sasebo [242]	Japanese VP 1 -> 154	82_vp_zero_based	Nagasaki/Sasebo: Japanese value 1 -> 154 (effective 13 -> 2,002); J6 homeland held: national survival, so an Allied capture swings both ledgers
Nagoya [243]	Japanese VP 1 -> 133	82_vp_zero_based	Nagoya: Japanese value 1 -> 133 (effective 15 -> 1,995); J6 homeland held: national survival, so an Allied capture swings both ledgers
Okayama [245]	Japanese VP 1 -> 31	82_vp_zero_based	Okayama: Japanese value 1 -> 31 (effective 16 -> 496); J6 homeland held: national survival, so an Allied capture swings both ledgers
Osaka/Kyoto [246]	Japanese VP 1 -> 269	82_vp_zero_based	Osaka/Kyoto: Japanese value 1 -> 269 (effective 26 -> 6,994); J6 homeland held: national survival, so an Allied capture swings both ledgers
Sapporo [247]	Japanese VP 1 -> 71	82_vp_zero_based	Sapporo: Japanese value 1 -> 71 (effective 7 -> 497); J6 homeland held: national survival, so an Allied capture swings both ledgers
Sendai [248]	Japanese VP 1 -> 100	82_vp_zero_based	Sendai: Japanese value 1 -> 100 (effective 5 -> 500); J6 homeland held: national survival, so an Allied capture swings both ledgers
Shimonoseki [250]	Japanese VP 1 -> 59	82_vp_zero_based	Shimonoseki: Japanese value 1 -> 59 (effective 17 -> 1,003); J6 homeland held: national survival, so an Allied capture swings both ledgers
Tokyo [252]	Japanese VP 1 -> 467	82_vp_zero_based	Tokyo: Japanese value 1 -> 467 (effective 30 -> 14,010); J6 homeland held: national survival, so an Allied capture swings both ledgers
Yokohama/Yokosuka [257]	Japanese VP 1 -> 176	82_vp_zero_based	Yokohama/Yokosuka: Japanese value 1 -> 176 (effective 17 -> 2,992); J6 homeland held: national survival, so an Allied capture swings both ledgers
Chichi-jima [264]	Allied VP 20 -> 60	82_vp_zero_based	Chichi-jima: Allied value 20 -> 60 (effective 100 -> 300); A2 gate on the approach to Japan
Iwo-jima [267]	Allied VP 500 -> 2000	82_vp_zero_based	Iwo-jima: Allied value 500 -> 2000 (effective 500 -> 2,000); A2 gate on the approach to Japan

Item [slot]	Change	Sheet	Note
Torishima [276]	Allied VP 20 -> 1	82_vp_zero_based	Torishima: Allied value 20 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Amami Oshima [281]	Allied VP 3 -> 1	82_vp_zero_based	Amami Oshima: Allied value 3 -> 1 (effective 9 -> 3); A7 zero-based: retaking it changes nothing
Daito Shoto [282]	Allied VP 3 -> 1	82_vp_zero_based	Daito Shoto: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Iriomote [283]	Allied VP 3 -> 1	82_vp_zero_based	Iriomote: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Ishigaki [284]	Allied VP 3 -> 1	82_vp_zero_based	Ishigaki: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Kume-jima [285]	Allied VP 3 -> 1	82_vp_zero_based	Kume-jima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Miyako-jima [286]	Allied VP 3 -> 1	82_vp_zero_based	Miyako-jima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Nago [287]	Allied VP 90 -> 43	82_vp_zero_based	Nago: Allied value 90 -> 43 (effective 630 -> 301); A2 gate on the approach to Japan
Okinoerabushima [289]	Allied VP 3 -> 1	82_vp_zero_based	Okinoerabushima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Tokunoshima [291]	Allied VP 3 -> 1	82_vp_zero_based	Tokunoshima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Etorofu [294]	Allied VP 3 -> 1	82_vp_zero_based	Etorofu: Allied value 3 -> 1 (effective 9 -> 3); A7 zero-based: retaking it changes nothing
Ketoi-jima [295]	Allied VP 3 -> 1	82_vp_zero_based	Ketoi-jima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Kunashiri [296]	Allied VP 3 -> 1	82_vp_zero_based	Kunashiri: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Onnekotan-jima [297]	Allied VP 3 -> 1	82_vp_zero_based	Onnekotan-jima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Paramushiro-jima [298]	Allied VP 3 -> 1	82_vp_zero_based	Paramushiro-jima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Shikuka [299]	Allied VP 45 -> 1	82_vp_zero_based	Shikuka: Allied value 45 -> 1 (effective 270 -> 6); A7 zero-based: retaking it changes nothing
Shimushiri-jima [300]	Allied VP 3 -> 1	82_vp_zero_based	Shimushiri-jima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Toyohara [301]	Allied VP 45 -> 1	82_vp_zero_based	Toyohara: Allied value 45 -> 1 (effective 225 -> 5); A7 zero-based: retaking it changes nothing
Uruppu-jima [302]	Allied VP 3 -> 1	82_vp_zero_based	Uruppu-jima: Allied value 3 -> 1 (effective 3 -> 1); A7 zero-based: retaking it changes nothing
Chinnampo [305]	Allied VP 2 -> 1	82_vp_zero_based	Chinnampo: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: retaking it changes nothing
Rashin [306]	Allied VP 2 -> 1	82_vp_zero_based	Rashin: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: retaking it changes nothing
Fusan [307]	Allied VP 2 -> 1	82_vp_zero_based	Fusan: Allied value 2 -> 1 (effective 20 -> 10); A7 zero-based: retaking it changes nothing
Genzan [308]	Allied VP 2 -> 1	82_vp_zero_based	Genzan: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: retaking it changes nothing
Gunzan [309]	Allied VP 2 -> 1	82_vp_zero_based	Gunzan: Allied value 2 -> 1 (effective 8 -> 4); A7 zero-based: retaking it changes nothing

Item [slot]	Change	Sheet	Note
Heijo [310]	Allied VP 50 -> 1	82_vp_zero_based	Heijo: Allied value 50 -> 1 (effective 200 -> 4); A7 zero-based: retaking it changes nothing
Kaishu [311]	Allied VP 2 -> 1	82_vp_zero_based	Kaishu: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: retaking it changes nothing
Keijo [312]	Allied VP 50 -> 1	82_vp_zero_based	Keijo: Allied value 50 -> 1 (effective 300 -> 6); A7 zero-based: retaking it changes nothing
Seishin [313]	Allied VP 2 -> 1	82_vp_zero_based	Seishin: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: retaking it changes nothing
Kanko [314]	Allied VP 2 -> 1	82_vp_zero_based	Kanko: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: retaking it changes nothing
Taiden [315]	Allied VP 2 -> 1	82_vp_zero_based	Taiden: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: retaking it changes nothing
Taikyu [316]	Allied VP 2 -> 1	82_vp_zero_based	Taikyu: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: retaking it changes nothing
Masan [317]	Allied VP 2 -> 1	82_vp_zero_based	Masan: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: retaking it changes nothing
Moppo [318]	Allied VP 2 -> 1	82_vp_zero_based	Moppo: Allied value 2 -> 1 (effective 18 -> 9); A7 zero-based: retaking it changes nothing
Saishu To [319]	Allied VP 2 -> 1	82_vp_zero_based	Saishu To: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: retaking it changes nothing
Ulleungdo [320]	Allied VP 2 -> 1	82_vp_zero_based	Ulleungdo: Allied value 2 -> 1 (effective 2 -> 1); A7 zero-based: retaking it changes nothing
Hengchun [324]	Allied VP 15 -> 1	82_vp_zero_based	Hengchun: Allied value 15 -> 1 (effective 75 -> 5); A7 zero-based: retaking it changes nothing
Karenko [325]	Allied VP 15 -> 1	82_vp_zero_based	Karenko: Allied value 15 -> 1 (effective 15 -> 1); A7 zero-based: retaking it changes nothing
Orchid Island [326]	Allied VP 15 -> 1	82_vp_zero_based	Orchid Island: Allied value 15 -> 1 (effective 15 -> 1); A7 zero-based: retaking it changes nothing
Pescadores [327]	Allied VP 15 -> 1	82_vp_zero_based	Pescadores: Allied value 15 -> 1 (effective 165 -> 11); A7 zero-based: retaking it changes nothing
Taichu [328]	Allied VP 15 -> 1	82_vp_zero_based	Taichu: Allied value 15 -> 1 (effective 210 -> 14); A7 zero-based: retaking it changes nothing
Taihoku [329]		82_vp_zero_based	Taihoku: Allied value 100 -> 188 (effective 800 -> 1,504); A2 gate on the approach to Japan
Takao [330]	Allied VP 15 -> 75	82_vp_zero_based	Takao: Allied value 15 -> 75 (effective 300 -> 1,500); A2 gate on the approach to Japan
Anshan [334]	Allied VP 5 -> 1	82_vp_zero_based	Anshan: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Arshaan [335]	Allied VP 5 -> 1	82_vp_zero_based	Arshaan: Allied value 5 -> 1 (effective 30 -> 6); A7 zero-based: retaking it changes nothing
Chihfeng [337]	Allied VP 5 -> 1	82_vp_zero_based	Chihfeng: Allied value 5 -> 1 (effective 30 -> 6); A7 zero-based: retaking it changes nothing
Chinchow [338]	Allied VP 5 -> 1	82_vp_zero_based	Chinchow: Allied value 5 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Fuchin [339]	Allied VP 5 -> 1	82_vp_zero_based	Fuchin: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Fushun [340]	Allied VP 5 -> 1	82_vp_zero_based	Fushun: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing

Item [slot]	Change	Sheet	Note
Fusin [341]	Allied VP 5 -> 1	82_vp_zero_based	Fusin: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Hailar [342]	Allied VP 5 -> 1	82_vp_zero_based	Hailar: Allied value 5 -> 1 (effective 40 -> 8); A7 zero-based: retaking it changes nothing
Hailun [343]	Allied VP 5 -> 1	82_vp_zero_based	Hailun: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Harbin [344]	Allied VP 5 -> 1	82_vp_zero_based	Harbin: Allied value 5 -> 1 (effective 60 -> 12); A7 zero-based: retaking it changes nothing
Heiho [345]	Allied VP 5 -> 1	82_vp_zero_based	Heiho: Allied value 5 -> 1 (effective 20 -> 4); A7 zero-based: retaking it changes nothing
Jehol [346]	Allied VP 5 -> 1	82_vp_zero_based	Jehol: Allied value 5 -> 1 (effective 30 -> 6); A7 zero-based: retaking it changes nothing
Kiamusze [347]	Allied VP 5 -> 1	82_vp_zero_based	Kiamusze: Allied value 5 -> 1 (effective 40 -> 8); A7 zero-based: retaking it changes nothing
Kirin [348]	Allied VP 5 -> 1	82_vp_zero_based	Kirin: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Liaoyuan [349]	Allied VP 5 -> 1	82_vp_zero_based	Liaoyuan: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Linhsi [350]	Allied VP 5 -> 1	82_vp_zero_based	Linhsi: Allied value 5 -> 1 (effective 30 -> 6); A7 zero-based: retaking it changes nothing
Mishan [351]	Allied VP 5 -> 1	82_vp_zero_based	Mishan: Allied value 5 -> 1 (effective 20 -> 4); A7 zero-based: retaking it changes nothing
Moho [352]	Allied VP 5 -> 1	82_vp_zero_based	Moho: Allied value 5 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Mutankiang [354]	Allied VP 5 -> 1	82_vp_zero_based	Mutankiang: Allied value 5 -> 1 (effective 40 -> 8); A7 zero-based: retaking it changes nothing
Nunkiang [355]	Allied VP 5 -> 1	82_vp_zero_based	Nunkiang: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Port Arthur [356]	Allied VP 5 -> 1	82_vp_zero_based	Port Arthur: Allied value 5 -> 1 (effective 85 -> 17); A7 zero-based: retaking it changes nothing
Shanhaiguan [357]	Allied VP 5 -> 1	82_vp_zero_based	Shanhaiguan: Allied value 5 -> 1 (effective 15 -> 3); A7 zero-based: retaking it changes nothing
Sunwu [358]	Allied VP 5 -> 1	82_vp_zero_based	Sunwu: Allied value 5 -> 1 (effective 30 -> 6); A7 zero-based: retaking it changes nothing
Taonan [359]	Allied VP 5 -> 1	82_vp_zero_based	Taonan: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Tsitsihar [360]	Allied VP 5 -> 1	82_vp_zero_based	Tsitsihar: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Yingkow [361]	Allied VP 5 -> 1	82_vp_zero_based	Yingkow: Allied value 5 -> 1 (effective 20 -> 4); A7 zero-based: retaking it changes nothing
Mangan [386]	Allied VP 3 -> 1	82_vp_zero_based	Mangan: Allied value 3 -> 1 (effective 6 -> 2); A7 zero-based: retaking it changes nothing
Kiungshan [413]	Allied VP 3 -> 1	82_vp_zero_based	Kiungshan: Allied value 3 -> 1 (effective 15 -> 5); A7 zero-based: retaking it changes nothing
Samah [414]	Allied VP 3 -> 1	82_vp_zero_based	Samah: Allied value 3 -> 1 (effective 33 -> 11); A7 zero-based: retaking it changes nothing
Saigon [435]	Allied VP 40 -> 1	82_vp_zero_based	Saigon: Allied value 40 -> 1 (effective 600 -> 15); A7 zero-based: retaking it changes nothing

Item [slot]	Change	Sheet	Note
Saipan [462]	Allied VP 89 -> 111	82_vp_zero_based	Saipan: Allied value 89 -> 111 (effective 801 -> 999); A2 gate on the approach to Japan
Peleliu [468]	Allied VP 15 -> 1	82_vp_zero_based	Peleliu: Allied value 15 -> 1 (effective 30 -> 2); A7 zero-based: retaking it changes nothing
Truk [471]	Allied VP 62 -> 31	82_vp_zero_based	Truk: Allied value 62 -> 31 (effective 992 -> 496); A2 gate on the approach to Japan
Ulithi [472]	Allied VP 10 -> 1	82_vp_zero_based	Ulithi: Allied value 10 -> 1 (effective 30 -> 3); A7 zero-based: retaking it changes nothing
Eniwetok [481]	Allied VP 10 -> 1	82_vp_zero_based	Eniwetok: Allied value 10 -> 1 (effective 50 -> 5); A7 zero-based: retaking it changes nothing
Jaluit [482]	Allied VP 5 -> 1	82_vp_zero_based	Jaluit: Allied value 5 -> 1 (effective 15 -> 3); A7 zero-based: retaking it changes nothing
Kwajalein Island [483]	Allied VP 15 -> 1	82_vp_zero_based	Kwajalein Island: Allied value 15 -> 1 (effective 75 -> 5); A7 zero-based: retaking it changes nothing
Majuro [485]	Allied VP 10 -> 1	82_vp_zero_based	Majuro: Allied value 10 -> 1 (effective 10 -> 1); A7 zero-based: retaking it changes nothing
Roi-Namur [490]	Allied VP 10 -> 1	82_vp_zero_based	Roi-Namur: Allied value 10 -> 1 (effective 100 -> 10); A7 zero-based: retaking it changes nothing
Marcus Island [496]	Allied VP 3 -> 1	82_vp_zero_based	Marcus Island: Allied value 3 -> 1 (effective 9 -> 3); A7 zero-based: retaking it changes nothing
Kagi [1403]	Allied VP 15 -> 1	82_vp_zero_based	Kagi: Allied value 15 -> 1 (effective 135 -> 9); A7 zero-based: retaking it changes nothing
Haha-jima [1405]	Allied VP 20 -> 1	82_vp_zero_based	Haha-jima: Allied value 20 -> 1 (effective 60 -> 3); A7 zero-based: retaking it changes nothing
Tungho [1407]	Allied VP 5 -> 1	82_vp_zero_based	Tungho: Allied value 5 -> 1 (effective 20 -> 4); A7 zero-based: retaking it changes nothing
Oita [1432]	Japanese VP 1 -> 62	82_vp_zero_based	Oita: Japanese value 1 -> 62 (effective 8 -> 496); J6 homeland held: national survival, so an Allied capture swings both ledgers
Kotou [1436]	Allied VP 5 -> 1	82_vp_zero_based	Kotou: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Yenki [1437]	Allied VP 5 -> 1	82_vp_zero_based	Yenki: Allied value 5 -> 1 (effective 10 -> 2); A7 zero-based: retaking it changes nothing
Tunghua [1438]	Allied VP 5 -> 1	82_vp_zero_based	Tunghua: Allied value 5 -> 1 (effective 40 -> 8); A7 zero-based: retaking it changes nothing
Lungchen [1441]	Allied VP 5 -> 1	82_vp_zero_based	Lungchen: Allied value 5 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Lopei [1442]	Allied VP 5 -> 1	82_vp_zero_based	Lopei: Allied value 5 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Kanoya [1471]	Japanese VP 1 -> 50	82_vp_zero_based	Kanoya: Japanese value 1 -> 50 (effective 10 -> 500); J6 homeland held: national survival, so an Allied capture swings both ledgers
Shasukotan [1475]	Allied VP 3 -> 1	82_vp_zero_based	Shasukotan: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Shikotan [1476]	Allied VP 3 -> 1	82_vp_zero_based	Shikotan: Allied value 3 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Kurume [1488]	Japanese VP 1 -> 83	82_vp_zero_based	Kurume: Japanese value 1 -> 83 (effective 6 -> 498); J6 homeland held: national survival, so an Allied capture swings both ledgers
Chinhae [1490]	Allied VP 2 -> 1	82_vp_zero_based	Chinhae: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: retaking it changes nothing

Item [slot]	Change	Sheet	Note
Three Pagodas Pass [1639]	Japanese VP 2 -> 1	82_vp_zero_based	Three Pagodas Pass: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based
Three Pagodas Pass [1639]	Allied VP 2 -> 1	82_vp_zero_based	Three Pagodas Pass: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Nieke [1640]	Japanese VP 2 -> 1	82_vp_zero_based	Nieke: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based
Nieke [1640]	Allied VP 2 -> 1	82_vp_zero_based	Nieke: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Bampong [1641]	Japanese VP 2 -> 1	82_vp_zero_based	Bampong: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based
Bampong [1641]	Allied VP 2 -> 1	82_vp_zero_based	Bampong: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: retaking it changes nothing
Akita [222]	fuel 4600 -> 9200; oil 62300 -> 124600	83_draft47_economy	Akita: fuel 4600 -> 9200, oil 62300 -> 124600: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Ominato [223]	fuel 18650 -> 37300	83_draft47_economy	Ominato: fuel 18650 -> 37300, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Asahikawa [224]	oil 1620 -> 3240	83_draft47_economy	Asahikawa: fuel 0 -> 0, oil 1620 -> 3240: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Fukuoka [225]	fuel 88200 -> 176400; oil 16870 -> 33740	83_draft47_economy	Fukuoka: fuel 88200 -> 176400, oil 16870 -> 33740: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Hakodate [226]	fuel 13600 -> 27200	83_draft47_economy	Hakodate: fuel 13600 -> 27200, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Hiroshima/Kure [228]	fuel 315750 -> 631500	83_draft47_economy	Hiroshima/Kure: fuel 315750 -> 631500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Kagoshima [229]	fuel 1200 -> 2400	83_draft47_economy	Kagoshima: fuel 1200 -> 2400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Kobe [231]	fuel 90250 -> 180500	83_draft47_economy	Kobe: fuel 90250 -> 180500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Maizuru [237]	fuel 78650 -> 157300	83_draft47_economy	Maizuru: fuel 78650 -> 157300, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Muroran [240]	fuel 1400 -> 2800; oil 1620 -> 3240	83_draft47_economy	Muroran: fuel 1400 -> 2800, oil 1620 -> 3240: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Nagasaki/Sasebo [242]	fuel 72800 -> 145600	83_draft47_economy	Nagasaki/Sasebo: fuel 72800 -> 145600, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Nagoya [243]	fuel 60350 -> 120700; oil 1620 -> 3240	83_draft47_economy	Nagoya: fuel 60350 -> 120700, oil 1620 -> 3240: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Niigata [244]	fuel 9400 -> 18800; oil 69440 -> 138880	83_draft47_economy	Niigata: fuel 9400 -> 18800, oil 69440 -> 138880: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Okayama [245]	fuel 1200 -> 2400	83_draft47_economy	Okayama: fuel 1200 -> 2400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Osaka/Kyoto [246]	fuel 151650 -> 303300; oil 259600 -> 519200	83_draft47_economy	Osaka/Kyoto: fuel 151650 -> 303300, oil 259600 -> 519200: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Sapporo [247]	fuel 9600 -> 19200; oil 1620 -> 3240	83_draft47_economy	Sapporo: fuel 9600 -> 19200, oil 1620 -> 3240: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Sendai [248]	fuel 5700 -> 11400	83_draft47_economy	Sendai: fuel 5700 -> 11400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Shimizu [249]	fuel 1700 -> 3400	83_draft47_economy	Shimizu: fuel 1700 -> 3400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play

Item [slot]	Change	Sheet	Note
Shimonoseki [250]	fuel 71850 -> 143700; oil 212870 -> 425740	83_draft47_economy	Shimonoseki: fuel 71850 -> 143700, oil 212870 -> 425740: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Takamatsu [251]	fuel 1700 -> 3400	83_draft47_economy	Takamatsu: fuel 1700 -> 3400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Tokyo [252]	fuel 169600 -> 339200; oil 261220 -> 522440	83_draft47_economy	Tokyo: fuel 169600 -> 339200, oil 261220 -> 522440: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Tsu [254]	fuel 1200 -> 2400	83_draft47_economy	Tsu: fuel 1200 -> 2400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Wakayama [255]	fuel 5750 -> 11500; oil 64900 -> 129800	83_draft47_economy	Wakayama: fuel 5750 -> 11500, oil 64900 -> 129800: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Wakkanai [256]	fuel 10250 -> 20500	83_draft47_economy	Wakkanai: fuel 10250 -> 20500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Yokohama/Yokosuka [257]	fuel 41050 -> 82100; oil 194700 -> 389400	83_draft47_economy	Yokohama/Yokosuka: fuel 41050 -> 82100, oil 194700 -> 389400: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Yamagata [258]	fuel 1300 -> 2600; oil 29850 -> 59700	83_draft47_economy	Yamagata: fuel 1300 -> 2600, oil 29850 -> 59700: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Iwaki [259]	fuel 1400 -> 2800; oil 12980 -> 25960	83_draft47_economy	Iwaki: fuel 1400 -> 2800, oil 12980 -> 25960: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Hirosaki/Aomori [260]	fuel 23650 -> 47300	83_draft47_economy	Hirosaki/Aomori: fuel 23650 -> 47300, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Amami Oshima [281]	fuel 7750 -> 15500	83_draft47_economy	Amami Oshima: fuel 7750 -> 15500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Naha [288]	fuel 20250 -> 40500	83_draft47_economy	Naha: fuel 20250 -> 40500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Etorofu [294]	fuel 4750 -> 9500	83_draft47_economy	Etorofu: fuel 4750 -> 9500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Shikuka [299]	fuel 16200 -> 32400; oil 9735 -> 19470	83_draft47_economy	Shikuka: fuel 16200 -> 32400, oil 9735 -> 19470: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Chinnampo [305]	fuel 1400 -> 2800	83_draft47_economy	Chinnampo: fuel 1400 -> 2800, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Rashin [306]	fuel 2250 -> 4500; oil 1620 -> 3240	83_draft47_economy	Rashin: fuel 2250 -> 4500, oil 1620 -> 3240: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Fusan [307]	fuel 31200 -> 62400	83_draft47_economy	Fusan: fuel 31200 -> 62400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Heijo [310]	fuel 2300 -> 4600	83_draft47_economy	Heijo: fuel 2300 -> 4600, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Keijo [312]	fuel 16000 -> 32000	83_draft47_economy	Keijo: fuel 16000 -> 32000, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Kanko [314]	fuel 4750 -> 9500	83_draft47_economy	Kanko: fuel 4750 -> 9500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Pescadores [327]	fuel 18650 -> 37300	83_draft47_economy	Pescadores: fuel 18650 -> 37300, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Taichu [328]	fuel 3200 -> 6400	83_draft47_economy	Taichu: fuel 3200 -> 6400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Taihoku [329]	fuel 1200 -> 2400; oil 2595 -> 5190	83_draft47_economy	Taihoku: fuel 1200 -> 2400, oil 2595 -> 5190: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Takao [330]	fuel 28700 -> 57400	83_draft47_economy	Takao: fuel 28700 -> 57400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play

Item [slot]	Change	Sheet	Note
Anshan [334]	fuel 1300 -> 2600	83_draft47_economy	Anshan: fuel 1300 -> 2600, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Fushun [340]	oil 17845 -> 35690	83_draft47_economy	Fushun: fuel 0 -> 0, oil 17845 -> 35690: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Harbin [344]	fuel 1900 -> 3800	83_draft47_economy	Harbin: fuel 1900 -> 3800, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Mukden [353]	fuel 2300 -> 4600	83_draft47_economy	Mukden: fuel 2300 -> 4600, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Port Arthur [356]	fuel 67250 -> 134500; oil 155760 -> 311520	83_draft47_economy	Port Arthur: fuel 67250 -> 134500, oil 155760 -> 311520: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Samah [414]	fuel 20250 -> 40500	83_draft47_economy	Samah: fuel 20250 -> 40500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Cam Ranh Bay [419]	fuel 78650 -> 157300	83_draft47_economy	Cam Ranh Bay: fuel 78650 -> 157300, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Haiphong [422]	fuel 46200 -> 92400	83_draft47_economy	Haiphong: fuel 46200 -> 92400, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Kompong Trach [426]	fuel 5000 -> 10000	83_draft47_economy	Kompong Trach: fuel 5000 -> 10000, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Saigon [435]	fuel 49100 -> 98200	83_draft47_economy	Saigon: fuel 49100 -> 98200, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Bangkok [443]	fuel 19450 -> 38900; oil 25960 -> 51920	83_draft47_economy	Bangkok: fuel 19450 -> 38900, oil 25960 -> 51920: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Saipan [462]	fuel 4750 -> 9500	83_draft47_economy	Saipan: fuel 4750 -> 9500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Babeldaob [466]	fuel 19750 -> 39500	83_draft47_economy	Babeldaob: fuel 19750 -> 39500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Truk [471]	fuel 108600 -> 217200	83_draft47_economy	Truk: fuel 108600 -> 217200, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Jaluit [482]	fuel 1250 -> 2500	83_draft47_economy	Jaluit: fuel 1250 -> 2500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Kwajalein Island [483]	fuel 10750 -> 21500	83_draft47_economy	Kwajalein Island: fuel 10750 -> 21500, oil 0 -> 0: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Kurume [1488]	oil 3245 -> 6490	83_draft47_economy	Kurume: fuel 0 -> 0, oil 3245 -> 6490: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Tokuyama [1534]	fuel 62800 -> 125600; oil 208110 -> 416220	83_draft47_economy	Tokuyama: fuel 62800 -> 125600, oil 208110 -> 416220: Japanese reserves back to stock (about fifteen months at the modelled burn); to be tuned from play
Tokyo [252]	WpnNumber2[Resources]: '130'->'100'	90_reviews_sep26	R1: home-island resource centres cut by a fifth (30 so far); Japan's raw materials came from beyond the home islands
Osaka/Kyoto [246]	WpnNumber2[Resources]: '130'->'100'	90_reviews_sep26	
Fukuoka [225]	WpnNumber2[Resources]: '640'->'510'	90_reviews_sep26	
Nagasaki/Sasebo [242]	WpnNumber2[Resources]: '620'->'500'	90_reviews_sep26	
Sapporo [247]	WpnNumber2[Resources]: '650'->'520'	90_reviews_sep26	
Shimonoseki [250]	WpnNumber2[Resources]: '600'->'480'	90_reviews_sep26	

Item [slot]	Change	Sheet	Note
Kushiro [235]	WpnNumber2[Resources]: '510'->'410'	90_reviews_sep26	
Iwaki [259]	WpnNumber1[Resources]: '440'->'350'	90_reviews_sep26	
Nagoya [243]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Toyohara [301]	WpnNumber2[Resources]: '370'->'300'	90_reviews_sep26	
Kobe [231]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Yokohama/Yokosuka [257]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Matsuyama [239]	WpnNumber2[Resources]: '310'->'250'	90_reviews_sep26	
Toyama [253]	WpnNumber2[Resources]: '310'->'250'	90_reviews_sep26	
Utsunomiya [1404]	WpnNumber2[Resources]: '260'->'210'	90_reviews_sep26	
Akita [222]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Muroran [240]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Niigata [244]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Hamamatsu [227]	WpnNumber2[Resources]: '100'->'80'	90_reviews_sep26	
Shimizu [249]	WpnNumber2[Resources]: '100'->'80'	90_reviews_sep26	
Sendai [248]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Takamatsu [251]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Yamagata [258]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Kurume [1488]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Hakodate [226]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Kagoshima [229]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Kanazawa [230]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Kumamoto [234]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Okayama [245]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Wakayama [255]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	

Item [slot]	Change	Sheet	Note
Hirosaki/Aomori [260]	WpnNumber2[Resources]: '80'->'60'	90_reviews_sep26	
Asahikawa [224]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Ominato [223]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Kochi [232]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Kofu [233]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Maebashi [236]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Nagaoka [241]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Tsu [254]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Hachinohe [1406]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Oita [1432]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Chiba [1433]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Nagano [1487]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Fukuyama [1520]	WpnNumber2[Resources]: '60'->'50'	90_reviews_sep26	
Tokuyama [1534]	WpnNumber2[Resources]: '40'->'30'	90_reviews_sep26	
Maizuru [237]	WpnNumber2[Resources]: '40'->'30'	90_reviews_sep26	
Matsue [238]	WpnNumber2[Resources]: '40'->'30'	90_reviews_sep26	
Wakkanai [256]	WpnNumber1[Resources]: '40'->'30'	90_reviews_sep26	
Tottori [1434]	WpnNumber2[Resources]: '40'->'30'	90_reviews_sep26	
Kanoya [1471]	WpnNumber2[Resources]: '40'->'30'	90_reviews_sep26	
Gifu [1522]	WpnNumber1[Resources]: '40'->'30'	90_reviews_sep26	
Tokyo [252]	fuel 339200 -> 226100; oil 522440 -> 348300	90_reviews_sep26	R2: Japanese fuel and oil stockpiles cut by a third, to about the 43 million barrels held in December 1941
Osaka/Kyoto [246]	fuel 303300 -> 202200; oil 519200 -> 346100	90_reviews_sep26	
Fukuoka [225]	fuel 176400 -> 117600; oil 33740 -> 22500	90_reviews_sep26	
Nagasaki/Sasebo [242]	fuel 145600 -> 97100	90_reviews_sep26	

Item [slot]	Change	Sheet	Note
Sapporo [247]	fuel 19200 -> 12800; oil 3240 -> 2200	90_reviews_sep26	
Shimonoseki [250]	fuel 143700 -> 95800; oil 425740 -> 283800	90_reviews_sep26	
Iwaki [259]	oil 25960 -> 17300	90_reviews_sep26	
Nagoya [243]	fuel 120700 -> 80500; oil 3240 -> 2200	90_reviews_sep26	
Kobe [231]	fuel 180500 -> 120300	90_reviews_sep26	
Yokohama/Yokosuka [257]	fuel 82100 -> 54700; oil 389400 -> 259600	90_reviews_sep26	
Akita [222]	fuel 9200 -> 6100; oil 124600 -> 83100	90_reviews_sep26	
Hiroshima/Kure [228]	fuel 631500 -> 421000	90_reviews_sep26	
Muroran [240]	oil 3240 -> 2200	90_reviews_sep26	
Niigata [244]	fuel 18800 -> 12500; oil 138880 -> 92600	90_reviews_sep26	
Shimizu [249]	fuel 3400 -> 2300	90_reviews_sep26	
Sendai [248]	fuel 11400 -> 7600	90_reviews_sep26	
Takamatsu [251]	fuel 3400 -> 2300	90_reviews_sep26	
Yamagata [258]	oil 59700 -> 39800	90_reviews_sep26	
Kurume [1488]	oil 6490 -> 4300	90_reviews_sep26	
Hakodate [226]	fuel 27200 -> 18100	90_reviews_sep26	
Wakayama [255]	fuel 11500 -> 7700; oil 129800 -> 86500	90_reviews_sep26	
Hirosaki/Aomori [260]	fuel 47300 -> 31500	90_reviews_sep26	
Asahikawa [224]	oil 3240 -> 2200	90_reviews_sep26	
Ominato [223]	fuel 37300 -> 24900	90_reviews_sep26	
Tokuyama [1534]	fuel 125600 -> 83700; oil 416220 -> 277500	90_reviews_sep26	
Maizuru [237]	fuel 157300 -> 104900	90_reviews_sep26	
Wakkanai [256]	fuel 20500 -> 13700	90_reviews_sep26	
Shikuka [299]	fuel 32400 -> 21600; oil 19470 -> 13000	90_reviews_sep26	

Item [slot]	Change	Sheet	Note
Tokyo [252]	WpnNumber3[Oil]: '5'->'2'	90_reviews_sep26	R3: the small city oil entries halved as the synthetic plants they stand for
Fukuoka [225]	WpnNumber3[Oil]: '12'->'6'	90_reviews_sep26	
Sapporo [247]	WpnNumber3[Oil]: '5'->'2'	90_reviews_sep26	
Shimonoseki [250]	WpnNumber3[Oil]: '16'->'8'	90_reviews_sep26	
Nagoya [243]	WpnNumber3[Oil]: '5'->'2'	90_reviews_sep26	
Taihoku [329]	WpnNumber3[Oil]: '8'->'4'	90_reviews_sep26	
Muroran [240]	WpnNumber3[Oil]: '5'->'2'	90_reviews_sep26	
Kurume [1488]	WpnNumber3[Oil]: '10'->'5'	90_reviews_sep26	
Asahikawa [224]	WpnNumber3[Oil]: '5'->'2'	90_reviews_sep26	
Tokuyama [1534]	WpnNumber3[Oil]: '5'->'2'	90_reviews_sep26	
Rashin [306]	WpnNumber2[Oil]: '5'->'2'	90_reviews_sep26	
Fushun [340]	WpnNumber3[Oil]: '55'->'35'	90_reviews_sep26	R3: the Fushun shale-oil works at about a million barrels a year
Jaluit [482]	airfield cap 2 -> 0	91_conversions_base	
Peleliu [468]	port cap 2 -> 0; airfield cap 5 -> 2	91_conversions_base	
Saipan [462]	airfield cap 9 -> 4	91_conversions_base	
Truk [471]	port cap 5 -> 4; airfield cap 6 -> 3	91_conversions_base	
Tinian [463]	airfield cap 9 -> 6	91_conversions_base	
Naha [288]	airfield cap 9 -> 6	91_conversions_base	
Iwo-jima [267]	airfield cap 7 -> 2	91_conversions_base	
Kwajalein Island [483]	airfield cap 4 -> 2	91_conversions_base	

Item [slot]	Change	Sheet	Note
Roi-Namur [490]	airfield cap 5 -> 2	91_conversions_bases	
Eniwetok [481]	airfield cap 5 -> 1	91_conversions_bases	
Majuro [485]	port cap 3 -> 2; airfield cap 4 -> 1	91_conversions_bases	
Fukuoka [225]	port 10 -> 6	91_conversions_bases	P1: Hakata, a regional port
Nagoya [243]	port 9 -> 7	91_conversions_bases	P2
Port Arthur [356]	port 9 -> 7	91_conversions_bases	P3: Dairen
Cam Ranh Bay [419]	port 5 -> 3	91_conversions_bases	P6: an anchorage without shore facilities
Truk [471]	airfield 5 -> 3	91_conversions_bases	P7: Moen No.1 and Eten
Eniwetok [481]	airfield 1 -> 0	91_conversions_bases	P9: Engebi strip November 1943
Saipan [462]	airfield 3 -> 2	91_conversions_bases	P10: Aslito alone
Chiba [1433]	WpnDevID4[R&D Ki-43-IIIb Oscar]: '0'->'2170'; WpnDisabled4[R&D Ki-43-IIIb Oscar]: '0'->'2'	91_conversions_bases	J1: research seed at Chiba (Tachikawa; Tokyo's industry slots are full)
Kobe [231]	WpnDevID17[R&D N1K4-J George]: '0'->'2173'; WpnDisabled17[R&D N1K4-J George]: '0'->'2'	91_conversions_bases	J2: research seed at Kobe (Kawanishi)
Hamamatsu [227]	WpnNumber5[Engine Nakajima Ha-45-21]: '0'->'10'	94_engines	E2: a research seed of 10 for the Homare 21 at Nakajima's Hamamatsu engine works, beside the Homare 11's 30
Shimizu [249]	WpnNumber5[Engine Mitsubishi Ha-42]: '0'->'10'	94_engines	E1: the Ha-104 research seed of 10 at Mitsubishi's Shizuoka engine works (Nagoya's twenty industry slots are full)
Gifu [1522]	WpnNumber10[Engine Mitsubishi Ha-42]: '2'->'0'; WpnDevID10[Engine Mitsubishi Ha-42]: '245'->'0'; WpnNumber9[Engine Aichi Ha-60]: '5'->'0'; WpnDevID9[Engine Aichi Ha-60]: '237'->'0'	94_engines	E1/E4: the 2-point Ha-42 seed and the 5-point Atsuta slot at Gifu removed
Matsuyama [239]	WpnNumber11[Engine Aichi Ha-60]: '80'->'45'	94_engines	E4: Aichi's Atsuta line, about 40 a month; 80 to 45
Kanazawa [230]	WpnNumber11[Engine Aichi Ha-60]: '40'->'0'; WpnDevID11[Engine Aichi Ha-60]: '237'->'0'	94_engines	E4: no Aichi engine plant at Kanazawa; 40 removed
Tokyo [252]	WpnNumber11[Engine Nakajima Ha-35]: '180'->'100'	101_engine_marks	T4: Musashino's Sakae 12 line 180 to 100
Hamamatsu [227]	WpnNumber6[Engine Nakajima Ha-35-21]: '0'->'80'	101_engine_marks	T4: the Sakae 21 line, 80, at Nakajima's Hamamatsu works (the record's Sakae 21 line was Musashino and Tama in Tokyo, whose twenty industry slots are full; Hamamatsu stands for it)

Item [slot]	Change	Sheet	Note
Shimizu [249]	WpnNumber6[Engine Mitsubishi Ha-33-6x]: '0'->'40'	101_engine_marks	T4: the Kinsei 6x line at Mitsubishi's No. 6 Shizuoka engine works (first engine 31 July 1944, 300 a month by February 1945); Kumamoto was an airframe works and gets nothing
Osaka/Kyoto [246]	WpnNumber10[Engine Mitsubishi Ha-32-2x]: '0'->'20'	101_engine_marks	T4: the Kasei 25 line at Mitsubishi's No. 8 Kyoto engine works, built from March 1943, never above 174 a month
Nagoya [243]	WpnNumber9[Engine Mitsubishi Ha-33]: '65'->'25'	111_final_pass	Nagoya's Kinsei 4x line 65 to 25, what the Jake and the Mavis take; the rest becomes the 5x line
Shimizu [249]	WpnNumber7[Engine Mitsubishi Ha-33-5x]: '0'->'40'	111_final_pass	the Kinsei 5x line, 40, at Shizuoka from July 1942 (a stand-in for the Nagoya lines that converted; Nagoya's twenty slots are full)
Osaka/Kyoto [246]	WpnNumber10[Engine Mitsubishi Ha-32-2x]: '20'->'60'	111_final_pass	the Kasei 2x line at Kyoto 20 to 60: the G4M2, B6N2, P1Y and J2M of 1943-44 draw on it while Nagoya's 1x line finishes the G4M1
Yokohama/Yokosuka [257]	Allied VP 265 -> 353	81_vp_anchor	Yokohama/Yokosuka: Allied value 265 -> 353 (effective 4,505 -> 6,001 at start multiplier 17); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Hiroshima/Kure [228]	Allied VP 155 -> 207	81_vp_anchor	Hiroshima/Kure: Allied value 155 -> 207 (effective 4,495 -> 6,003 at start multiplier 29); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Nagasaki/Sasebo [242]	Allied VP 231 -> 346	81_vp_anchor	Nagasaki/Sasebo: Allied value 231 -> 346 (effective 3,003 -> 4,498 at start multiplier 13); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Kobe [231]	Allied VP 50 -> 100	81_vp_anchor	Kobe: Allied value 50 -> 100 (effective 1,500 -> 3,000 at start multiplier 30); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Nagoya [243]	Allied VP 50 -> 200	81_vp_anchor	Nagoya: Allied value 50 -> 200 (effective 750 -> 3,000 at start multiplier 15); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Fukuoka [225]	Allied VP 50 -> 214	81_vp_anchor	Fukuoka: Allied value 50 -> 214 (effective 700 -> 2,996 at start multiplier 14); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Kagoshima [229]	Allied VP 50 -> 250	81_vp_anchor	Kagoshima: Allied value 50 -> 250 (effective 600 -> 3,000 at start multiplier 12); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Kumamoto [234]	Allied VP 50 -> 357	81_vp_anchor	Kumamoto: Allied value 50 -> 357 (effective 350 -> 2,499 at start multiplier 7); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Kurume [1488]	Allied VP 50 -> 333	81_vp_anchor	Kurume: Allied value 50 -> 333 (effective 300 -> 1,998 at start multiplier 6); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Oita [1432]	Allied VP 50 -> 250	81_vp_anchor	Oita: Allied value 50 -> 250 (effective 400 -> 2,000 at start multiplier 8); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Kanoya [1471]	Allied VP 50 -> 150	81_vp_anchor	Kanoya: Allied value 50 -> 150 (effective 500 -> 1,500 at start multiplier 10); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Shimonoseki [250]	Allied VP 50 -> 88	81_vp_anchor	Shimonoseki: Allied value 50 -> 88 (effective 850 -> 1,496 at start multiplier 17); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Sendai [248]	Allied VP 50 -> 300	81_vp_anchor	Sendai: Allied value 50 -> 300 (effective 250 -> 1,500 at start multiplier 5); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped

Item [slot]	Change	Sheet	Note
Okayama [245]	Allied VP 50 -> 75	81_vp_anchor	Okayama: Allied value 50 -> 75 (effective 800 -> 1,200 at start multiplier 16); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Takamatsu [251]	Allied VP 50 -> 83	81_vp_anchor	Takamatsu: Allied value 50 -> 83 (effective 600 -> 996 at start multiplier 12); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Tsu [254]	Allied VP 50 -> 83	81_vp_anchor	Tsu: Allied value 50 -> 83 (effective 600 -> 996 at start multiplier 12); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Tokuyama [1534]	Allied VP 50 -> 83	81_vp_anchor	Tokuyama: Allied value 50 -> 83 (effective 600 -> 996 at start multiplier 12); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Hakodate [226]	Allied VP 50 -> 100	81_vp_anchor	Hakodate: Allied value 50 -> 100 (effective 500 -> 1,000 at start multiplier 10); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Sapporo [247]	Allied VP 50 -> 143	81_vp_anchor	Sapporo: Allied value 50 -> 143 (effective 350 -> 1,001 at start multiplier 7); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Hirosaki/Aomori [260]	Allied VP 50 -> 100	81_vp_anchor	Hirosaki/Aomori: Allied value 50 -> 100 (effective 450 -> 900 at start multiplier 9); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Naha [288]	Allied VP 109 -> 182	81_vp_anchor	Naha: Allied value 109 -> 182 (effective 1,199 -> 2,002 at start multiplier 11); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Taihoku [329]	Allied VP 188 -> 100	81_vp_anchor	Taihoku: Allied value 188 -> 100 (effective 1,504 -> 800 at start multiplier 8); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Mukden [353]	Allied VP 125 -> 50	81_vp_anchor	Mukden: Allied value 125 -> 50 (effective 1,500 -> 600 at start multiplier 12); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Changchun [336]	Allied VP 400 -> 150	81_vp_anchor	Changchun: Allied value 400 -> 150 (effective 800 -> 300 at start multiplier 2); the war is won in Japan: home islands raised, occupied China, Formosa and Manchuria halved, Singapore and Manila capped
Niigata [244]	devices: none 14->33	124_oil_cbmu	R8: USNTMJ X-38(N)-10 gives Japan's crude by prefecture; CRS had the Niigata and Akita shares reversed and twelve oil centres at Yamagata. Niigata produced 797,176 barrels, 56 per cent of Japan's crude
Akita [222]	devices: none 32->22	124_oil_cbmu	R8: Akita produced 529,105 barrels, 37 per cent; its Innai field was the largest at 976 barrels a day
Yamagata [258]	devices: none 12->0	124_oil_cbmu	R8: Yamagata produced 119 barrels in a year
Fukuoka [225]	Japanese VP 71 -> 85	125_home_vp	VP: home-island Japanese values x1.2 to hold Japan's verdict chance at its Draft 69 level after the Draft 70 lift (campaign model, 16 Sep 2026)
Hakodate [226]	Japanese VP 50 -> 60	125_home_vp	Hakodate
Hiroshima/Kure [228]	Japanese VP 103 -> 124	125_home_vp	Hiroshima/Kure
Kagoshima [229]	Japanese VP 83 -> 100	125_home_vp	Kagoshima
Kobe [231]	Japanese VP 100 -> 120	125_home_vp	Kobe

Item [slot]	Change	Sheet	Note
Kumamoto [234]	Japanese VP 71 -> 85	125_home_vp	Kumamoto
Maizuru [237]	Japanese VP 59 -> 71	125_home_vp	Maizuru
Nagasaki/Sasebo [242]	Japanese VP 154 -> 185	125_home_vp	Nagasaki/Sasebo
Nagoya [243]	Japanese VP 133 -> 160	125_home_vp	Nagoya
Okayama [245]	Japanese VP 31 -> 37	125_home_vp	Okayama
Osaka/Kyoto [246]	Japanese VP 269 -> 323	125_home_vp	Osaka/Kyoto
Sapporo [247]	Japanese VP 71 -> 85	125_home_vp	Sapporo
Sendai [248]	Japanese VP 100 -> 120	125_home_vp	Sendai
Shimonoseki [250]	Japanese VP 59 -> 71	125_home_vp	Shimonoseki
Tokyo [252]	Japanese VP 467 -> 560	125_home_vp	Tokyo
Yokohama/Yokosuka [257]	Japanese VP 176 -> 211	125_home_vp	Yokohama/Yokosuka
Oita [1432]	Japanese VP 62 -> 74	125_home_vp	Oita
Kanoya [1471]	Japanese VP 50 -> 60	125_home_vp	Kanoya
Kurume [1488]	Japanese VP 83 -> 100	125_home_vp	Kurume
Esutoru [217]	cloned from Shikotan; location 53 -> 44; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T1 port. West-coast Karafuto coal port; Soviet landing 16 Aug 1945 (Toro/Esutoru). [also: Koton] [peak port/AF 3/3] [moved 125,44 from 125,43 (closer to the true position)]
Sakata [218]	cloned from Shikotan; location 125 -> 116; location 53 -> 56; port 0 -> 3; port cap 0 -> 3; airfield cap 4 -> 0; attached HQ 5th -> General Defence	127_base_expansion	T1 port. Major Japan Sea rice/export port of Yamagata; mined in 1945 Operation Starvation. [peak port/AF 4/3]
Hongay [219]	cloned from Lao Cai; location 68 -> 69; location 53 -> 57; port 0 -> 2; port cap 0 -> 2; airfield cap 4 -> 0; monsoon 0 -> 1; type 5 -> 1	127_base_expansion	T1 resource. Hongay/Campha anthracite mines on Along Bay, Indochina's main coal exports to Japan; Allied air target 1944-45. [peak port/AF 3/2] [map patch: minor rail added, 1 link(s)]
Penhsihu [292]	cloned from Lungchen; location 112 -> 103; location 36 -> 43; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Japanese garrison 0 -> 40; Allied garrison 0 -> 20	127_base_expansion	T1 resource. Honkeiko coal and low-phosphorus iron/steel works, key Kwantung Army industry. [peak port/AF 0/3]
Musan [321]	cloned from Lungchen; location 112 -> 108; location 36 -> 45; airfield cap 6 -> 0; forts 1 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10	127_base_expansion	T2 rail_end. Railhead with no base. Tumen valley line to the Musan iron mines; verify name against art. Musan iron ore mine on the Tumen, feeding Seishin steelworks. [peak port/AF 0/1]
Chitose [331]	cloned from Shikotan; location 125 -> 121; location 53 -> 52; airfield 0 -> 3; airfield cap 4 -> 3; attached HQ 5th -> General Defence; type 1 -> 5	127_base_expansion	T2 airfield. IJN Chitose air base (Chitose Kokutai), key Hokkaido/Kuriles air node; ~36 km SE of Sapporo in the Ishikari lowland. [peak port/AF 0/6]
Pakso [332]	cloned from Lungchen; location 112 -> 69; location 36 -> 61; port 0 -> 1; port cap 0 -> 1; airfield cap 6 -> 0; forts 1 -> 0; Allied garrison 0 -> 10; attached HQ Kwantung -> Southern; type 5 -> 1	127_base_expansion	T2 port. W Hainan port developed by Japan 1940-43 to ship Shihlu iron ore to Japan. [peak port/AF 4/3]
Hokang [494]	cloned from Lopei; location 114 -> 113; airfield cap 6 -> 0; forts 3 -> 0; Japanese garrison 0 -> 10; Allied garrison 0 -> 5	127_base_expansion	T3 resource. Hokang coalfield; ~45 km from Lopei (overlap risk). [peak port/AF 0/1]
Otomari [589]	cloned from Shikotan; location 125 -> 123; location 53 -> 47; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T1 rail_end. Railhead with no base. Karafuto's main port and ferry terminal from Wakkanai; Soviet landing Aug 45 [peak port/AF 4/3]
Taito [605]	cloned from Torishima; location 111 -> 86; location 68 -> 66; port 0 -> 1; port cap 0 -> 1; airfield 0 -> 1; airfield cap 0 -> 1; attached HQ 4th -> General Defence	127_base_expansion	T1 rail_end. The east-Formosa railway has no base at all; Taito (Taitung) terminus, port and airfield. Main SE Formosa town with army airfield and small port. [peak port/AF 2/4]

Item [slot]	Change	Sheet	Note
Chosin [617]	cloned from Torishima; location 111 -> 106; location 68 -> 46; attached HQ 4th -> Kwantung; type 1 -> 5	127_base_expansion	T2 rail_end. Railhead with no base. Kanko (Hamhung)-Chosin line to the reservoir hydro-electric plants [peak port/AF 0/1]
Linkiang [636]	cloned from Lungchen; location 112 -> 107; location 36 -> 44; airfield cap 6 -> 0; forts 1 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10	127_base_expansion	T2 rail_end. Railhead with no base. Tunghua-Linkiang line to the Yalu; Tunghua iron and coal district [peak port/AF 0/1]
Tungkiang [755]	cloned from Lopei; location 114 -> 115; location 39 -> 38; airfield cap 6 -> 0; forts 3 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10	127_base_expansion	T2 rail_end. Railhead with no base on the Amur/Sungari frontier NE of Lopei; Soviet river-flotilla objective Aug 45; verify name. Sungari-Amur confluence; Soviet Amur Flotilla assault 10 Aug 1945. [also: Obluchye] [peak port/AF 2/3]
Urakawa [820]	cloned from Shikotan; location 125 -> 121; port 0 -> 1; port cap 0 -> 1; airfield cap 4 -> 0; attached HQ 5th -> General Defence	127_base_expansion	T3 rail_end. Railhead with no base. Hidaka line on the south Hokkaido coast [peak port/AF 1/1]
Miyazaki [1163]	cloned from Torishima; location 111 -> 103; location 68 -> 60; port 0 -> 1; port cap 0 -> 1; airfield 0 -> 3; airfield cap 0 -> 3; attached HQ 4th -> General Defence	127_base_expansion	T1 airfield. IJN Miyazaki air base (Akae); Operation Olympic eastern landing beaches (I Corps) lay just north and south of the city. [also: Izumi, Miyakonojo] [peak port/AF 2/6]
Sattahip [1273]	cloned from Paracel Islands; location 71 -> 56; location 67 -> 64; port 0 -> 3; port cap 0 -> 3; forts 0 -> 1; attached HQ General Defence -> Southern; monsoon 0 -> 1	127_base_expansion	T1 naval_base. Royal Thai Navy base founded 1937 on the Gulf of Siam, main fleet anchorage east of Bangkok. [peak port/AF 4/3]
Shinchiku [1284]	cloned from Torishima; location 111 -> 86; location 68 -> 63; port 0 -> 1; port cap 0 -> 1; airfield 0 -> 3; airfield cap 0 -> 4; attached HQ 4th -> General Defence	127_base_expansion	T1 airfield. IJN Shinchiku air base, raided by US 14th AF 25 Nov 1943; NW Formosa. [peak port/AF 1/7]
Tokushima [1339]	cloned from Torishima; location 111 -> 108; location 68 -> 60; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 2; airfield cap 0 -> 2; attached HQ 4th -> General Defence	127_base_expansion	T1 airfield. IJN Tokushima air base (training, kamikaze 1945) and port; eastern Shikoku facing the Kii Channel. [peak port/AF 3/5]
Lopburi [1550]	cloned from Lao Cai; location 68 -> 57; location 53 -> 60; airfield 0 -> 2; airfield cap 4 -> 2; monsoon 0 -> 1	127_base_expansion	T1 training. Phibun's military city: Thai Army artillery centre and air base on the Northern Railway north of Bangkok. [peak port/AF 0/5]
Reisui [1553]	cloned from Torishima; location 111 -> 101; location 68 -> 54; port 0 -> 3; port cap 0 -> 3; airfield 0 -> 1; airfield cap 0 -> 1; attached HQ 4th -> General Defence	127_base_expansion	T1 port. South Korean ferry/rail port to Shimonoseki; IJN seaplane base; Yeosu-Suncheon rail terminus. [peak port/AF 4/4] [hand-pinned 101,54 from 102,55 (art check)]
Tsuruga [1558]	cloned from Torishima; location 68 -> 58; port 0 -> 3; port cap 0 -> 3; attached HQ 4th -> General Defence	127_base_expansion	T1 port. Main Japan Sea port for traffic to Korea and Vladivostok; 1945 transshipment port under Operation Starvation mining. [peak port/AF 5/3]
Wangyemiao [1560]	cloned from Lungchen; location 112 -> 106; airfield 0 -> 2; airfield cap 6 -> 2; Japanese garrison 0 -> 40; Allied garrison 0 -> 20	127_base_expansion	T1 hq. Capital of Hsingan province; Kwantung Army 44th Army area; Soviet objective Aug 1945. [peak port/AF 0/5]
Hunchun [1566]	cloned from Lopei; location 114 -> 110; location 39 -> 45; airfield 0 -> 1; airfield cap 6 -> 1; forts 3 -> 1; Japanese garrison 0 -> 40; Allied garrison 0 -> 20	127_base_expansion	T1 battle. Fortified region on Soviet/Korean border; Soviet 25th Army attack Aug 1945. [peak port/AF 0/3]
Joshin [1567]	cloned from Torishima; location 111 -> 107; location 68 -> 47; port 0 -> 3; port cap 0 -> 3; airfield 0 -> 1; airfield cap 0 -> 1; attached HQ 4th -> Kwantung	127_base_expansion	T1 industry. NE Korean port and steel/magnesite industry (Nippon Koshuha); Soviet landing target Aug 1945. [peak port/AF 5/4]
Kanchanaburi [1568]	cloned from Lao Cai; location 68 -> 56; location 53 -> 60; airfield cap 4 -> 0	127_base_expansion	T1 rail_junction. Burma-Thailand Railway base area with the Tha Makham (River Kwai) bridge and main POW camps; bombed 1944-45. [also: Tarsao] [peak port/AF 1/2] [moved 56,60 from 55,60 (to the river)]
Manchouli [1571]	cloned from Moho; location 112 -> 105; location 27 -> 30; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Japanese garrison 0 -> 40; Allied garrison 0 -> 20	127_base_expansion	T1 rail_junction. Border station of CER with USSR; Soviet Transbaikal Front attack 9 Aug 1945 (Jalainor fortified area). [also: Otpor] [peak port/AF 0/4] [map patch: major rail added, 2 link(s)]
Shingishu [1576]	cloned from Torishima; location 111 -> 103; location 68 -> 45; airfield 0 -> 2; airfield cap 0 -> 2; attached HQ 4th -> China Expeditionary; type 1 -> 5	127_base_expansion	T1 rail_junction. Yalu River rail and road bridges to Antung, Manchuria; seat of North Heian province. [peak port/AF 2/5]
Szepingkai [1578]	cloned from Lungchen; location 112 -> 105; location 36 -> 41; airfield 0 -> 2; airfield cap 6 -> 3; forts 1 -> 0; Japanese garrison 0 -> 40; Allied garrison 0 -> 20	127_base_expansion	T1 rail_junction. Capital of Szeping province, junction of SMR and Taonan line; Kwantung Army depot. [also: Kungchuling] [peak port/AF 0/6]
Cap St Jacques [1589]	cloned from Paracel Islands; location 71 -> 61; location 67 -> 72; port 0 -> 2; port cap 0 -> 2; attached HQ General Defence -> Southern	127_base_expansion	T2 naval_base. Fortified anchorage guarding the Saigon River mouth; Japanese convoy assembly point, hit in Jan 1945 carrier raid. [peak port/AF 4/2] [moved 61,72 from 61,73 (onto the road)]
Chiengrai [1592]	cloned from Lao Cai; location 68 -> 61; location 53 -> 52; airfield 0 -> 1; airfield cap 4 -> 1; monsoon 0 -> 1	127_base_expansion	T2 airfield. Thai forward airfield and road head to Kengtung for the Phayap Army 1942-45. [peak port/AF 0/3]
Hitokappu Wan [1597]	cloned from Shikotan; location 125 -> 127; location 53 -> 52; port 0 -> 2; port cap 0 -> 2; airfield cap 4 -> 0	127_base_expansion	T2 naval_base. Kido Butai assembly anchorage before Pearl Harbor (sailed 26 Nov 1941); Tennei airfield; check vs Etorofu hex. [peak port/AF 2/2] [map patch: trail added, 2 link(s)]
Obihiro [1602]	cloned from Shikotan; location 125 -> 122; location 53 -> 52; airfield 0 -> 1; airfield cap 4 -> 1; attached HQ 5th -> General Defence; type 1 -> 5	127_base_expansion	T2 airfield. Tokachi plain garrison and army airfield; central Hokkaido rail link to Kushiro. [peak port/AF 0/4]

Item [slot]	Change	Sheet	Note
Hokko [1765]	cloned from Torishima; location 111 -> 104; location 68 -> 53; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 1; airfield cap 0 -> 1; attached HQ 4th -> Kwantung	127_base_expansion	T2 port. East coast Korean port with Japanese airfield; ~70 km E of Taikyu. [peak port/AF 3/4]
Hulutao [1767]	cloned from Lungchen; location 112 -> 100; location 36 -> 42; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; type 5 -> 1	127_base_expansion	T2 port. Ice-free deep-water port built 1930 SW of Chinchow; Xingcheng airfield nearby. [peak port/AF 5/4] [moved 100,42 from 100,41 (to the coast)]
Lampang [1775]	cloned from Lao Cai; location 68 -> 59; location 53 -> 54; airfield 0 -> 1; airfield cap 4 -> 1; monsoon 0 -> 1	127_base_expansion	T2 hq. Northern Railway town and airfield; Thai Phayap Army base for the 1942 Shan States invasion. [peak port/AF 0/4]
Rumoi [1789]	cloned from Shikotan; location 125 -> 122; location 53 -> 50; port 0 -> 2; port cap 0 -> 2; airfield cap 4 -> 0; attached HQ 5th -> General Defence	127_base_expansion	T2 port. NW Hokkaido port; northern end of Stalin's proposed 1945 Rumoi-Kushiro occupation line. [peak port/AF 3/2] [moved 122,50 from 121,50 (onto the railway)]
Uwajima [1798]	cloned from Torishima; location 111 -> 105; location 68 -> 60; port 0 -> 2; port cap 0 -> 2; attached HQ 4th -> General Defence	127_base_expansion	T2 port. West Shikoku port on the Bungo Channel; nearby Sukumo Bay was the IJN battleship trial and fleet anchorage. [peak port/AF 3/3] [map patch: secondary road added, 1 link(s)]
Aranyaprathet [1812]	cloned from Paracel Islands; location 71 -> 58; location 67 -> 64; attached HQ General Defence -> Southern; type 1 -> 5	127_base_expansion	T2 battle. Eastern railhead facing Sisophon; Franco-Thai War front 1941 and rail link to Battambang after 1941. [peak port/AF 0/3]
Chaoyang [1814]	cloned from Lungchen; location 112 -> 101; location 36 -> 40; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10	127_base_expansion	T2 rail_junction. Jehol rail junction Chinchow-Chengteh/Chihfeng; Kwantung Army depot. [peak port/AF 0/4]
Kainei [1826]	cloned from Shikotan; location 125 -> 109; location 53 -> 45; airfield 0 -> 1; airfield cap 4 -> 1; attached HQ 5th -> Kwantung; type 1 -> 5	127_base_expansion	T2 rail_junction. Tumen River border crossing and 19th Div. garrison; rail to Manchuria, Soviet 25th Army axis 1945. [peak port/AF 0/3]
Linkou [1832]	cloned from Lopei; location 114 -> 112; location 39 -> 42; airfield 0 -> 1; airfield cap 6 -> 2; forts 3 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10	127_base_expansion	T2 rail_junction. Junction of Tumen-Kiamusze and Mishan lines; Japanese 5th Army area, airfield. [peak port/AF 0/5]
Mae Sot [1834]	cloned from Lao Cai; location 68 -> 57; location 53 -> 56; airfield cap 4 -> 0; monsoon 0 -> 1	127_base_expansion	T2 battle. Border crossing on the Rahaeng-Moulmein road; Japanese 55th Div invasion route into Burma Jan 1942. [peak port/AF 0/2]
Morioka [1835]	cloned from Shikotan; location 125 -> 118; location 53 -> 56; airfield 0 -> 1; airfield cap 4 -> 1; attached HQ 5th -> General Defence; type 1 -> 5	127_base_expansion	T2 rail_junction. Tohoku main line junction and army garrison town in interior Iwate; army airfield. [peak port/AF 0/4]
Shumshu [1846]	cloned from Shasukotan; location 135 -> 138; location 49 -> 47; port 0 -> 1; port cap 0 -> 1; airfield 0 -> 1; airfield cap 3 -> 1	127_base_expansion	T2 battle. Kataoka naval base and airfields; Battle of Shumshu 18-23 Aug 1945; separate island from Paramushiro. [peak port/AF 3/4] [moved 138,47 from 139,46 (closer to the true position)]
Tungliao [1876]	cloned from Lungchen; location 112 -> 104; location 36 -> 39; airfield 0 -> 1; airfield cap 6 -> 2; forts 1 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10	127_base_expansion	T2 rail_junction. Hsingan South rail hub (Tahushan-Tungliao-Taonan lines); Kwantung Army airfield. [peak port/AF 0/5]
Tunhua [1880]	cloned from Lungchen; location 112 -> 109; location 36 -> 43; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Japanese garrison 0 -> 20; Allied garrison 0 -> 10	127_base_expansion	T2 rail_junction. Kirin-Tumen railway (Kirin-Kainei line) town; Kwantung Army 1945 position; not Tunghua. [peak port/AF 0/4] [moved 109,43 from 108,43 (onto the railway, onto the road)]
Cao Bang [1888]	cloned from Lao Cai; location 68 -> 70; location 53 -> 54; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T2 town. French border garrison; Viet Minh base area (Pac Bo) 1941-45 and scene of fighting in the Japanese coup of Mar 1945. [peak port/AF 0/2]
Dong Hoi [1890]	cloned from Paracel Islands; location 71 -> 66; location 67 -> 62; port 0 -> 1; port cap 0 -> 1; airfield 0 -> 1; airfield cap 0 -> 1; attached HQ General Defence -> Southern	127_base_expansion	T2 town. Coastal airfield and port on Route Coloniale 1 and the Transindochinois; gap between Vinh and Hue. [peak port/AF 2/3]
Thakhek [1923]	cloned from Lao Cai; location 68 -> 64; location 53 -> 60; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T2 town. Mekong crossing at the head of Route Coloniale 12 to Vinh; Franco-Thai War front 1940-41, Nakhon Phanom opposite. [peak port/AF 1/3]
Ban Me Thuot [1928]	cloned from Paracel Islands; location 71 -> 64; location 67 -> 70; airfield 0 -> 1; airfield cap 0 -> 1; attached HQ General Defence -> Southern; type 1 -> 5	127_base_expansion	T3 airfield. Darlac plateau French post and airstrip; highland gap between Dalat and Kratie. [peak port/AF 0/3]
Dien Bien Phu [1930]	cloned from Lao Cai; location 68 -> 66; location 53 -> 54; airfield 0 -> 1; airfield cap 4 -> 1; monsoon 0 -> 1	127_base_expansion	T3 airfield. Northwest Tonkin valley airstrip; Alessandri's column withdrew through it toward China Mar-Apr 1945. [peak port/AF 0/3]
Kachek [1936]	cloned from Lungchen; location 112 -> 71; location 36 -> 63; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 5; attached HQ Kwantung -> Southern	127_base_expansion	T3 airfield. E Hainan town (Jiaji) with Japanese garrison and airstrip; Qiongya guerrilla area. [peak port/AF 0/3] [moved 71,63 from 71,62 (onto the road)]
Lingshui [1940]	cloned from Lungchen; location 112 -> 70; location 36 -> 63; port 0 -> 1; port cap 0 -> 1; airfield 0 -> 1; airfield cap 6 -> 1; forts 1 -> 0; Allied garrison 0 -> 5; attached HQ Kwantung -> Southern; type 5 -> 1	127_base_expansion	T3 airfield. SE Hainan Japanese naval airfield/anchorage NE of Sanya. [peak port/AF 2/4]
Hamada [1970]	cloned from Torishima; location 111 -> 105; location 68 -> 57; port 0 -> 2; port cap 0 -> 2; nation 1 -> 2; attached HQ 4th -> General Defence	127_base_expansion	T3 port. Japan Sea port of western San'in coast; 21st Infantry Regiment garrison town. [peak port/AF 2/2]
Monbetsu [1985]	cloned from Shikotan; location 125 -> 123; location 53 -> 50; port 0 -> 1; port cap 0 -> 1; airfield cap 4 -> 0; attached HQ 5th -> General Defence	127_base_expansion	T3 port. Okhotsk-coast port of Hokkaido; IJN auxiliary airfield built 1943-44. [peak port/AF 2/3]

Item [slot]	Change	Sheet	Note
Fukuoka [225]	WpnNumber2[Resources]: '510'->'1745'; WpnNumber4[Heavy Industry]: '140'->'900'	128_econ_zero	Fukuoka: E1, E4 (Zero-Based Economy Review draft, 19 Sep 2026)
Kurume [1488]	WpnNumber2[Resources]: '50'->'620'	128_econ_zero	Kurume: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Nagasaki/Sasebo [242]	WpnNumber2[Resources]: '500'->'640'; WpnNumber3[Heavy Industry]: '150'->'250'	128_econ_zero	Nagasaki/Sasebo: E1, E4 (Zero-Based Economy Review draft, 19 Sep 2026)
Shimonoseki [250]	WpnNumber2[Resources]: '480'->'770'	128_econ_zero	Shimonoseki: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Iwaki [259]	WpnNumber1[Resources]: '350'->'400'	128_econ_zero	Iwaki: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Niigata [244]	WpnNumber2[Resources]: '60'->'95'	128_econ_zero	Niigata: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Sakata [218]	WpnNumber1[Resources]: '0'->'30'	128_econ_zero	Sakata: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Akita [222]	WpnNumber2[Resources]: '50'->'80'	128_econ_zero	Akita: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Sapporo [247]	WpnNumber2[Resources]: '520'->'400'	128_econ_zero	Sapporo: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Chitose [331]	WpnNumber1[Resources]: '0'->'300'	128_econ_zero	Chitose: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Asahikawa [224]	WpnNumber2[Resources]: '50'->'150'	128_econ_zero	Asahikawa: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Toyohara [301]	WpnNumber2[Resources]: '300'->'240'	128_econ_zero	Toyohara: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Esutoru [217]	WpnNumber1[Resources]: '0'->'240'	128_econ_zero	Esutoru: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Anshan [334]	WpnNumber2[Resources]: '860'->'330'	128_econ_zero	Anshan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Penhsihu [292]	WpnNumber1[Resources]: '0'->'70'	128_econ_zero	Penhsihu: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Fushun [340]	WpnNumber2[Resources]: '750'->'300'; WpnNumber3[Oil]: '35'->'80'	128_econ_zero	Fushun: E1, E5 (Zero-Based Economy Review draft, 19 Sep 2026)
Hokang [494]	WpnNumber1[Resources]: '0'->'50'	128_econ_zero	Hokang: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Harbin [344]	WpnNumber2[Resources]: '650'->'150'	128_econ_zero	Harbin: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Mukden [353]	WpnNumber2[Resources]: '450'->'130'	128_econ_zero	Mukden: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Changchun [336]	WpnNumber2[Resources]: '170'->'70'	128_econ_zero	Changchun: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Heijo [310]	WpnNumber2[Resources]: '370'->'300'	128_econ_zero	Heijo: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Chinnampo [305]	WpnNumber2[Resources]: '250'->'210'	128_econ_zero	Chinnampo: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Seishin [313]	WpnNumber1[Resources]: '100'->'0'	128_econ_zero	Seishin: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Musan [321]	WpnNumber1[Resources]: '0'->'100'	128_econ_zero	Musan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)

Item [slot]	Change	Sheet	Note
Haiphong [422]	WpnNumber1[Resources]: '300'->'25'	128_econ_zero	Haiphong: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Hongay [219]	WpnNumber1[Resources]: '0'->'115'	128_econ_zero	Hongay: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Samah [414]	WpnNumber2[Resources]: '208'->'50'	128_econ_zero	Samah: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Pakso [332]	WpnNumber1[Resources]: '0'->'45'	128_econ_zero	Pakso: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Saigon [435]	WpnNumber2[Resources]: '240'->'110'	128_econ_zero	Saigon: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Bangkok [443]	WpnNumber2[Resources]: '140'->'65'	128_econ_zero	Bangkok: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Hanoi [423]	WpnNumber1[Resources]: '40'->'20'	128_econ_zero	Hanoi: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Dalat [420]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Dalat: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Hue [424]	WpnNumber2[Resources]: '20'->'10'	128_econ_zero	Hue: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Kompong Chhnang [425]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Kompong Chhnang: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Kratie [427]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Kratie: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Pakse [431]	WpnNumber2[Resources]: '20'->'10'	128_econ_zero	Pakse: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Phnom Penh [432]	WpnNumber2[Resources]: '20'->'10'	128_econ_zero	Phnom Penh: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Quinhon [433]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Quinhon: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Siem Reap [436]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Siem Reap: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Soc Trang [437]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Soc Trang: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Vientiane [438]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Vientiane: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Vinh [439]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Vinh: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Ayuthia [442]	WpnNumber1[Resources]: '20'->'10'	128_econ_zero	Ayuthia: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Cam Ranh Bay [419]	WpnNumber1[Resources]: '16'->'5'	128_econ_zero	Cam Ranh Bay: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Chanthaburi [444]	WpnNumber1[Resources]: '15'->'5'	128_econ_zero	Chanthaburi: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Ubon [452]	WpnNumber1[Resources]: '15'->'5'	128_econ_zero	Ubon: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Udon Thani [453]	WpnNumber1[Resources]: '15'->'5'	128_econ_zero	Udon Thani: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Uttaradit [454]	WpnNumber1[Resources]: '15'->'5'	128_econ_zero	Uttaradit: E1 (Zero-Based Economy Review draft, 19 Sep 2026)

Item [slot]	Change	Sheet	Note
Battambang [417]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Battambang: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Luangprabang [430]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Luangprabang: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Chiang Mai [445]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Chiang Mai: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Nakhon Ratchasima [446]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Nakhon Ratchasima: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Patani [447]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Patani: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Pisanuloke [448]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Pisanuloke: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Rahaeng [449]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Rahaeng: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Singora [450]	WpnNumber1[Resources]: '10'->'5'	128_econ_zero	Singora: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Surat Thani [451]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Surat Thani: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Three Pagodas Pass [1639]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Three Pagodas Pass: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Nieke [1640]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Nieke: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Bampong [1641]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Bampong: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Kiungshan [413]	WpnNumber1[Resources]: '8'->'5'	128_econ_zero	Kiungshan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Babeldaob [466]	WpnNumber2[Resources]: '102'->'40'	128_econ_zero	Babeldaob: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Truk [471]	WpnNumber2[Resources]: '10'->'5'	128_econ_zero	Truk: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Pagan [460]	WpnNumber1[Resources]: '5'->'2'	128_econ_zero	Pagan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Saipan [462]	WpnNumber2[Resources]: '5'->'2'	128_econ_zero	Saipan: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Roi-Namur [490]	WpnNumber2[Resources]: '5'->'2'	128_econ_zero	Roi-Namur: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Chichi-jima [264]	WpnNumber1[Resources]: '4'->'2'	128_econ_zero	Chichi-jima: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Iwo-jima [267]	WpnNumber1[Resources]: '4'->'2'	128_econ_zero	Iwo-jima: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Tinian [463]	WpnNumber2[Resources]: '3'->'1'	128_econ_zero	Tinian: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Peleliu [468]	WpnNumber2[Resources]: '3'->'1'	128_econ_zero	Peleliu: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Ponape [469]	WpnNumber2[Resources]: '2'->'1'	128_econ_zero	Ponape: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Naha [288]	WpnNumber2[Resources]: '30'->'5'	128_econ_zero	Naha: E1 (Zero-Based Economy Review draft, 19 Sep 2026)

Item [slot]	Change	Sheet	Note
Amami Oshima [281]	WpnNumber1[Resources]: '20'->'5'	128_econ_zero	Amami Oshima: E1 (Zero-Based Economy Review draft, 19 Sep 2026)
Muroran [240]	WpnNumber4[Heavy Industry]: '50'->'250'	128_econ_zero	Muroran: E4 (Zero-Based Economy Review draft, 19 Sep 2026)
Kamaishi [1752]	WpnNumber1[Heavy Industry]: '0'->'150'	128_econ_zero	Kamaishi: E4 (Zero-Based Economy Review draft, 19 Sep 2026)
Nagoya [243]	WpnNumber4[Heavy Industry]: '320'->'460'	128_econ_zero	Nagoya: E4 (Zero-Based Economy Review draft, 19 Sep 2026)
Tokyo [252]	WpnNumber4[Heavy Industry]: '2730'->'2000'	128_econ_zero	Tokyo: E4 (Zero-Based Economy Review draft, 19 Sep 2026)
Osaka/Kyoto [246]	WpnNumber3[Heavy Industry]: '1950'->'1330'	128_econ_zero	Osaka/Kyoto: E4 (Zero-Based Economy Review draft, 19 Sep 2026)

Bases: Alaska and the Aleutians (75)

Item [slot]	Change	Sheet	Note
Dutch Harbor [546]	Japanese VP 5 -> 20; Allied VP 1 -> 5; airfield cap 0 -> 2	02_pacific_bases	
Adak Island [532]	Japanese VP 5 -> 10; Allied VP 1 -> 3; airfield cap 4 -> 6	02_pacific_bases	
Attu Island [539]	Japanese VP 5 -> 3; airfield cap 1 -> 3	02_pacific_bases	Aleutian dead-ends: 5->3
Kiska Island [551]	Japanese VP 5 -> 3; airfield cap 2 -> 3	02_pacific_bases	
Dutch Harbor [546]	Japanese VP 20 -> 67; Allied VP 5 -> 20	22_vp_effective	multiplier 3 (port 3 + 2x AF 0); effective J 200 A 60; stock basic J67 A20
Adak Island [532]	Japanese VP 10 -> 100; Allied VP 3 -> 30	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J 100 A 30; stock basic J100 A30
Attu Island [539]	Japanese VP 3 -> 20; Allied VP 1 -> 10	22_vp_effective	multiplier 1 (port 1 + 2x AF 0); effective J 20 A 10; stock basic J20 A10
Kiska Island [551]	Japanese VP 3 -> 5; Allied VP 1 -> 2	22_vp_effective	multiplier 0 (port 0 + 2x AF 0); effective J 20 A 10; stock basic J5 A2
Adak Island [532]	port cap 5 -> 3; airfield cap 6 -> 5	33_mod_adoptions	
Adak Island [532]	Japanese VP 100 -> 1	82_vp_zero_based	Adak Island: Japanese value 100 -> 1 (effective 100 -> 1); J7 zero-based: holding it changes nothing for Japan
Adak Island [532]	Allied VP 30 -> 1	82_vp_zero_based	Adak Island: Allied value 30 -> 1 (effective 30 -> 1); A7 zero-based: its loss changes nothing
Agattu Island [533]	Japanese VP 5 -> 1	82_vp_zero_based	Agattu Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Akutan Island [534]	Japanese VP 5 -> 1	82_vp_zero_based	Akutan Island: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Amchitka Island [535]	Japanese VP 5 -> 1	82_vp_zero_based	Amchitka Island: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Anchorage [536]	Japanese VP 25 -> 1	82_vp_zero_based	Anchorage: Japanese value 25 -> 1 (effective 350 -> 14); J7 zero-based: holding it changes nothing for Japan
Anchorage [536]	Allied VP 10 -> 1	82_vp_zero_based	Anchorage: Allied value 10 -> 1 (effective 140 -> 14); A7 zero-based: its loss changes nothing

Item [slot]	Change	Sheet	Note
Annette Island [537]	Japanese VP 5 -> 1	82_vp_zero_based	Annette Island: Japanese value 5 -> 1 (effective 25 -> 5); J7 zero-based: holding it changes nothing for Japan
Atka Island [538]	Japanese VP 5 -> 1	82_vp_zero_based	Atka Island: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Attu Island [539]	Japanese VP 20 -> 1	82_vp_zero_based	Attu Island: Japanese value 20 -> 1 (effective 20 -> 1); J7 zero-based: holding it changes nothing for Japan
Attu Island [539]	Allied VP 10 -> 1	82_vp_zero_based	Attu Island: Allied value 10 -> 1 (effective 10 -> 1); A7 zero-based: its loss changes nothing
Bethel [540]	Japanese VP 5 -> 1	82_vp_zero_based	Bethel: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Buldir Island [541]	Japanese VP 5 -> 1	82_vp_zero_based	Buldir Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Chirikof Island [542]	Japanese VP 5 -> 1	82_vp_zero_based	Chirikof Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Chuginadak Island [543]	Japanese VP 5 -> 1	82_vp_zero_based	Chuginadak Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Cold Bay [544]	Japanese VP 5 -> 1	82_vp_zero_based	Cold Bay: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan
Cordova [545]	Japanese VP 5 -> 1	82_vp_zero_based	Cordova: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Dutch Harbor [546]	Allied VP 20 -> 1	82_vp_zero_based	Dutch Harbor: Allied value 20 -> 1 (effective 60 -> 3); A7 zero-based: its loss changes nothing
Fairbanks [547]	Japanese VP 10 -> 1	82_vp_zero_based	Fairbanks: Japanese value 10 -> 1 (effective 80 -> 8); J7 zero-based: holding it changes nothing for Japan
Great Sitkin Island [548]	Japanese VP 5 -> 1	82_vp_zero_based	Great Sitkin Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Gulkana [549]	Japanese VP 5 -> 1	82_vp_zero_based	Gulkana: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Juneau [550]	Japanese VP 100 -> 1	82_vp_zero_based	Juneau: Japanese value 100 -> 1 (effective 500 -> 5); J7 zero-based: holding it changes nothing for Japan
Kiska Island [551]	Japanese VP 5 -> 1	82_vp_zero_based	Kiska Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kiska Island [551]	Allied VP 2 -> 1	82_vp_zero_based	Kiska Island: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Kodiak [552]	Japanese VP 5 -> 1	82_vp_zero_based	Kodiak: Japanese value 5 -> 1 (effective 45 -> 9); J7 zero-based: holding it changes nothing for Japan
Nagai Island [553]	Japanese VP 5 -> 1	82_vp_zero_based	Nagai Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Nome [554]	Japanese VP 5 -> 1	82_vp_zero_based	Nome: Japanese value 5 -> 1 (effective 35 -> 7); J7 zero-based: holding it changes nothing for Japan
Port Heiden [555]	Japanese VP 5 -> 1	82_vp_zero_based	Port Heiden: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Galena [556]	Japanese VP 5 -> 1	82_vp_zero_based	Galena: Japanese value 5 -> 1 (effective 10 -> 2); J7 zero-based: holding it changes nothing for Japan
Sagigik Island [557]	Japanese VP 5 -> 1	82_vp_zero_based	Sagigik Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sanak Island [558]	Japanese VP 5 -> 1	82_vp_zero_based	Sanak Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Seguam Island [559]	Japanese VP 5 -> 1	82_vp_zero_based	Seguam Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Semisopochnoi Island [560]	Japanese VP 5 -> 1	82_vp_zero_based	Semisopochnoi Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Seward [561]	Japanese VP 10 -> 1	82_vp_zero_based	Seward: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Sitka [562]	Japanese VP 5 -> 1	82_vp_zero_based	Sitka: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan
Sitkinak Island [563]	Japanese VP 5 -> 1	82_vp_zero_based	Sitkinak Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Skagway [564]	Japanese VP 25 -> 1	82_vp_zero_based	Skagway: Japanese value 25 -> 1 (effective 100 -> 4); J7 zero-based: holding it changes nothing for Japan
Tugidak Island [565]	Japanese VP 5 -> 1	82_vp_zero_based	Tugidak Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ulak Island [566]	Japanese VP 5 -> 1	82_vp_zero_based	Ulak Island: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Umnak Island [567]	Japanese VP 5 -> 1	82_vp_zero_based	Umnak Island: Japanese value 5 -> 1 (effective 5 -> 1); J7 zero-based: holding it changes nothing for Japan
Valdez [568]	Japanese VP 10 -> 1	82_vp_zero_based	Valdez: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Whittier [569]	Japanese VP 10 -> 1	82_vp_zero_based	Whittier: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Yakutat [570]	Japanese VP 5 -> 1	82_vp_zero_based	Yakutat: Japanese value 5 -> 1 (effective 25 -> 5); J7 zero-based: holding it changes nothing for Japan
Yunaska Island [571]	Japanese VP 5 -> 1	82_vp_zero_based	Yunaska Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Alliford Bay [1066]	Japanese VP 10 -> 1	82_vp_zero_based	Alliford Bay: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Fort Nelson [1071]	Japanese VP 10 -> 1	82_vp_zero_based	Fort Nelson: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Prince Rupert [1074]	Japanese VP 10 -> 1	82_vp_zero_based	Prince Rupert: Japanese value 10 -> 1 (effective 70 -> 7); J7 zero-based: holding it changes nothing for Japan
Whitehorse [1079]	Japanese VP 10 -> 1	82_vp_zero_based	Whitehorse: Japanese value 10 -> 1 (effective 60 -> 6); J7 zero-based: holding it changes nothing for Japan
Shemya Island [1477]	Japanese VP 5 -> 1	82_vp_zero_based	Shemya Island: Japanese value 5 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Dora Harbor [1508]	Japanese VP 10 -> 1	82_vp_zero_based	Dora Harbor: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Adak Island [532]	port cap 3 -> 5; airfield cap 5 -> 4	91_conversions_bases	
Attu Island [539]	airfield cap 3 -> 1	91_conversions_bases	
Kiska Island [551]	airfield cap 3 -> 2	91_conversions_bases	

Item [slot]	Change	Sheet	Note
Dutch Harbor [546]	airfield cap 2 -> 0	91_conversions_bases	
Norman Wells [363]	cloned from Northway; location 184 -> 191; location 31 -> 22; airfield cap 4 -> 0; nation 5 -> 18; attached HQ West Coast -> Canada Command	127_base_expansion	T2 resource. Canol Project oilfield: wells expanded 1942-44 and pipeline to Whitehorse refinery; Mackenzie River barge route. [opened 1942-06] [peak port/AF 0/2]
Big Delta [965]	cloned from Gulkana; location 182 -> 181; location 33 -> 31; airfield cap 7 -> 3	127_base_expansion	T1 airfield. Big Delta AAF (ATC Station 17), ALSIB Lend-Lease stop, ~8,000 aircraft passed through; Richardson Highway/Alaska Hwy junction. [opened 1942-06] [peak port/AF 0/6]
McGrath [1599]	cloned from Gulkana; location 182 -> 176; location 33 -> 34; airfield 0 -> 1; airfield cap 7 -> 1	127_base_expansion	T2 airfield. CAA field and Lend-Lease alternate ferry stop on Anchorage-Nome route; Kuskokwim River landing. [opened 1942-06] [peak port/AF 0/4]
Naknek [1601]	cloned from Port Heiden; location 45 -> 41; port 0 -> 1; attached HQ West Coast -> Pacific Fleet	127_base_expansion	T2 airfield. Naknek AAF built Jul 1942-Sep 1943 guarding Bristol Bay; supported Aleutian ops and ALSIB; Naknek river anchorage. [opened 1942-07] [peak port/AF 1/5] [moved 176,41 from 177,41 (to the coast)]
Ketchikan [1770]	cloned from Port Heiden; location 176 -> 197; location 45 -> 42; port 0 -> 3; port cap 1 -> 3; airfield cap 2 -> 0	127_base_expansion	T2 port. Navy Section Base and Coast Guard base; fishing/cannery port, seaplane base; Annette Island AAF across channel. [opened 1941-12] [peak port/AF 4/1] [moved 197,42 from 197,41 (to the coast)]
Aishihik [1927]	cloned from Northway; location 184 -> 188; location 31 -> 32; airfield cap 4 -> 0; nation 5 -> 18; attached HQ West Coast -> Canada Command	127_base_expansion	T3 airfield. NWSR intermediate/emergency field northwest of Whitehorse used by Lend-Lease ferry flights. [opened 1942-01] [peak port/AF 0/3]
Fort Simpson [1933]	cloned from Fort Nelson; location 199 -> 197; location 31 -> 25; airfield cap 5 -> 0	127_base_expansion	T3 airfield. Mackenzie River air route field for the Canol Project supplying Norman Wells; river transhipment point. [opened 1943-01] [peak port/AF 0/3] [moved 197,25 from 197,24 (to the river)]
Moses Point [1944]	cloned from Gulkana; location 182 -> 171; location 33 -> 34; airfield cap 7 -> 0; type 5 -> 1	127_base_expansion	T3 airfield. Army airfield built for ALSIB Lend-Lease ferry route between Galena and Nome. [opened 1942-09] [peak port/AF 0/3] [moved 171,34 from 171,35 (to the coast)]
Smith River [1951]	cloned from Fort Nelson; location 199 -> 196; airfield cap 5 -> 0	127_base_expansion	T3 airfield. NWSR intermediate airfield between Fort Nelson and Watson Lake for Lend-Lease ferry flights. [opened 1942-06] [peak port/AF 0/3] [map patch: secondary road added, 2 link(s)]
Snag [1952]	cloned from Northway; location 184 -> 186; location 31 -> 32; airfield cap 4 -> 0	127_base_expansion	T3 airfield. NWSR emergency airfield near Alaska border on the Whitehorse-Northway leg. [opened 1942-01] [peak port/AF 0/3] [map patch: secondary road added, 2 link(s)]
Tanacross [1955]	cloned from Northway; location 184 -> 183; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T3 airfield. Pre-war CAA field upgraded 1942 as NWSR/ALSIB ferry stop between Northway and Big Delta; Alaska Highway. [opened 1942-06] [peak port/AF 0/4] [map patch: main road added, 1 link(s)]
Teslin [1956]	cloned from Fort Nelson; location 199 -> 192; location 31 -> 33; airfield cap 5 -> 0; nation 18 -> 4; attached HQ Canada Command -> West Coast	127_base_expansion	T3 airfield. NWSR intermediate airfield and Alaska Highway construction camp between Watson Lake and Whitehorse. [opened 1942-01] [peak port/AF 0/3] [map patch: main road added, 2 link(s)]

Bases: Australia (243)

Item [slot]	Change	Sheet	Note
Darwin [928]	Japanese VP 10 -> 50; Allied VP 1 -> 10; port cap 3 -> 5	02_pacific_bases	
Townsville [960]	Japanese VP 10 -> 20; Allied VP 1 -> 5; port cap 4 -> 5	02_pacific_bases	
Brisbane [913]	Japanese VP 50 -> 80	02_pacific_bases	
Darwin [928]	Japanese VP 50 -> 111; Allied VP 10 -> 33	22_vp_effective	multiplier 9 (port 3 + 2x AF 3); effective J 1000 A 300; stock basic J111 A33
Townsville [960]	Japanese VP 20 -> 44; Allied VP 5 -> 11	22_vp_effective	multiplier 9 (port 3 + 2x AF 3); effective J 400 A 100; stock basic J44 A11
Brisbane [913]	Japanese VP 80 -> 123; Allied VP 1 -> 2	22_vp_effective	multiplier 13 (port 5 + 2x AF 4); effective J 1600 A 30; stock basic J123 A2
Sydney [955]	Japanese VP 100 -> 17	22_vp_effective	multiplier 24 (port 8 + 2x AF 8); effective J 400 A 30; stock basic J17 A1

Item [slot]	Change	Sheet	Note
Melbourne [942]	Japanese VP 100 -> 17	22_vp_effective	multiplier 23 (port 7 + 2x AF 8); effective J 400 A 30; stock basic J17 A1
Perth [947]	Japanese VP 50 -> 46; Allied VP 1 -> 2	22_vp_effective	multiplier 13 (port 5 + 2x AF 4); effective J 600 A 30; stock basic J46 A2
Adelaide [905]	Japanese VP 50 -> 38; Allied VP 1 -> 2	22_vp_effective	multiplier 13 (port 5 + 2x AF 4); effective J 500 A 30; stock basic J38 A2
Sydney [955]	Allied garrison 0 -> 320	15_security_garrison	Allied garrison requirements for Australia (stock 0): the political demand for home defence that pulled the AIF back in 1942
Melbourne [942]	Allied garrison 0 -> 280	15_security_garrison	
Brisbane [913]	Allied garrison 0 -> 200	15_security_garrison	
Perth [947]	Allied garrison 0 -> 120	15_security_garrison	
Adelaide [905]	Allied garrison 0 -> 100	15_security_garrison	
Darwin [928]	Allied garrison 0 -> 160	15_security_garrison	
Townsville [960]	Allied garrison 0 -> 120	15_security_garrison	
Newcastle [944]	Allied garrison 0 -> 80	15_security_garrison	
Rockhampton [953]	Allied garrison 0 -> 60	15_security_garrison	
Hobart [968]	Allied garrison 0 -> 40	15_security_garrison	
Canberra [918]	Allied garrison 0 -> 40	15_security_garrison	
Adelaide [905]	WpnDisabled4[Light Industry]: '0'->'72'; WpnDisabled2[Resources]: '0'->'19'	33_mod_adoptions	
Brisbane [913]	WpnDisabled4[Light Industry]: '0'->'79'; WpnDisabled2[Resources]: '0'->'52'	33_mod_adoptions	
Broken Hill [914]	WpnDisabled1[Resources]: '0'->'171'	33_mod_adoptions	
Corunna Downs [926]	WpnDisabled1[Resources]: '0'->'33'	33_mod_adoptions	
Geelong [933]	WpnDisabled2[Light Industry]: '0'->'33'	33_mod_adoptions	
Kalgoorlie [938]	WpnDisabled1[Resources]: '0'->'56'	33_mod_adoptions	
Melbourne [942]	WpnDisabled5[Light Industry]: '0'->'280'; WpnDisabled2[Resources]: '0'->'33'	33_mod_adoptions	
Newcastle [944]	WpnDisabled4[Light Industry]: '0'->'33'; WpnDisabled2[Resources]: '0'->'145'	33_mod_adoptions	
Perth [947]	WpnDisabled4[Light Industry]: '0'->'52'; WpnDisabled2[Resources]: '0'->'19'	33_mod_adoptions	
Port Kembla [950]	WpnDisabled4[Light Industry]: '0'->'16'; WpnDisabled2[Resources]: '0'->'95'	33_mod_adoptions	

Item [slot]	Change	Sheet	Note
Sale [954]	WpnDisabled1[Resources]: '0'->'115'	33_mod_adoptions	
Sydney [955]	WpnDisabled6[Light Industry]: '0'->'303'; WpnDisabled2[Resources]: '0'->'39'	33_mod_adoptions	
Toowoomba [959]	WpnDisabled1[Resources]: '0'->'33'	33_mod_adoptions	
Whyalla [962]	WpnDisabled1[Resources]: '0'->'33'	33_mod_adoptions	
Hobart [968]	WpnDisabled3[Light Industry]: '0'->'13'; WpnDisabled2[Resources]: '0'->'13'	33_mod_adoptions	
Queenstown [970]	WpnDisabled1[Resources]: '0'->'16'	33_mod_adoptions	
Mount Isa [1719]	WpnDisabled1[Resources]: '0'->'132'	33_mod_adoptions	
Penong [1732]	WpnDisabled1[Resources]: '0'->'9'	33_mod_adoptions	
Darwin [928]	mines 0 -> 100	49_mines	
Sydney [955]	mines 0 -> 60	49_mines	
Brisbane [913]	Japanese VP 123 -> 25	72_vp_tiers	Brisbane: basic 123 -> 25, effective 1599 -> 325 (x13)
Perth [947]	Japanese VP 46 -> 10	72_vp_tiers	Perth: basic 46 -> 10, effective 598 -> 130 (x13)
Adelaide [905]	Japanese VP 38 -> 5	72_vp_tiers	Adelaide: basic 38 -> 5, effective 494 -> 65 (x13)
Sydney [955]	Japanese VP 17 -> 5	72_vp_tiers	Sydney: basic 17 -> 5, effective 408 -> 120 (x24)
Melbourne [942]	Japanese VP 17 -> 5	72_vp_tiers	Melbourne: basic 17 -> 5, effective 391 -> 115 (x23)
Canberra [918]	Japanese VP 100 -> 10	72_vp_tiers	Canberra: basic 100 -> 10, effective 400 -> 40 (x4)
Townsville [960]	Japanese VP 44 -> 20	72_vp_tiers	Townsville: basic 44 -> 20, effective 396 -> 180 (x9)
Rockhampton [953]	Japanese VP 25 -> 5	72_vp_tiers	Rockhampton: basic 25 -> 5, effective 225 -> 45 (x9)
Newcastle [944]	Japanese VP 10 -> 3	72_vp_tiers	Newcastle: basic 10 -> 3, effective 100 -> 30 (x10)
Hobart [968]	Japanese VP 10 -> 3	72_vp_tiers	Hobart: basic 10 -> 3, effective 100 -> 30 (x10)
Port Kembla [950]	Japanese VP 10 -> 3	72_vp_tiers	Port Kembla: basic 10 -> 3, effective 90 -> 27 (x9)
Charters Towers [922]	Japanese VP 10 -> 5	72_vp_tiers	Charters Towers: basic 10 -> 5, effective 80 -> 40 (x8)
Broome [915]	Japanese VP 10 -> 5	72_vp_tiers	Broome: basic 10 -> 5, effective 70 -> 35 (x7)
Darwin [928]	Japanese garrison 0 -> 80	72_vp_tiers	Darwin demanded no Japanese garrison; 80, with its value kept as the one Australian objective Japan weighed
Portland [951]	Japanese VP 10 -> 1	82_vp_zero_based	Portland: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Adelaide [905]	Japanese VP 5 -> 1	82_vp_zero_based	Adelaide: Japanese value 5 -> 1 (effective 65 -> 13); J7 zero-based: holding it changes nothing for Japan
Adelaide [905]	Allied VP 2 -> 1	82_vp_zero_based	Adelaide: Allied value 2 -> 1 (effective 26 -> 13); A7 zero-based: its loss changes nothing
Albany [906]	Japanese VP 10 -> 1	82_vp_zero_based	Albany: Japanese value 10 -> 1 (effective 50 -> 5); J7 zero-based: holding it changes nothing for Japan
Alice Springs [907]	Japanese VP 10 -> 1	82_vp_zero_based	Alice Springs: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Bathurst [908]	Japanese VP 10 -> 1	82_vp_zero_based	Bathurst: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Bathurst Island [909]	Japanese VP 10 -> 1	82_vp_zero_based	Bathurst Island: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Birdsville [910]	Japanese VP 10 -> 1	82_vp_zero_based	Birdsville: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bowen [911]	Japanese VP 10 -> 1	82_vp_zero_based	Bowen: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Bourke [912]	Japanese VP 10 -> 1	82_vp_zero_based	Bourke: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Brisbane [913]	Japanese VP 25 -> 23	82_vp_zero_based	Brisbane: Japanese value 25 -> 23 (effective 325 -> 299); J5 opportunistic: a raid, never a campaign
Brisbane [913]	Allied VP 2 -> 1	82_vp_zero_based	Brisbane: Allied value 2 -> 1 (effective 26 -> 13); A7 zero-based: its loss changes nothing
Broken Hill [914]	Japanese VP 10 -> 1	82_vp_zero_based	Broken Hill: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Broome [915]	Japanese VP 5 -> 1	82_vp_zero_based	Broome: Japanese value 5 -> 1 (effective 35 -> 7); J7 zero-based: holding it changes nothing for Japan
Bundaberg [916]	Japanese VP 10 -> 1	82_vp_zero_based	Bundaberg: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Canberra [918]	Japanese VP 10 -> 1	82_vp_zero_based	Canberra: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Canberra [918]	Allied VP 30 -> 1	82_vp_zero_based	Canberra: Allied value 30 -> 1 (effective 120 -> 4); A7 zero-based: its loss changes nothing
Carnarvon [919]	Japanese VP 10 -> 1	82_vp_zero_based	Carnarvon: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Ceduna [920]	Japanese VP 10 -> 1	82_vp_zero_based	Ceduna: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Charleville [921]	Japanese VP 10 -> 1	82_vp_zero_based	Charleville: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Charters Towers [922]	Japanese VP 5 -> 1	82_vp_zero_based	Charters Towers: Japanese value 5 -> 1 (effective 40 -> 8); J7 zero-based: holding it changes nothing for Japan
Cloncurry [923]	Japanese VP 10 -> 1	82_vp_zero_based	Cloncurry: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Corunna Downs [926]	Japanese VP 10 -> 1	82_vp_zero_based	Corunna Downs: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Daly Waters [927]	Japanese VP 10 -> 1	82_vp_zero_based	Daly Waters: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Darwin [928]	Allied VP 33 -> 67	82_vp_zero_based	Darwin: Allied value 33 -> 67 (effective 297 -> 603); A5 a loss that is a strategic event

Item [slot]	Change	Sheet	Note
Derby [929]	Japanese VP 10 -> 1	82_vp_zero_based	Derby: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Emerald [930]	Japanese VP 10 -> 1	82_vp_zero_based	Emerald: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Exmouth [931]	Japanese VP 10 -> 1	82_vp_zero_based	Exmouth: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Fenton [932]	Japanese VP 10 -> 1	82_vp_zero_based	Fenton: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Geelong [933]	Japanese VP 10 -> 1	82_vp_zero_based	Geelong: Japanese value 10 -> 1 (effective 70 -> 7); J7 zero-based: holding it changes nothing for Japan
Geraldton [934]	Japanese VP 10 -> 1	82_vp_zero_based	Geraldton: Japanese value 10 -> 1 (effective 50 -> 5); J7 zero-based: holding it changes nothing for Japan
Gove [935]	Japanese VP 10 -> 1	82_vp_zero_based	Gove: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Groote Eylandt [936]	Japanese VP 10 -> 1	82_vp_zero_based	Groote Eylandt: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Hughenden [937]	Japanese VP 10 -> 1	82_vp_zero_based	Hughenden: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kalgoorlie [938]	Japanese VP 10 -> 1	82_vp_zero_based	Kalgoorlie: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Katherine [939]	Japanese VP 10 -> 1	82_vp_zero_based	Katherine: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Kingscote [940]	Japanese VP 10 -> 1	82_vp_zero_based	Kingscote: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Meekatharra [941]	Japanese VP 10 -> 1	82_vp_zero_based	Meekatharra: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Melbourne [942]	Japanese VP 5 -> 9	82_vp_zero_based	Melbourne: Japanese value 5 -> 9 (effective 115 -> 207); J5 opportunistic: a raid, never a campaign
Mildura [943]	Japanese VP 10 -> 1	82_vp_zero_based	Mildura: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Newcastle [944]	Japanese VP 3 -> 1	82_vp_zero_based	Newcastle: Japanese value 3 -> 1 (effective 30 -> 10); J7 zero-based: holding it changes nothing for Japan
Normanton [945]	Japanese VP 10 -> 1	82_vp_zero_based	Normanton: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Oodnadatta [946]	Japanese VP 10 -> 1	82_vp_zero_based	Oodnadatta: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Perth [947]	Japanese VP 10 -> 15	82_vp_zero_based	Perth: Japanese value 10 -> 15 (effective 130 -> 195); J5 opportunistic: a raid, never a campaign
Perth [947]	Allied VP 2 -> 1	82_vp_zero_based	Perth: Allied value 2 -> 1 (effective 26 -> 13); A7 zero-based: its loss changes nothing
Port Augusta [948]	Japanese VP 10 -> 1	82_vp_zero_based	Port Augusta: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Port Hedland [949]	Japanese VP 10 -> 1	82_vp_zero_based	Port Hedland: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Port Kembla [950]	Japanese VP 3 -> 1	82_vp_zero_based	Port Kembla: Japanese value 3 -> 1 (effective 27 -> 9); J7 zero-based: holding it changes nothing for Japan
Rockhampton [953]	Japanese VP 5 -> 1	82_vp_zero_based	Rockhampton: Japanese value 5 -> 1 (effective 45 -> 9); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Sale [954]	Japanese VP 10 -> 1	82_vp_zero_based	Sale: Japanese value 10 -> 1 (effective 60 -> 6); J7 zero-based: holding it changes nothing for Japan
Sydney [955]	Japanese VP 5 -> 12	82_vp_zero_based	Sydney: Japanese value 5 -> 12 (effective 120 -> 288); J5 opportunistic: a raid, never a campaign
Sydney [955]	Allied VP 1 -> 42	82_vp_zero_based	Sydney: Allied value 1 -> 42 (effective 24 -> 1,008); A5 a loss that is a strategic event
Tamworth [956]	Japanese VP 10 -> 1	82_vp_zero_based	Tamworth: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Tennant Creek [957]	Japanese VP 10 -> 1	82_vp_zero_based	Tennant Creek: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Tocumwal [958]	Japanese VP 10 -> 1	82_vp_zero_based	Tocumwal: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Toowoomba [959]	Japanese VP 10 -> 1	82_vp_zero_based	Toowoomba: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Townsville [960]	Japanese VP 20 -> 1	82_vp_zero_based	Townsville: Japanese value 20 -> 1 (effective 180 -> 9); J7 zero-based: holding it changes nothing for Japan
Townsville [960]	Allied VP 11 -> 1	82_vp_zero_based	Townsville: Allied value 11 -> 1 (effective 99 -> 9); A7 zero-based: its loss changes nothing
Wagga Wagga [961]	Japanese VP 10 -> 1	82_vp_zero_based	Wagga Wagga: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Whyalla [962]	Japanese VP 10 -> 1	82_vp_zero_based	Whyalla: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Winton [963]	Japanese VP 10 -> 1	82_vp_zero_based	Winton: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Wyndham [964]	Japanese VP 10 -> 1	82_vp_zero_based	Wyndham: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Burnie [967]	Japanese VP 10 -> 1	82_vp_zero_based	Burnie: Japanese value 10 -> 1 (effective 50 -> 5); J7 zero-based: holding it changes nothing for Japan
Hobart [968]	Japanese VP 3 -> 1	82_vp_zero_based	Hobart: Japanese value 3 -> 1 (effective 30 -> 10); J7 zero-based: holding it changes nothing for Japan
Launceston [969]	Japanese VP 10 -> 1	82_vp_zero_based	Launceston: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Queenstown [970]	Japanese VP 10 -> 1	82_vp_zero_based	Queenstown: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
King Island [1024]	Japanese VP 2 -> 1	82_vp_zero_based	King Island: Japanese value 2 -> 1 (effective 6 -> 3); J7 zero-based: holding it changes nothing for Japan
Lord Howe Island [1026]	Japanese VP 2 -> 1	82_vp_zero_based	Lord Howe Island: Japanese value 2 -> 1 (effective 2 -> 1); J7 zero-based: holding it changes nothing for Japan
Mornington Island [1027]	Japanese VP 2 -> 1	82_vp_zero_based	Mornington Island: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Norfolk Island [1028]	Japanese VP 2 -> 1	82_vp_zero_based	Norfolk Island: Japanese value 2 -> 1 (effective 4 -> 2); J7 zero-based: holding it changes nothing for Japan
Wessel Islands [1029]	Japanese VP 2 -> 1	82_vp_zero_based	Wessel Islands: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Flinders Island [1428]	Japanese VP 10 -> 1	82_vp_zero_based	Flinders Island: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Portsea [1455]	Japanese VP 10 -> 1	82_vp_zero_based	Portsea: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Esperance [1479]	Japanese VP 10 -> 1	82_vp_zero_based	Esperance: Japanese value 10 -> 1 (effective 50 -> 5); J7 zero-based: holding it changes nothing for Japan
Cunderdin [1512]	Japanese VP 10 -> 1	82_vp_zero_based	Cunderdin: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Cue [1513]	Japanese VP 10 -> 1	82_vp_zero_based	Cue: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Busselton [1514]	Japanese VP 10 -> 1	82_vp_zero_based	Busselton: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Nookanbah [1515]	Japanese VP 10 -> 1	82_vp_zero_based	Nookanbah: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Roto [1516]	Japanese VP 10 -> 1	82_vp_zero_based	Roto: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Condamine [1517]	Japanese VP 10 -> 1	82_vp_zero_based	Condamine: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Maryborough [1518]	Japanese VP 10 -> 1	82_vp_zero_based	Maryborough: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Coffs Harbour [1519]	Japanese VP 10 -> 1	82_vp_zero_based	Coffs Harbour: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Palm Island [1532]	Japanese VP 10 -> 1	82_vp_zero_based	Palm Island: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Fraser Island [1533]	Japanese VP 10 -> 1	82_vp_zero_based	Fraser Island: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Wilcannia [1654]	Japanese VP 10 -> 1	82_vp_zero_based	Wilcannia: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Wilcannia [1654]	Allied VP 2 -> 1	82_vp_zero_based	Wilcannia: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Ivanhoe [1655]	Japanese VP 10 -> 1	82_vp_zero_based	Ivanhoe: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ivanhoe [1655]	Allied VP 2 -> 1	82_vp_zero_based	Ivanhoe: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Jervis Bay [1656]	Japanese VP 10 -> 1	82_vp_zero_based	Jervis Bay: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Jervis Bay [1656]	Allied VP 2 -> 1	82_vp_zero_based	Jervis Bay: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Wodonga [1657]	Japanese VP 10 -> 1	82_vp_zero_based	Wodonga: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Wodonga [1657]	Allied VP 2 -> 1	82_vp_zero_based	Wodonga: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Yaraka [1658]	Japanese VP 10 -> 1	82_vp_zero_based	Yaraka: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Quilpie [1659]	Japanese VP 10 -> 1	82_vp_zero_based	Quilpie: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Eucla [1660]	Japanese VP 10 -> 1	82_vp_zero_based	Eucla: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Eucla [1660]	Allied VP 2 -> 1	82_vp_zero_based	Eucla: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Norseman [1661]	Japanese VP 2 -> 1	82_vp_zero_based	Norseman: Japanese value 2 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Norseman [1661]	Allied VP 2 -> 1	82_vp_zero_based	Norseman: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Rawlinna [1662]	Japanese VP 10 -> 1	82_vp_zero_based	Rawlinna: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Rawlinna [1662]	Allied VP 2 -> 1	82_vp_zero_based	Rawlinna: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Leonora [1663]	Japanese VP 10 -> 1	82_vp_zero_based	Leonora: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Leonora [1663]	Allied VP 2 -> 1	82_vp_zero_based	Leonora: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Wiluna [1664]	Japanese VP 10 -> 1	82_vp_zero_based	Wiluna: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Sandstone [1665]	Japanese VP 10 -> 1	82_vp_zero_based	Sandstone: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Fitzroy [1666]	Japanese VP 10 -> 1	82_vp_zero_based	Fitzroy: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Fitzroy [1666]	Allied VP 2 -> 1	82_vp_zero_based	Fitzroy: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Carnegie [1667]	Japanese VP 10 -> 1	82_vp_zero_based	Carnegie: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Carnegie [1667]	Allied VP 2 -> 1	82_vp_zero_based	Carnegie: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Ballarat [1669]	Japanese VP 10 -> 1	82_vp_zero_based	Ballarat: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Ararat [1670]	Japanese VP 10 -> 1	82_vp_zero_based	Ararat: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Ararat [1670]	Allied VP 2 -> 1	82_vp_zero_based	Ararat: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Clare [1671]	Japanese VP 10 -> 1	82_vp_zero_based	Clare: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Clare [1671]	Allied VP 2 -> 1	82_vp_zero_based	Clare: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Warnambool [1672]	Japanese VP 5 -> 1	82_vp_zero_based	Warnambool: Japanese value 5 -> 1 (effective 15 -> 3); J7 zero-based: holding it changes nothing for Japan
Reid River [1673]	Japanese VP 10 -> 1	82_vp_zero_based	Reid River: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Reid River [1673]	Allied VP 2 -> 1	82_vp_zero_based	Reid River: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Port Macquarie [1674]	Japanese VP 10 -> 1	82_vp_zero_based	Port Macquarie: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Port Macquarie [1674]	Allied VP 2 -> 1	82_vp_zero_based	Port Macquarie: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Mackay [1675]	Japanese VP 10 -> 1	82_vp_zero_based	Mackay: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Mackay [1675]	Allied VP 2 -> 1	82_vp_zero_based	Mackay: Allied value 2 -> 1 (effective 6 -> 3); A7 zero-based: its loss changes nothing
Lithglow [1676]	Japanese VP 10 -> 1	82_vp_zero_based	Lithglow: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Lithglow [1676]	Allied VP 2 -> 1	82_vp_zero_based	Lithglow: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Goulburn [1677]	Japanese VP 10 -> 1	82_vp_zero_based	Goulburn: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Goulburn [1677]	Allied VP 2 -> 1	82_vp_zero_based	Goulburn: Allied value 2 -> 1 (effective 4 -> 2); A7 zero-based: its loss changes nothing
Lismore [1678]	Japanese VP 10 -> 1	82_vp_zero_based	Lismore: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Croydon [1679]	Japanese VP 10 -> 1	82_vp_zero_based	Croydon: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Forsayth [1680]	Japanese VP 10 -> 1	82_vp_zero_based	Forsayth: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Puckapunyal [1681]	Japanese VP 10 -> 1	82_vp_zero_based	Puckapunyal: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Greta [1682]	Japanese VP 10 -> 1	82_vp_zero_based	Greta: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Glendambo [1683]	Japanese VP 10 -> 1	82_vp_zero_based	Glendambo: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kowanyama [1712]	Japanese VP 10 -> 1	82_vp_zero_based	Kowanyama: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Kowanyama [1712]	Allied VP 2 -> 1	82_vp_zero_based	Kowanyama: Allied value 2 -> 1 (effective 0 -> 0); A7 zero-based: its loss changes nothing
Truscott [1715]	Japanese VP 10 -> 1	82_vp_zero_based	Truscott: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Armidale [1716]	Japanese VP 10 -> 1	82_vp_zero_based	Armidale: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Laverton [1717]	Japanese VP 10 -> 1	82_vp_zero_based	Laverton: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Birdum [1718]	Japanese VP 10 -> 1	82_vp_zero_based	Birdum: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mount Isa [1719]	Japanese VP 10 -> 1	82_vp_zero_based	Mount Isa: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Moranbah [1720]	Japanese VP 10 -> 1	82_vp_zero_based	Moranbah: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Cunnamulla [1721]	Japanese VP 10 -> 1	82_vp_zero_based	Cunnamulla: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Dirranbandi [1722]	Japanese VP 10 -> 1	82_vp_zero_based	Dirranbandi: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Pokataroo [1723]	Japanese VP 10 -> 1	82_vp_zero_based	Pokataroo: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Inverell [1724]	Japanese VP 10 -> 1	82_vp_zero_based	Inverell: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Cobar [1725]	Japanese VP 10 -> 1	82_vp_zero_based	Cobar: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bairnsdale [1726]	Japanese VP 10 -> 1	82_vp_zero_based	Bairnsdale: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Hay [1727]	Japanese VP 10 -> 1	82_vp_zero_based	Hay: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Stanley [1728]	Japanese VP 10 -> 1	82_vp_zero_based	Stanley: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Port Lincoln [1729]	Japanese VP 10 -> 1	82_vp_zero_based	Port Lincoln: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Longreach [1731]	Japanese VP 10 -> 1	82_vp_zero_based	Longreach: Japanese value 10 -> 1 (effective 20 -> 2); J7 zero-based: holding it changes nothing for Japan
Penong [1732]	Japanese VP 10 -> 1	82_vp_zero_based	Penong: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Darwin [928]	port cap 5 -> 3	91_conversions_bases	
Townsville [960]	port cap 5 -> 4	91_conversions_bases	
Darwin [928]	Japanese VP 111 -> 67	81_vp_anchor	Darwin: Japanese value 111 -> 67 (effective 999 -> 603 at start multiplier 9); the interior priced at the 1941-43 Allied warship list; Ceylon, Darwin and Chittagong as raid-and-hold prizes
Leigh Creek [362]	cloned from Oodnadatta; location 74 -> 77; location 149 -> 156; airfield cap 6 -> 0	127_base_expansion	T2 resource. Coalfield opened 1943-44 to give South Australia its own fuel when wartime shipping of NSW coal was short. [peak port/AF 0/1]
Yallourn [440]	cloned from Tocumwal; location 167 -> 172; airfield cap 7 -> 0	127_base_expansion	T2 resource. Brown-coal open cut and power station supplying most of Victoria's electricity.
Collie [464]	cloned from Cue; location 53 -> 49; location 141 -> 149; airfield cap 6 -> 0	127_base_expansion	T3 resource. Western Australia's only coalfield; fuelled WA railways and power stations. [peak port/AF 0/1]
Wonthaggi [572]	cloned from Tocumwal; location 83 -> 82; location 167 -> 171; airfield cap 7 -> 0	127_base_expansion	T3 resource. Victorian State Coal Mine supplying Victorian Railways fuel. [moved 82,171 from 82,172 (onto the railway)]
Flinders Bay [797]	cloned from Bathurst Island; location 76 -> 48; location 123 -> 150; port 0 -> 1; airfield cap 5 -> 0	127_base_expansion	T3 rail_end. Railhead with no base. Busselton-Flinders Bay line (Augusta) [peak port/AF 1/1]
Kimba [813]	cloned from Oodnadatta; location 74 -> 73; location 149 -> 158; airfield cap 6 -> 0	127_base_expansion	T3 rail_end. Railhead with no base. Eyre Peninsula wheat line [peak port/AF 0/1]
Amberley [896]	cloned from Inverell; location 92 -> 95; location 161 -> 160; airfield 0 -> 3; airfield cap 3 -> 4	127_base_expansion	T1 airfield. RAAF station opened 1940; US aircraft assembly and bomber base; ~40 km SW of Brisbane. [peak port/AF 0/7]
Batchelor [902]	cloned from Birdum; location 76 -> 75; location 130 -> 125; airfield 0 -> 2; airfield cap 4 -> 3	127_base_expansion	T1 airfield. Prewar RAAF satellite field; B-17s, US 3rd BG and Dutch 18 Sqn B-25s flew from here; Adelaide River army base nearby. [peak port/AF 0/6]
Pearce [1188]	cloned from Cue; location 53 -> 50; location 141 -> 146; airfield 0 -> 3; airfield cap 6 -> 4	127_base_expansion	T1 airfield. RAAF station opened 1938; main WA bomber/maritime base (Hudsons, later Beauforts); ~35 km NE of Perth. [peak port/AF 0/7]
Gladstone [1745]	cloned from Coffs Harbour; location 94 -> 95; location 163 -> 153; port 1 -> 2; port cap 1 -> 2; airfield cap 4 -> 1	127_base_expansion	T2 port. Deep-water port of Port Curtis between Rockhampton and Bundaberg; convoy and coastal shipping stop. [peak port/AF 3/3]
Bendigo [1813]	cloned from Tocumwal; location 83 -> 81; location 167 -> 168; airfield 0 -> 1; airfield cap 7 -> 1	127_base_expansion	T2 industry. Commonwealth ordnance factory built naval guns and mountings; major Victorian rail junction. [peak port/AF 0/3]
Dubbo [1817]	cloned from Roto; location 85 -> 88; airfield 0 -> 1; airfield cap 6 -> 1	127_base_expansion	T2 rail_junction. Main western NSW rail/road junction; Narromine (No.5 EFTS) 35 km west. [peak port/AF 0/4]
Port Pirie [1843]	cloned from Coffs Harbour; location 94 -> 75; location 163 -> 160; port 1 -> 2; port cap 1 -> 2; airfield cap 4 -> 1	127_base_expansion	T2 industry. BHAS lead smelter (world's largest), break-of-gauge rail junction and No.2 Bombing and Gunnery School. [peak port/AF 3/3]
Terowie [1852]	cloned from Oodnadatta; location 74 -> 76; location 149 -> 160; airfield cap 6 -> 0	127_base_expansion	T2 rail_junction. Break-of-gauge on the Adelaide-Darwin supply route; MacArthur's 'I shall return' remark, Mar 1942. [peak port/AF 0/1]
Forrest [1932]	cloned from Laverton; location 58 -> 65; location 145 -> 150; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T3 airfield. Trans-Australian Railway settlement with Nullarbor aerodrome on the east-west air route. [peak port/AF 0/3] [moved 65,150 from 64,151 (onto the railway, onto the road)]
Halls Creek [1934]	cloned from Truscott; location 70 -> 69; location 124 -> 131; airfield 0 -> 1; airfield cap 4 -> 1; type 1 -> 5	127_base_expansion	T3 airfield. Kimberley aerodrome on the inland air route between Wyndham and the Pilbara. [peak port/AF 0/3]

Item [slot]	Change	Sheet	Note
Milingimbi [1942]	cloned from Gove; location 82 -> 80; location 127 -> 126; port cap 2 -> 0; airfield cap 5 -> 0	127_base_expansion	T3 airfield. RAAF advanced strip and mission in Arnhem Land; bombed by Japanese aircraft May 1943. [peak port/AF 1/3]
Moruya [1943]	cloned from Coffs Harbour; location 94 -> 88; location 163 -> 170; airfield cap 4 -> 1	127_base_expansion	T3 airfield. South-coast NSW aerodrome used by RAAF Ansons for convoy and anti-submarine patrols 1942-43. [peak port/AF 1/3]
Onslow [1947]	cloned from Bathurst Island; location 76 -> 51; location 123 -> 129; port 0 -> 1; airfield 0 -> 1; airfield cap 5 -> 1	127_base_expansion	T3 airfield. NW coast port and RAAF advanced strip between Exmouth Gulf and Port Hedland. [peak port/AF 1/3] [map patch: trail added, 2 link(s)]
Benalla [1961]	cloned from Tocumwal; location 167 -> 169; airfield 0 -> 1; airfield cap 7 -> 1	127_base_expansion	T3 training. No.11 Elementary Flying Training School 1941-46 on the Melbourne-Sydney line. [peak port/AF 0/3]
Cowra [1962]	cloned from Roto; location 85 -> 87; location 164 -> 167; airfield 0 -> 1; airfield cap 6 -> 1	127_base_expansion	T3 training. Army training camp and No.12 POW compound; scene of the Japanese POW breakout of 5 Aug 1944. [peak port/AF 0/3] [moved 87,167 from 87,166 (onto the railway)]
Deniliquin [1964]	cloned from Tocumwal; location 83 -> 82; airfield 0 -> 1; airfield cap 7 -> 1	127_base_expansion	T3 training. No.7 Service Flying Training School 1941-46 on the Riverina. [peak port/AF 0/4] [map patch: major rail added, 1 link(s)]
Eden [1965]	cloned from Coffs Harbour; location 94 -> 87; location 163 -> 172; airfield 1 -> 0; airfield cap 4 -> 0	127_base_expansion	T3 port. Twofold Bay port on NSW far south coast; anchorage on the Sydney-Melbourne convoy route. [peak port/AF 2/1]
Elliott [1966]	cloned from Birdum; location 130 -> 133; airfield cap 4 -> 0	127_base_expansion	T3 depot. Army staging camp on the wartime North-South (Stuart) road between Tennant Creek and Larrimah. [peak port/AF 0/2]
Loveday [1981]	cloned from Tocumwal; location 83 -> 77; location 167 -> 163; airfield cap 7 -> 0	127_base_expansion	T3 depot. Riverland internment and POW camp complex, Australia's largest, 1941-46; POW labour for wood and guayule. [peak port/AF 0/1] [map patch: major rail added, 1 link(s)]
Mallala [1982]	cloned from Tocumwal; location 83 -> 75; location 167 -> 162; airfield 0 -> 1; airfield cap 7 -> 1	127_base_expansion	T3 training. No.6 Service Flying Training School 1941-46 north of Adelaide. [peak port/AF 0/4]
Mount Gambier [1988]	cloned from Tocumwal; location 83 -> 77; location 167 -> 168; airfield 0 -> 1; airfield cap 7 -> 1	127_base_expansion	T3 training. No.2 Air Observers School from 1940; SE South Australia rail and road node. [peak port/AF 0/4] [map patch: major rail added, 1 link(s)]
Narrandera [1989]	cloned from Tocumwal; location 83 -> 85; location 167 -> 166; airfield 0 -> 1; airfield cap 7 -> 1	127_base_expansion	T3 training. No.8 Elementary Flying Training School 1940-45; Riverina rail junction. [peak port/AF 0/4]
Newcastle [944]	WpnNumber3[Heavy Industry]: '100'->'450'	128_econ_zero	Newcastle: E7 (Zero-Based Economy Review draft, 19 Sep 2026)
Port Kembla [950]	WpnNumber3[Heavy Industry]: '40'->'250'	128_econ_zero	Port Kembla: E7 (Zero-Based Economy Review draft, 19 Sep 2026)
Whyalla [962]	WpnNumber1[Resources]: '100'->'220'	128_econ_zero	Whyalla: E7 (Zero-Based Economy Review draft, 19 Sep 2026)
Yallourn [440]	WpnNumber1[Resources]: '0'->'100'	128_econ_zero	Yallourn: E7 (Zero-Based Economy Review draft, 19 Sep 2026)
Collie [464]	WpnNumber1[Resources]: '0'->'50'	128_econ_zero	Collie: E7 (Zero-Based Economy Review draft, 19 Sep 2026)
Wonthaggi [572]	WpnNumber1[Resources]: '0'->'40'	128_econ_zero	Wonthaggi: E7 (Zero-Based Economy Review draft, 19 Sep 2026)
Leigh Creek [362]	WpnNumber1[Resources]: '0'->'30'	128_econ_zero	Leigh Creek: E7 (Zero-Based Economy Review draft, 19 Sep 2026)
Rawlinna [1662]	type 1 -> 5	131_stock_type_correct	Rawlinna (62,149): inland, no coast and no navigable river; Type 1 -> 5 so no port can be built (adopted 2026-09-19)

Bases: US West Coast and Panama (153)

Item [slot]	Change	Sheet	Note
Astoria [500]	WpnDisabled1[Resources]: '0'->'13'	33_mod_adoptions	No 1945 output on day one: Allied light industry and resource centres start one third damaged and are repaired into wartime capacity with supply (Bottlenecks; section 09d)
Boise [501]	WpnDisabled1[Resources]: '0'->'79'	33_mod_adoptions	

Item [slot]	Change	Sheet	Note
Butte [502]	WpnDisabled1[Resources]: '0'->'151'	33_mod_adoptions	
Fresno [504]	WpnDisabled3[Light Industry]: '0'->'13'; WpnDisabled2[Resources]: '0'->'19'	33_mod_adoptions	
Los Angeles [506]	WpnDisabled6[Light Industry]: '0'->'422'; WpnDisabled2[Resources]: '0'->'66'	33_mod_adoptions	
Portland [513]	WpnDisabled4[Light Industry]: '0'->'79'; WpnDisabled2[Resources]: '0'->'39'	33_mod_adoptions	
Sacramento [514]	WpnDisabled3[Light Industry]: '0'->'26'; WpnDisabled2[Resources]: '0'->'26'	33_mod_adoptions	
San Diego [518]	WpnDisabled4[Light Industry]: '0'->'52'; WpnDisabled2[Resources]: '0'->'33'	33_mod_adoptions	
San Francisco [519]	WpnDisabled4[Light Industry]: '0'->'178'; WpnDisabled2[Resources]: '0'->'52'	33_mod_adoptions	
Santa Ana [520]	WpnDisabled1[Resources]: '0'->'13'	33_mod_adoptions	
Santa Barbara [521]	WpnDisabled1[Resources]: '0'->'19'	33_mod_adoptions	
Seattle [524]	WpnDisabled4[Light Industry]: '0'->'99'; WpnDisabled2[Resources]: '0'->'39'	33_mod_adoptions	
Spokane [525]	WpnDisabled4[Light Industry]: '0'->'33'; WpnDisabled2[Resources]: '0'->'26'	33_mod_adoptions	
Stockton [526]	WpnDisabled3[Light Industry]: '0'->'13'; WpnDisabled2[Resources]: '0'->'19'	33_mod_adoptions	
Tacoma [527]	WpnDisabled3[Light Industry]: '0'->'26'; WpnDisabled2[Resources]: '0'->'224'	33_mod_adoptions	
Calgary [1068]	WpnDisabled5[Light Industry]: '0'->'13'; WpnDisabled2[Resources]: '0'->'39'	33_mod_adoptions	
Edmonton [1070]	WpnDisabled5[Light Industry]: '0'->'13'; WpnDisabled2[Resources]: '0'->'46'	33_mod_adoptions	
Nelson [1073]	WpnDisabled1[Resources]: '0'->'66'	33_mod_adoptions	
Vancouver [1077]	WpnDisabled4[Light Industry]: '0'->'46'; WpnDisabled2[Resources]: '0'->'13'	33_mod_adoptions	
Winnipeg [1080]	WpnDisabled4[Light Industry]: '0'->'39'; WpnDisabled2[Resources]: '0'->'13'	33_mod_adoptions	
Bakersfield [1463]	WpnDisabled4[Light Industry]: '0'->'13'; WpnDisabled2[Resources]: '0'->'19'	33_mod_adoptions	
Coos Bay [1464]	WpnDisabled1[Resources]: '0'->'105'	33_mod_adoptions	
Salt Lake City [1509]	WpnDisabled4[Light Industry]: '0'->'39'; WpnDisabled2[Resources]: '0'->'396'	33_mod_adoptions	
Bremerton [1801]	WpnDisabled1[Resources]: '0'->'13'	33_mod_adoptions	
Bellingham [1802]	WpnDisabled1[Resources]: '0'->'13'	33_mod_adoptions	
Astoria [500]	Japanese VP 20 -> 1	82_vp_zero_based	Astoria: Japanese value 20 -> 1 (effective 160 -> 8); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Boise [501]	Japanese VP 100 -> 1	82_vp_zero_based	Boise: Japanese value 100 -> 1 (effective 800 -> 8); J7 zero-based: holding it changes nothing for Japan
Butte [502]	Japanese VP 20 -> 1	82_vp_zero_based	Butte: Japanese value 20 -> 1 (effective 40 -> 2); J7 zero-based: holding it changes nothing for Japan
Eureka [503]	Japanese VP 20 -> 1	82_vp_zero_based	Eureka: Japanese value 20 -> 1 (effective 80 -> 4); J7 zero-based: holding it changes nothing for Japan
Fresno [504]	Japanese VP 20 -> 1	82_vp_zero_based	Fresno: Japanese value 20 -> 1 (effective 80 -> 4); J7 zero-based: holding it changes nothing for Japan
Great Falls [505]	Japanese VP 20 -> 1	82_vp_zero_based	Great Falls: Japanese value 20 -> 1 (effective 40 -> 2); J7 zero-based: holding it changes nothing for Japan
Los Angeles [506]	Japanese VP 100 -> 1	82_vp_zero_based	Los Angeles: Japanese value 100 -> 1 (effective 2,800 -> 28); J7 zero-based: holding it changes nothing for Japan
Los Angeles [506]	Allied VP 1 -> 357	82_vp_zero_based	Los Angeles: Allied value 1 -> 357 (effective 28 -> 9,996); A6 off-map anchor: keeps the automatic-victory ratio honest, matching the Japanese homeland value
March Field [507]	Japanese VP 20 -> 1	82_vp_zero_based	March Field: Japanese value 20 -> 1 (effective 160 -> 8); J7 zero-based: holding it changes nothing for Japan
Mare Island [508]	Japanese VP 20 -> 1	82_vp_zero_based	Mare Island: Japanese value 20 -> 1 (effective 180 -> 9); J7 zero-based: holding it changes nothing for Japan
Mojave [509]	Japanese VP 20 -> 1	82_vp_zero_based	Mojave: Japanese value 20 -> 1 (effective 40 -> 2); J7 zero-based: holding it changes nothing for Japan
Oak Harbor [510]	Japanese VP 20 -> 1	82_vp_zero_based	Oak Harbor: Japanese value 20 -> 1 (effective 40 -> 2); J7 zero-based: holding it changes nothing for Japan
Pendleton [511]	Japanese VP 20 -> 1	82_vp_zero_based	Pendleton: Japanese value 20 -> 1 (effective 80 -> 4); J7 zero-based: holding it changes nothing for Japan
Port Hueneme [512]	Japanese VP 20 -> 1	82_vp_zero_based	Port Hueneme: Japanese value 20 -> 1 (effective 20 -> 1); J7 zero-based: holding it changes nothing for Japan
Sacramento [514]	Japanese VP 100 -> 1	82_vp_zero_based	Sacramento: Japanese value 100 -> 1 (effective 1,000 -> 10); J7 zero-based: holding it changes nothing for Japan
Sacramento [514]	Allied VP 1 -> 400	82_vp_zero_based	Sacramento: Allied value 1 -> 400 (effective 10 -> 4,000); A6 off-map anchor: keeps the automatic-victory ratio honest, matching the Japanese homeland value
Fort Ord [515]	Japanese VP 20 -> 1	82_vp_zero_based	Fort Ord: Japanese value 20 -> 1 (effective 80 -> 4); J7 zero-based: holding it changes nothing for Japan
Ogden [516]	Japanese VP 20 -> 1	82_vp_zero_based	Ogden: Japanese value 20 -> 1 (effective 320 -> 16); J7 zero-based: holding it changes nothing for Japan
San Clemente Island [517]	Japanese VP 20 -> 1	82_vp_zero_based	San Clemente Island: Japanese value 20 -> 1 (effective 20 -> 1); J7 zero-based: holding it changes nothing for Japan
San Diego [518]	Japanese VP 100 -> 1	82_vp_zero_based	San Diego: Japanese value 100 -> 1 (effective 2,100 -> 21); J7 zero-based: holding it changes nothing for Japan
San Francisco [519]	Japanese VP 100 -> 1	82_vp_zero_based	San Francisco: Japanese value 100 -> 1 (effective 2,900 -> 29); J7 zero-based: holding it changes nothing for Japan
San Francisco [519]	Allied VP 1 -> 690	82_vp_zero_based	San Francisco: Allied value 1 -> 690 (effective 29 -> 20,010); A6 off-map anchor: keeps the automatic-victory ratio honest, matching the Japanese homeland value
Santa Ana [520]	Japanese VP 20 -> 1	82_vp_zero_based	Santa Ana: Japanese value 20 -> 1 (effective 100 -> 5); J7 zero-based: holding it changes nothing for Japan
Santa Barbara [521]	Japanese VP 20 -> 1	82_vp_zero_based	Santa Barbara: Japanese value 20 -> 1 (effective 60 -> 3); J7 zero-based: holding it changes nothing for Japan
Santa Catalina Is [522]	Japanese VP 20 -> 1	82_vp_zero_based	Santa Catalina Is: Japanese value 20 -> 1 (effective 20 -> 1); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Channel Islands [523]	Japanese VP 20 -> 1	82_vp_zero_based	Channel Islands: Japanese value 20 -> 1 (effective 20 -> 1); J7 zero-based: holding it changes nothing for Japan
Seattle [524]	Japanese VP 100 -> 1	82_vp_zero_based	Seattle: Japanese value 100 -> 1 (effective 2,000 -> 20); J7 zero-based: holding it changes nothing for Japan
Seattle [524]	Allied VP 1 -> 300	82_vp_zero_based	Seattle: Allied value 1 -> 300 (effective 20 -> 6,000); A6 off-map anchor: keeps the automatic-victory ratio honest, matching the Japanese homeland value
Spokane [525]	Japanese VP 100 -> 1	82_vp_zero_based	Spokane: Japanese value 100 -> 1 (effective 800 -> 8); J7 zero-based: holding it changes nothing for Japan
Stockton [526]	Japanese VP 100 -> 1	82_vp_zero_based	Stockton: Japanese value 100 -> 1 (effective 700 -> 7); J7 zero-based: holding it changes nothing for Japan
Tacoma [527]	Japanese VP 20 -> 1	82_vp_zero_based	Tacoma: Japanese value 20 -> 1 (effective 180 -> 9); J7 zero-based: holding it changes nothing for Japan
Tillamook [528]	Japanese VP 20 -> 1	82_vp_zero_based	Tillamook: Japanese value 20 -> 1 (effective 60 -> 3); J7 zero-based: holding it changes nothing for Japan
Wendover Field [529]	Japanese VP 20 -> 1	82_vp_zero_based	Wendover Field: Japanese value 20 -> 1 (effective 160 -> 8); J7 zero-based: holding it changes nothing for Japan
Bella Bella [1067]	Japanese VP 10 -> 1	82_vp_zero_based	Bella Bella: Japanese value 10 -> 1 (effective 10 -> 1); J7 zero-based: holding it changes nothing for Japan
Calgary [1068]	Japanese VP 10 -> 1	82_vp_zero_based	Calgary: Japanese value 10 -> 1 (effective 80 -> 8); J7 zero-based: holding it changes nothing for Japan
Coal Harbour [1069]	Japanese VP 10 -> 1	82_vp_zero_based	Coal Harbour: Japanese value 10 -> 1 (effective 30 -> 3); J7 zero-based: holding it changes nothing for Japan
Edmonton [1070]	Japanese VP 10 -> 1	82_vp_zero_based	Edmonton: Japanese value 10 -> 1 (effective 120 -> 12); J7 zero-based: holding it changes nothing for Japan
Fort St. John [1072]	Japanese VP 10 -> 1	82_vp_zero_based	Fort St. John: Japanese value 10 -> 1 (effective 60 -> 6); J7 zero-based: holding it changes nothing for Japan
Nelson [1073]	Japanese VP 10 -> 1	82_vp_zero_based	Nelson: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Regina [1075]	Japanese VP 10 -> 1	82_vp_zero_based	Regina: Japanese value 10 -> 1 (effective 120 -> 12); J7 zero-based: holding it changes nothing for Japan
Terrace [1076]	Japanese VP 10 -> 1	82_vp_zero_based	Terrace: Japanese value 10 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Vancouver [1077]	Japanese VP 20 -> 1	82_vp_zero_based	Vancouver: Japanese value 20 -> 1 (effective 480 -> 24); J7 zero-based: holding it changes nothing for Japan
Victoria [1078]	Japanese VP 10 -> 1	82_vp_zero_based	Victoria: Japanese value 10 -> 1 (effective 140 -> 14); J7 zero-based: holding it changes nothing for Japan
Winnipeg [1080]	Japanese VP 20 -> 1	82_vp_zero_based	Winnipeg: Japanese value 20 -> 1 (effective 320 -> 16); J7 zero-based: holding it changes nothing for Japan
Alameda [1409]	Japanese VP 20 -> 1	82_vp_zero_based	Alameda: Japanese value 20 -> 1 (effective 180 -> 9); J7 zero-based: holding it changes nothing for Japan
San Luis Obispo [1453]	Japanese VP 20 -> 1	82_vp_zero_based	San Luis Obispo: Japanese value 20 -> 1 (effective 160 -> 8); J7 zero-based: holding it changes nothing for Japan
Corvallis [1454]	Japanese VP 20 -> 1	82_vp_zero_based	Corvallis: Japanese value 20 -> 1 (effective 120 -> 6); J7 zero-based: holding it changes nothing for Japan
Bakersfield [1463]	Japanese VP 20 -> 1	82_vp_zero_based	Bakersfield: Japanese value 20 -> 1 (effective 80 -> 4); J7 zero-based: holding it changes nothing for Japan
Coos Bay [1464]	Japanese VP 20 -> 1	82_vp_zero_based	Coos Bay: Japanese value 20 -> 1 (effective 140 -> 7); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Kamloops [1465]	Japanese VP 10 -> 1	82_vp_zero_based	Kamloops: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Prince George [1467]	Japanese VP 10 -> 1	82_vp_zero_based	Prince George: Japanese value 10 -> 1 (effective 40 -> 4); J7 zero-based: holding it changes nothing for Japan
Salt Lake City [1509]	Japanese VP 2500 -> 1	82_vp_zero_based	Salt Lake City: Japanese value 2500 -> 1 (effective 15,000 -> 6); J7 zero-based: holding it changes nothing for Japan
Las Vegas [1527]	Japanese VP 20 -> 1	82_vp_zero_based	Las Vegas: Japanese value 20 -> 1 (effective 40 -> 2); J7 zero-based: holding it changes nothing for Japan
Tonopah [1528]	Japanese VP 20 -> 1	82_vp_zero_based	Tonopah: Japanese value 20 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Bremerton [1801]	Japanese VP 50 -> 1	82_vp_zero_based	Bremerton: Japanese value 50 -> 1 (effective 700 -> 14); J7 zero-based: holding it changes nothing for Japan
Bellingham [1802]	Japanese VP 20 -> 1	82_vp_zero_based	Bellingham: Japanese value 20 -> 1 (effective 120 -> 6); J7 zero-based: holding it changes nothing for Japan
Eastern USA [615]	daily supply 60000 -> 40000	83_draft47_economy	Eastern USA daily supply 60,000 -> 40,000: the 1944 flow is a third of it larger and is bought with repair (below)
Astoria [500]	WpnDisabled1[Resources]: '13'->'26'	83_draft47_economy	Astoria: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Boise [501]	WpnDisabled1[Resources]: '79'->'160'	83_draft47_economy	Boise: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Butte [502]	WpnDisabled1[Resources]: '151'->'308'	83_draft47_economy	Butte: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Fresno [504]	WpnDisabled2[Resources]: '19'->'40'; WpnDisabled3[Light Industry]: '13'->'26'	83_draft47_economy	Fresno: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Los Angeles [506]	WpnDisabled2[Resources]: '66'->'134'; WpnDisabled6[Light Industry]: '422'->'857'	83_draft47_economy	Los Angeles: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Portland [513]	WpnDisabled2[Resources]: '39'->'80'; WpnDisabled4[Light Industry]: '79'->'160'	83_draft47_economy	Portland: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Sacramento [514]	WpnDisabled2[Resources]: '26'->'53'; WpnDisabled3[Light Industry]: '26'->'53'	83_draft47_economy	Sacramento: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
San Francisco [519]	WpnDisabled2[Resources]: '52'->'107'; WpnDisabled4[Light Industry]: '178'->'361'	83_draft47_economy	San Francisco: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Santa Ana [520]	WpnDisabled1[Resources]: '13'->'26'	83_draft47_economy	Santa Ana: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Santa Barbara [521]	WpnDisabled1[Resources]: '19'->'40'	83_draft47_economy	Santa Barbara: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Seattle [524]	WpnDisabled2[Resources]: '39'->'80'; WpnDisabled4[Light Industry]: '99'->'201'	83_draft47_economy	Seattle: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Spokane [525]	WpnDisabled2[Resources]: '26'->'53'; WpnDisabled4[Light Industry]: '33'->'67'	83_draft47_economy	Spokane: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Stockton [526]	WpnDisabled2[Resources]: '19'->'40'; WpnDisabled3[Light Industry]: '13'->'26'	83_draft47_economy	Stockton: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Tacoma [527]	WpnDisabled2[Resources]: '224'->'455'; WpnDisabled3[Light Industry]: '26'->'53'	83_draft47_economy	Tacoma: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Calgary [1068]	WpnDisabled2[Resources]: '39'->'80'; WpnDisabled5[Light Industry]: '13'->'26'	83_draft47_economy	Calgary: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Edmonton [1070]	WpnDisabled2[Resources]: '46'->'93'; WpnDisabled5[Light Industry]: '13'->'26'	83_draft47_economy	Edmonton: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43

Item [slot]	Change	Sheet	Note
Nelson [1073]	WpnDisabled1[Resources]: '66'->'134'	83_draft47_economy	Nelson: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Vancouver [1077]	WpnDisabled2[Resources]: '13'->'26'; WpnDisabled4[Light Industry]: '46'->'93'	83_draft47_economy	Vancouver: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Winnipeg [1080]	WpnDisabled2[Resources]: '13'->'26'; WpnDisabled4[Light Industry]: '39'->'80'	83_draft47_economy	Winnipeg: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Bakersfield [1463]	WpnDisabled2[Resources]: '19'->'40'; WpnDisabled4[Light Industry]: '13'->'26'	83_draft47_economy	Bakersfield: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Coos Bay [1464]	WpnDisabled1[Resources]: '105'->'214'	83_draft47_economy	Coos Bay: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Salt Lake City [1509]	WpnDisabled2[Resources]: '396'->'804'; WpnDisabled4[Light Industry]: '39'->'80'	83_draft47_economy	Salt Lake City: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Bremerton [1801]	WpnDisabled1[Resources]: '13'->'26'	83_draft47_economy	Bremerton: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Bellingham [1802]	WpnDisabled1[Resources]: '13'->'26'	83_draft47_economy	Bellingham: West Coast industry two thirds damaged at start (was one third): the delivery cut above is recovered by repair through 1942-43
Vancouver [1077]	airfield 8 -> 5	91_conversions_bases	P12
Eastern USA [615]	daily supply 40000 -> 20000	98_allied_methods	Eastern USA: 40,000 a day to 20,000, the 1942 level; the growth comes by dated convoy from 1943
Camp Pendleton [971]	cloned from Tonopah; location 222 -> 226; location 67 -> 77; airfield 0 -> 1; airfield cap 4 -> 1; nation 5 -> 4; type 5 -> 1	127_base_expansion	T1 airfield. USMC training base (RA map also carries it) [peak port/AF 0/4]
Barstow [1397]	cloned from Tonopah; location 222 -> 225; location 67 -> 73; airfield 0 -> 1; airfield cap 4 -> 1; nation 5 -> 6	127_base_expansion	T1 depot. Marine Corps Depot of Supplies (Nebo, Yermo annex) storing Pacific FMF equipment; Santa Fe/UP rail junction; Daggett AAF nearby. [opened 1942-12] [peak port/AF 0/3]
Camp Beale [1401]	cloned from Tonopah; location 222 -> 218; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T1 training. 13th Armored, 81st and 96th Infantry Divisions trained here, ~60,000 troops, POW camp and general hospital; Marysville AAF nearby. [opened 1942-10] [peak port/AF 0/4]
Camp Cooke [1402]	cloned from Tonopah; location 67 -> 76; airfield cap 4 -> 1; nation 5 -> 4	127_base_expansion	T1 training. Armored division camp (5th, 6th, 11th, 13th, 20th AD trained); Santa Maria AAF (B-25/P-38 RTU, 1942) in same area. [opened 1941-10] [peak port/AF 0/4]
Camp Roberts [1469]	cloned from Tonopah; location 222 -> 221; location 67 -> 74; airfield cap 4 -> 0	127_base_expansion	T1 training. Infantry & Field Artillery Replacement Training Center, ~436,000 trained; adjoining Hunter Liggett Military Reservation used for division maneuvers. [opened 1941-03] [peak port/AF 0/1]
Camp White [1470]	cloned from Tonopah; location 222 -> 214; location 67 -> 61; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T1 training. 91st Infantry Division trained here, 40,000 troops; later 96th Div, POW camp and general hospital; Medford airport adjacent. [opened 1942-09] [peak port/AF 0/4]
Farragut NTS [1540]	cloned from Tonopah; location 222 -> 215; location 67 -> 47; airfield cap 4 -> 0	127_base_expansion	T1 training. Farragut Naval Training Station on Lake Pend Oreille, 2nd largest in USA: ~293,000 recruits through six boot camps 1942-46. [opened 1942-09]
Hawthorne [1543]	cloned from Tonopah; location 222 -> 221; airfield cap 4 -> 0	127_base_expansion	T1 depot. Naval Ammunition Depot, principal Navy ammunition depot for Pacific Fleet; expanded to ~5,600 workers and thousands of magazines. [opened 1930-09] [peak port/AF 0/2] [map patch: minor rail added, 2 link(s)]
Reno [1554]	cloned from Tonopah; location 222 -> 220; location 67 -> 65; airfield 0 -> 2; airfield cap 4 -> 2	127_base_expansion	T1 training. Reno Army Air Base (Stead) completed Oct 1942, ATC transport crew/radio training; Reno rail junction (SP) and municipal airport. [opened 1942-10] [peak port/AF 0/5] [moved 220,65 from 219,65 (onto the railway, onto the road)]
Sierra Ord Depot [1556]	cloned from Tonopah; location 222 -> 219; location 67 -> 64; airfield cap 4 -> 0	127_base_expansion	T1 depot. Sierra Ordnance Depot: ammunition and combat equipment storage in remote inland site; largely complete early 1943; Amedee AAF adjoining. [opened 1942-06] [peak port/AF 0/2]
Tooele [1557]	cloned from Tonopah; location 222 -> 225; location 67 -> 59; airfield cap 4 -> 0	127_base_expansion	T1 depot. Tooele Ordnance Depot (25,000 acres) storing/rebuilding ordnance and vehicles; Deseret Chemical Depot nearby. Camp Williams = Salt Lake City. [opened 1942-12] [peak port/AF 0/1]

Item [slot]	Change	Sheet	Note
Comox [1593]	cloned from Port Heiden; location 176 -> 207; location 45 -> 50; port 0 -> 1; nation 4 -> 18; attached HQ West Coast -> Canada Command	127_base_expansion	T2 airfield. RAF/RCAF Station Comox built 1942 against Japanese threat; RCAF Dakota transport OTU from 1944; Comox Harbour anchorage. [opened 1942-06] [peak port/AF 2/5] [moved 207,50 from 207,49 (to the coast); map patch: main road added, 1 link(s)]
Fallon [1594]	cloned from Tonopah; location 222 -> 221; location 67 -> 64; airfield cap 4 -> 1	127_base_expansion	T2 airfield. Built 1942 as Army airfield, commissioned NAAS Fallon 10 Jun 1944 for carrier air group combat training (gunnery/bombing ranges). [opened 1942-06] [peak port/AF 0/4] [moved 221,64 from 220,65 (closer to the true position)]
Grande Prairie [1596]	cloned from Fort Nelson; location 199 -> 205; location 31 -> 35; airfield 0 -> 1; airfield cap 5 -> 1	127_base_expansion	T2 airfield. Northwest Staging Route airfield between Edmonton and Fort St. John; Lend-Lease ferry flights to Alaska. [opened 1941-12] [peak port/AF 0/4] [moved 205,35 from 206,35 (onto the railway)]
Santa Rosa [1615]	cloned from Tonopah; location 222 -> 218; location 67 -> 68; airfield 0 -> 1; airfield cap 4 -> 1; nation 5 -> 4	127_base_expansion	T2 airfield. NAAS Santa Rosa, Alameda satellite for carrier fighter/night-fighter group training (CASU-13); Santa Rosa AAF 1942 earlier. Hamilton Field = SF. [opened 1943-06] [peak port/AF 0/4] [moved 218,68 from 217,69 (onto the railway)]
Camp Abbot [1708]	cloned from Tonopah; location 222 -> 215; location 67 -> 58; airfield cap 4 -> 0	127_base_expansion	T2 training. Engineer Replacement Training Center, ~90,000 combat engineers trained; site of 1943 Oregon Maneuver (4 divisions). [opened 1943-03] [peak port/AF 0/1] [map patch: major rail added, 1 link(s)]
Camp Irwin [1730]	cloned from Tonopah; location 222 -> 226; location 67 -> 72; airfield cap 4 -> 0; nation 5 -> 6	127_base_expansion	T2 training. Mojave Anti-Aircraft Range (1940), renamed Camp Irwin 1942 as AA firing range of the Desert Training Center; deactivated 1944. [opened 1940-08] [peak port/AF 0/1]
Chico [1738]	cloned from Tonopah; location 222 -> 218; location 67 -> 66; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T2 training. Chico Army Flying School opened Apr 1942, basic pilot training then P-39/P-38 fighter training; Oroville AAF satellite nearby. [opened 1942-04] [peak port/AF 0/4]
Chilliwack [1739]	cloned from Fort Nelson; location 199 -> 210; location 31 -> 49; airfield cap 5 -> 0	127_base_expansion	T2 training. A6 Canadian Engineer Training Centre moved from Dundurn Apr 1942; Fraser Valley rail line to Vancouver. [opened 1942-04] [peak port/AF 0/1]
Dugway [1742]	cloned from Tonopah; location 222 -> 226; location 67 -> 60; airfield cap 4 -> 0	127_base_expansion	T2 training. Chemical Warfare Service proving ground for chemical/incendiary weapons testing (incl. German/Japanese Village tests 1943). [opened 1942-03] [peak port/AF 0/2]
Ephrata [1743]	cloned from Tonopah; location 222 -> 214; location 67 -> 50; airfield cap 4 -> 2	127_base_expansion	T2 training. Ephrata AAB B-17 crew training (e.g. 447th BG), fighter training from 1944; Moses Lake (Larson) AAB in same area. [opened 1942-07] [peak port/AF 0/5]
Everett [1744]	cloned from Port Heiden; location 176 -> 211; location 45 -> 51; port 0 -> 2; port cap 1 -> 2; airfield 0 -> 2	127_base_expansion	T2 port. Paine Field AAF fighter defense of Puget Sound; Everett port and shipyards; NAS Arlington (1943) nearby. [opened 1941-12] [peak port/AF 3/5]
Grays Harbor [1762]	cloned from Port Heiden; location 176 -> 211; location 45 -> 54; port 0 -> 2; port cap 1 -> 2; airfield 0 -> 1; airfield cap 2 -> 1	127_base_expansion	T2 port. Lumber port at Grays Harbor with shipyard (Grays Harbor Shipbuilding) and Bowerman airfield used by AAF for coastal patrol. [opened 1941-12] [peak port/AF 3/3] [map patch: minor rail added, 1 link(s)]
Helena [1764]	cloned from Tonopah; location 222 -> 220; location 67 -> 46; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T2 training. Fort William Henry Harrison: First Special Service Force (US-Canadian commando) raised and trained Jul 1942-Apr 1943. [opened 1942-07] [peak port/AF 0/3] [map patch: major rail added, 2 link(s); map patch: main road added, 2 link(s)]
Lethbridge [1778]	cloned from Fort Nelson; location 199 -> 216; location 31 -> 41; airfield 0 -> 2; airfield cap 5 -> 2	127_base_expansion	T2 training. BCATP: No. 5 EFTS (1940) and No. 8 Bombing & Gunnery School (1941); Claresholm No. 15 SFTS nearby; large POW camp 1942. [opened 1940-07] [peak port/AF 0/5]
Merced [1781]	cloned from Tonopah; location 222 -> 221; location 67 -> 70; airfield 0 -> 2; airfield cap 4 -> 2	127_base_expansion	T2 training. Basic flying school opened 20 Sep 1941 (Merced Army Flying School), ~13,000 cadets trained; later B-17 crew training. [opened 1941-09] [peak port/AF 0/5]
Mountain Home [1782]	cloned from Tonopah; location 222 -> 220; location 67 -> 56; airfield cap 4 -> 3	127_base_expansion	T2 training. Mountain Home AAF, B-24 heavy bomber OTU/RTU training base of Second Air Force. [opened 1943-08] [peak port/AF 0/6]
Pasco [1786]	cloned from Tonopah; location 222 -> 214; location 67 -> 53; airfield 0 -> 1; airfield cap 4 -> 2	127_base_expansion	T2 training. NAS Pasco primary flight school and carrier aircraft staging; major NP/UP/SP&S rail yards and Army Engineer Depot. [opened 1942-07] [peak port/AF 0/5] [moved 214,53 from 215,52 (closer to the true position)]
Port Angeles [1788]	cloned from Port Heiden; location 176 -> 209; location 45 -> 52; port 0 -> 2; port cap 1 -> 2; airfield 0 -> 1; airfield cap 2 -> 1	127_base_expansion	T2 port. USCG Air Station Port Angeles (Ediz Hook) and fleet anchorage on Strait of Juan de Fuca; lumber/pulp port. [opened 1941-12] [peak port/AF 3/3] [moved 209,52 from 210,52 (to the coast)]
Umatilla Depot [1796]	cloned from Tonopah; location 222 -> 215; location 67 -> 54; airfield cap 4 -> 0	127_base_expansion	T2 depot. Umatilla Ordnance Depot, 1,000 igloos storing ammunition for Pacific NW ports of embarkation; McNary Dam site. [opened 1941-10] [peak port/AF 0/1] [moved 215,54 from 214,53 (closer to the true position)]

Item [slot]	Change	Sheet	Note
Vernon [1799]	cloned from Fort Nelson; location 199 -> 211; location 31 -> 44; airfield cap 5 -> 0	127_base_expansion	T2 training. No. 110 Canadian Army Basic Training Centre and Okanagan brigade camp; mountain/battle training for BC units. [opened 1940-07] [peak port/AF 0/1] [map patch: minor rail added, 1 link(s)]
Victorville [1804]	cloned from Tonopah; location 222 -> 226; location 67 -> 74; airfield 0 -> 2; airfield cap 4 -> 2	127_base_expansion	T2 training. Victorville Army Flying School, advanced twin-engine and bombardier training; ready before Pearl Harbor; later B-24 and glider training. [opened 1941-06] [peak port/AF 0/5]
Walla Walla [1805]	cloned from Tonopah; location 222 -> 215; location 67 -> 51; airfield 0 -> 1; airfield cap 4 -> 2	127_base_expansion	T2 training. Walla Walla AAB, B-17 heavy bomber OTU (88th, 91st, 100th BG trained); later B-24 crew training. [opened 1942-06] [peak port/AF 0/5] [moved 215,51 from 216,52 (onto the road); map patch: minor rail added, 1 link(s)]
Yakima [1806]	cloned from Tonopah; location 222 -> 213; location 67 -> 53; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T2 training. Yakima Anti-Aircraft Artillery Range/Firing Center (160,000 acres) used by NW units 1941-46; Yakima AAF. [opened 1941-08] [peak port/AF 0/4]
Hanford [1819]	cloned from Tonopah; location 222 -> 215; location 67 -> 52; airfield cap 4 -> 0	127_base_expansion	T2 industry. Hanford Engineer Works: Manhattan Project plutonium production, B Reactor critical Sept 1944; 45,000 construction workers. [opened 1943-03] [peak port/AF 0/1] [moved 215,52 from 214,52 (onto the railway, onto the road)]
Pocatello [1842]	cloned from Tonopah; location 222 -> 223; location 67 -> 54; airfield 0 -> 1; airfield cap 4 -> 2	127_base_expansion	T2 industry. Pocatello AAB (B-17/B-24 crew training) and Naval Ordnance Plant relining Navy gun barrels; UP rail junction. [opened 1942-04] [peak port/AF 0/5]
Redmond [1950]	cloned from Tonopah; location 222 -> 215; location 67 -> 57; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T3 airfield. Redmond AAF, Fourth AF fighter/bomber training field used during 1943 Oregon Maneuver; Madras AAF nearby. [opened 1942-09] [peak port/AF 0/4] [map patch: major rail added, 1 link(s)]
Tofino [1957]	cloned from Port Heiden; location 176 -> 208; location 45 -> 51; port 0 -> 1; airfield cap 2 -> 1; nation 4 -> 18; attached HQ West Coast -> Canada Command	127_base_expansion	T3 airfield. RCAF Station Tofino fighter base (Oct 1942) and Ucluelet flying-boat station (1940) guarding west Vancouver Island coast. [opened 1942-10] [peak port/AF 1/4] [map patch: trail added, 1 link(s)]
Cut Bank [1963]	cloned from Fort Nelson; location 199 -> 218; location 31 -> 42; airfield 0 -> 1; airfield cap 5 -> 1; nation 18 -> 5; attached HQ Canada Command -> West Coast	127_base_expansion	T3 training. Cut Bank AAF, B-17 satellite of Great Falls (1942-43); also on the Alaska-Siberia (ALSIB) ferry route. [opened 1942-11] [peak port/AF 0/4]
Glasgow [1969]	cloned from Fort Nelson; location 199 -> 223; location 31 -> 37; airfield cap 5 -> 1	127_base_expansion	T3 training. Glasgow AAF, B-17 satellite of Great Falls (1942-43); near Fort Peck Dam on GN mainline. [opened 1942-11] [peak port/AF 0/4]
Klamath Falls [1975]	cloned from Tonopah; location 222 -> 215; location 67 -> 61; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T3 training. Marine Barracks (Apr 1944) rehabilitating ~2,000 Pacific veterans with filariasis/malaria; Navy air station at municipal field. [opened 1944-04] [peak port/AF 0/4] [moved 215,61 from 216,61 (onto the railway)]
Lemoore [1978]	cloned from Tonopah; location 67 -> 72; airfield 0 -> 1; airfield cap 4 -> 1	127_base_expansion	T3 training. Lemoore Basic Flying School (BT-13), ~7,800 cadets graduated Dec 1941-May 1944, then Fourth AF processing field. [opened 1941-12] [peak port/AF 0/4]
Lewistown [1980]	cloned from Tonopah; location 67 -> 43; airfield cap 4 -> 1	127_base_expansion	T3 training. Lewistown Satellite Airfield, B-17 crew training for Great Falls AAB groups Nov 1942-Oct 1943. [opened 1942-11] [peak port/AF 0/4] [map patch: minor rail added, 3 link(s)]
Medicine Hat [1983]	cloned from Fort Nelson; location 199 -> 218; location 31 -> 38; airfield 0 -> 1; airfield cap 5 -> 1	127_base_expansion	T3 training. No. 34 SFTS (RAF) under BCATP, 2,000+ pilots trained; natural gas and POW camp 1943; Suffield chemical station nearby. [opened 1941-04] [peak port/AF 0/4]
Moose Jaw [1986]	cloned from Fort Nelson; location 199 -> 222; location 31 -> 32; airfield 0 -> 2; airfield cap 5 -> 2	127_base_expansion	T3 training. No. 32 SFTS (RAF), Harvard advanced pilot training under BCATP; CPR/Soo Line rail junction. [opened 1940-12] [peak port/AF 0/5]

Bases: Soviet Far East (70)

Item [slot]	Change	Sheet	Note
Abakan [1361]	Japanese VP 3 -> 1	82_vp_zero_based	Abakan: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Aldan [1362]	Japanese VP 3 -> 1	82_vp_zero_based	Aldan: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Anadyr [1363]	Japanese VP 3 -> 1	82_vp_zero_based	Anadyr: Japanese value 3 -> 1 (effective 9 -> 3); J7 zero-based: holding it changes nothing for Japan
Dalan Dzadagad [1364]	Japanese VP 3 -> 1	82_vp_zero_based	Dalan Dzadagad: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Bering Island [1365]	Japanese VP 3 -> 1	82_vp_zero_based	Bering Island: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Birobidzhan [1366]	Japanese VP 3 -> 1	82_vp_zero_based	Birobidzhan: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Blagoveshchensk [1367]	Japanese VP 3 -> 1	82_vp_zero_based	Blagoveshchensk: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Borzya [1368]	Japanese VP 3 -> 1	82_vp_zero_based	Borzya: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Chita [1369]	Japanese VP 3 -> 1	82_vp_zero_based	Chita: Japanese value 3 -> 1 (effective 18 -> 6); J7 zero-based: holding it changes nothing for Japan
Choybalsan [1370]	Japanese VP 3 -> 1	82_vp_zero_based	Choybalsan: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Iman [1371]	Japanese VP 3 -> 1	82_vp_zero_based	Iman: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Irkutsk [1372]	Japanese VP 10 -> 1	82_vp_zero_based	Irkutsk: Japanese value 10 -> 1 (effective 80 -> 8); J7 zero-based: holding it changes nothing for Japan
Irkutsk [1372]	Allied VP 10 -> 1	82_vp_zero_based	Irkutsk: Allied value 10 -> 1 (effective 80 -> 8); A7 zero-based: its loss changes nothing
Khabarovsk [1373]	Japanese VP 3 -> 1	82_vp_zero_based	Khabarovsk: Japanese value 3 -> 1 (effective 30 -> 10); J7 zero-based: holding it changes nothing for Japan
Komsomolsk [1374]	Japanese VP 3 -> 1	82_vp_zero_based	Komsomolsk: Japanese value 3 -> 1 (effective 39 -> 13); J7 zero-based: holding it changes nothing for Japan
Krasnoyarsk [1375]	Japanese VP 30 -> 1	82_vp_zero_based	Krasnoyarsk: Japanese value 30 -> 1 (effective 180 -> 6); J7 zero-based: holding it changes nothing for Japan
Krasnoyarsk [1375]	Allied VP 20 -> 1	82_vp_zero_based	Krasnoyarsk: Allied value 20 -> 1 (effective 120 -> 6); A7 zero-based: its loss changes nothing
Kysyl [1376]	Japanese VP 3 -> 1	82_vp_zero_based	Kysyl: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Magadan [1377]	Japanese VP 3 -> 1	82_vp_zero_based	Magadan: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Markovo [1378]	Japanese VP 3 -> 1	82_vp_zero_based	Markovo: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Medny Island [1379]	Japanese VP 3 -> 1	82_vp_zero_based	Medny Island: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Mogocha [1380]	Japanese VP 3 -> 1	82_vp_zero_based	Mogocha: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Nikolaevsk [1381]	Japanese VP 3 -> 1	82_vp_zero_based	Nikolaevsk: Japanese value 3 -> 1 (effective 33 -> 11); J7 zero-based: holding it changes nothing for Japan
Okha [1382]	Japanese VP 3 -> 1	82_vp_zero_based	Okha: Japanese value 3 -> 1 (effective 30 -> 10); J7 zero-based: holding it changes nothing for Japan
Ondorhaan [1383]	Japanese VP 3 -> 1	82_vp_zero_based	Ondorhaan: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Petropavlovsk [1384]	Japanese VP 3 -> 1	82_vp_zero_based	Petropavlovsk: Japanese value 3 -> 1 (effective 33 -> 11); J7 zero-based: holding it changes nothing for Japan
Seymchan [1385]	Japanese VP 3 -> 1	82_vp_zero_based	Seymchan: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Skovorodino [1386]	Japanese VP 3 -> 1	82_vp_zero_based	Skovorodino: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Sovetskaya Gavan [1387]	Japanese VP 3 -> 1	82_vp_zero_based	Sovetskaya Gavan: Japanese value 3 -> 1 (effective 33 -> 11); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Suchan [1388]	Japanese VP 3 -> 1	82_vp_zero_based	Suchan: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Svobodny [1389]	Japanese VP 3 -> 1	82_vp_zero_based	Svobodny: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Tamsag [1390]	Japanese VP 3 -> 1	82_vp_zero_based	Tamsag: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Uel Kal [1391]	Japanese VP 3 -> 1	82_vp_zero_based	Uel Kal: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan
Ulan Bator [1392]	Japanese VP 3 -> 1	82_vp_zero_based	Ulan Bator: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Ulan-Ude [1393]	Japanese VP 3 -> 1	82_vp_zero_based	Ulan-Ude: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Vladivostok [1394]	Japanese VP 30 -> 14	82_vp_zero_based	Vladivostok: Japanese value 30 -> 14 (effective 630 -> 294); J5 opportunistic: a raid, never a campaign
Voroshilov [1395]	Japanese VP 3 -> 1	82_vp_zero_based	Voroshilov: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Yakutsk [1396]	Japanese VP 3 -> 1	82_vp_zero_based	Yakutsk: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Olga [1443]	Japanese VP 3 -> 1	82_vp_zero_based	Olga: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Spassk-Dalniy [1444]	Japanese VP 3 -> 1	82_vp_zero_based	Spassk-Dalniy: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Kuibyshevka [1445]	Japanese VP 3 -> 1	82_vp_zero_based	Kuibyshevka: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Shilka [1446]	Japanese VP 3 -> 1	82_vp_zero_based	Shilka: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Kansk [1447]	Japanese VP 3 -> 1	82_vp_zero_based	Kansk: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Cheremkhovo [1448]	Japanese VP 3 -> 1	82_vp_zero_based	Cheremkhovo: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Nakhodka [1449]	Japanese VP 3 -> 1	82_vp_zero_based	Nakhodka: Japanese value 3 -> 1 (effective 3 -> 1); J7 zero-based: holding it changes nothing for Japan
Bikin [1450]	Japanese VP 3 -> 1	82_vp_zero_based	Bikin: Japanese value 3 -> 1 (effective 24 -> 8); J7 zero-based: holding it changes nothing for Japan
Alexandrovsk [1451]	Japanese VP 3 -> 1	82_vp_zero_based	Alexandrovsk: Japanese value 3 -> 1 (effective 30 -> 10); J7 zero-based: holding it changes nothing for Japan
Rybolov [1452]	Japanese VP 3 -> 1	82_vp_zero_based	Rybolov: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Petrovskiy [1460]	Japanese VP 3 -> 1	82_vp_zero_based	Petrovskiy: Japanese value 3 -> 1 (effective 12 -> 4); J7 zero-based: holding it changes nothing for Japan
Oboto [1486]	Japanese VP 3 -> 1	82_vp_zero_based	Oboto: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Kirensk [1489]	Japanese VP 3 -> 1	82_vp_zero_based	Kirensk: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Yugodzyr [1491]	Japanese VP 3 -> 1	82_vp_zero_based	Yugodzyr: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Wuteh [1492]	Japanese VP 3 -> 1	82_vp_zero_based	Wuteh: Japanese value 3 -> 1 (effective 0 -> 0); J7 zero-based: holding it changes nothing for Japan

Item [slot]	Change	Sheet	Note
Kyaktah [1494]	Japanese VP 3 -> 1	82_vp_zero_based	Kyaktah: Japanese value 3 -> 1 (effective 6 -> 2); J7 zero-based: holding it changes nothing for Japan
Turiy Rog [769]	cloned from Bering Island; location 148 -> 113; location 44 -> 43; airfield cap 5 -> 0; type 1 -> 5	127_base_expansion	T2 rail_end. Railhead with no base, in Soviet territory on Lake Khanka's west shore: the Sibirtsevo-Turiy Rog border branch, facing Mishan; Soviet 111th Fortified Region (verify the 1941 date of the branch) [peak port/AF 0/2]
Ust-Kut [893]	cloned from Bering Island; location 148 -> 107; location 44 -> 12; airfield cap 5 -> 0; type 1 -> 5	127_base_expansion	T3 rail_end. Railhead with no base. Lena river transfer point (Osetrovo) at the end of the Taishet branch [peak port/AF 0/2]
Posyet [1202]	cloned from Bering Island; location 148 -> 111; location 44 -> 46; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 2; airfield cap 5 -> 2; forts 0 -> 1	127_base_expansion	T1 naval_base. Pacific Fleet base near Lake Khasan (1938 battle); jump-off for 25th Army and Yuki/Rashin landings 1945. [peak port/AF 3/4] [map patch: major rail added, 1 link(s); map patch: secondary road added, 1 link(s)]
Grodekovo [1564]	cloned from Bering Island; location 148 -> 112; airfield 0 -> 2; airfield cap 5 -> 2; type 1 -> 5	127_base_expansion	T1 rail_junction. Border rail station opposite Suifenho; 5th Army main axis of 1st Far Eastern Front, Aug 1945. [also: Suifenho, Tungning] [peak port/AF 0/5]
Olekminsk [1612]	cloned from Bering Island; location 148 -> 117; location 44 -> 21; airfield 0 -> 1; airfield cap 5 -> 1; type 1 -> 5	127_base_expansion	T2 airfield. Alsib ferry route airfield between Kirensk and Yakutsk on the Lena. [peak port/AF 0/4]
De-Kastri [1741]	cloned from Bering Island; location 148 -> 125; location 44 -> 40; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 1; airfield cap 5 -> 1	127_base_expansion	T2 port. Tatar Strait bay, port for lower Amur (Kizi portage); anchorage opposite north Sakhalin. [peak port/AF 2/3]
Leninskoye [1777]	cloned from Bering Island; location 148 -> 116; location 44 -> 40; airfield 0 -> 1; airfield cap 5 -> 1; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; type 1 -> 5	127_base_expansion	T2 hq. Amur Flotilla/15th Army crossing point at Sungari mouth, start of Sungari operation Aug 1945. [peak port/AF 0/3] [map patch: major rail added, 2 link(s)]
Okhotsk [1784]	cloned from Bering Island; location 148 -> 131; location 44 -> 30; port 0 -> 1; port cap 0 -> 1; airfield 0 -> 1; airfield cap 5 -> 1	127_base_expansion	T2 port. Historic Okhotsk Sea port and fishing base with airstrip. [peak port/AF 2/3] [map patch: trail added, 2 link(s)]
Shanpa [1792]	cloned from Katmandu; location 57 -> 88; location 28 -> 31; airfield cap 2 -> 0; Japanese VP 1 -> 25; Japanese garrison 0 -> 20; Allied garrison 0 -> 10; nation 15 -> 13; attached HQ India Command -> Soviet Far East Cmd	127_base_expansion	T2 hq. 8th War Area forward HQ and wartime Suiyuan provincial seat (Fu Tso-yi) in Hotao. [peak port/AF 0/2]
Ust-Kamchatsk [1797]	cloned from Bering Island; location 148 -> 145; location 44 -> 41; port 0 -> 2; port cap 0 -> 2; airfield 0 -> 1; airfield cap 5 -> 1	127_base_expansion	T2 port. Fishing port and cannery at Kamchatka River mouth, east Kamchatka. [peak port/AF 2/3]
Khalkhin Gol [1829]	cloned from Bering Island; location 148 -> 105; location 44 -> 32; airfield 0 -> 1; airfield cap 5 -> 1; type 1 -> 5	127_base_expansion	T2 battle. Khalkhin Gol (Nomonhan) battlefield 1939, Zhukov HQ Khamar-Daba; Mongolian-Manchukuo frontier. [peak port/AF 0/3] [map patch: trail added, 1 link(s)]
Sainshand [1921]	cloned from Bering Island; location 148 -> 95; location 44 -> 29; airfield 0 -> 1; airfield cap 5 -> 1; type 1 -> 5	127_base_expansion	T2 town. East Gobi aimag seat; Soviet-Mongolian Cavalry-Mechanized Group jump-off toward Kalgan Aug 1945. [peak port/AF 0/4]
Magdagachi [1941]	cloned from Bering Island; location 148 -> 115; location 44 -> 31; airfield 0 -> 2; airfield cap 5 -> 2; Japanese garrison 0 -> 10; Allied garrison 0 -> 5; type 1 -> 5	127_base_expansion	T3 airfield. Trans-Siberian air base and rail station in Amur oblast. [peak port/AF 0/5] [moved 115,31 from 114,31 (onto the railway)]
Oymyakon [1948]	cloned from Bering Island; location 148 -> 133; location 44 -> 27; airfield 0 -> 1; airfield cap 5 -> 1; type 1 -> 5	127_base_expansion	T3 airfield. Alsib reserve airfield on Yakutsk-Magadan route (Kolyma highway); verify on map. [peak port/AF 0/3] [map patch: trail added, 1 link(s)]
Ayan [1959]	cloned from Bering Island; location 148 -> 125; location 44 -> 33; port 0 -> 1; port cap 0 -> 1; airfield cap 5 -> 0	127_base_expansion	T3 port. Small Okhotsk-coast harbour between Okhotsk and Nikolaevsk. [peak port/AF 1/2]
Korf [1976]	cloned from Bering Island; location 148 -> 149; location 44 -> 36; port 0 -> 1; port cap 0 -> 1; airfield cap 5 -> 0	127_base_expansion	T3 port. Koryak coast port and cannery, Bering Sea. [peak port/AF 1/2]

Part II. By country and component

Japan (3,574 changes)

Army

Headquarters (66)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
21st [4933]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Stock unit records dated 9999 that never arrive, deleted to free unit slots (3000-7999) for the units of sheets 52-59; a unit placed outside that range draws as a box on the map: 21st (nation 1, type 4)
Army Shipping HQ [9]	added at Hiroshima/Kure, arrives 411206; cloned from Eastern; HQ type 75 -> 34; arrival 0 -> 411207; experience 70 -> 60; morale 50 -> 60; attribute 37 (static, restricted, AI) -> 32 (AI); suffix 46 -> 40; location 114 -> 106; location 60 -> 58; devices: +60x Naval Support, +120x Support, +40x Motorized Support	04_hq_fixes	IJA Shipping Transport Command (Ujina). Japan has no Amphibious HQ in stock; radius 4 so the bonus exists only where the HQ is moved forward
IJN Landing Force HQ [15]	added at Hiroshima/Kure, arrives 420601; cloned from Eastern; HQ type 75 -> 33; attached HQ General Defence -> Combined; arrival 0 -> 420601; experience 70 -> 60; morale 50 -> 60; attribute 37 (static, restricted, AI) -> 32 (AI); suffix 46 -> 40; location 114 -> 106; location 60 -> 58; devices: +80x Naval Support, +80x Support,	04_hq_fixes	SNLF coordination HQ (nation stays IJA on the cloned record; set Nation=2 in editor if desired)
Fusan Shipping Br [3716]	added at Hiroshima/Kure, arrives 450408; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 103; location 60 -> 55; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	
Takao Shipping Br [3718]	added at Tokyo, arrives 450408; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 84; location 60 -> 65; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	
Southern Army L of C [38]	added at Saigon, arrives 411206; cloned from Army Shipping HQ; HQ type 34 -> 105; attached HQ General Defence -> Southern; experience 60 -> 55; morale 60 -> 65; suffix 40 -> 0; location 106 -> 60; location 58 -> 71; devices: +150x Support, +60x Motorized Support, +60x Naval Support	50_commands_other	The Army's line-of-communication commands: the rear headquarters that ran depots, transport and field hospitals for each army
Kwantung Army L of C [45]	added at Mukden, arrives 0; cloned from Army Shipping HQ; HQ type 34 -> 105; attached HQ General Defence -> Kwantung; arrival 411207 -> 0; experience 60 -> 55; morale 60 -> 65; suffix 40 -> 0; location 106 -> 104; location 58 -> 42; devices: +150x Support, +60x Motorized Support, +60x Naval Support	50_commands_other	
General Defence [2]	HQ type 109 -> 108	51_intensity	General Defence: army and command HQ radii down one on both sides, relative to the value earlier sheets set; headquarters must move up with the fighting or lose the supply and planning bonus
Kwantung [3]	HQ type 109 -> 108	51_intensity	
Southern [4]	HQ type 109 -> 108	51_intensity	
North China Area [6]	HQ type 75 -> 74	51_intensity	
China Expeditionary [7]	HQ type 109 -> 108	51_intensity	
Burma Area [8]	HQ type 75 -> 74	51_intensity	
2nd Area [10]	HQ type 75 -> 74	51_intensity	
8th Area [11]	HQ type 75 -> 74	51_intensity	
Formosa [12]	HQ type 75 -> 74	51_intensity	
14th Area [13]	HQ type 75 -> 74	51_intensity	
Korea [14]	HQ type 75 -> 74	51_intensity	
1st Area [46]	HQ type 75 -> 74	51_intensity	
3rd Area [47]	HQ type 75 -> 74	51_intensity	
Northern [48]	HQ type 75 -> 74	51_intensity	

Item [slot]	Change	Sheet	Note
6th Area [49]	HQ type 75 -> 74	51_intensity	
7th Area [50]	HQ type 75 -> 74	51_intensity	
11th Area [51]	HQ type 75 -> 74	51_intensity	
Eastern [52]	HQ type 75 -> 74	51_intensity	
13th Area [53]	HQ type 75 -> 74	51_intensity	
Central [54]	HQ type 75 -> 74	51_intensity	
Western [55]	HQ type 75 -> 74	51_intensity	
Royal Thai [56]	HQ type 75 -> 74	51_intensity	
General Defence [2]	renames to blank -> 1st General; rename date 0 -> 450408	62_ijn_ground	General Defence Command becomes the 1st General Army on 8 April 1945, over the 11th, 12th and 13th Area Armies already under it; the engine's root HQ slot cannot be replaced, so the rename carries the change
2nd General [3716]	added at Hiroshima/Kure, arrives 450408; cloned from General Defence; arrival 0 -> 450408; experience 70 -> 60; morale 50 -> 70; location 114 -> 106; location 60 -> 58	62_ijn_ground	2nd General Army (Hata) at Hiroshima from 8 April 1945, over the 15th and 16th Area Armies of the Kyushu and Kansai defence
Central [54]	attached HQ General Defence -> 2nd General	62_ijn_ground	
Western [55]	attached HQ General Defence -> 2nd General	62_ijn_ground	
Air General [3718]	added at Tokyo, arrives 450408; cloned from 39; arrival 420601 -> 450408; morale 50 -> 70	62_ijn_ground	Air General Army (Kawabe) from 8 April 1945, over the 1st and 6th Air Armies for the homeland battle
1st Air [39]	attached HQ General Defence -> Air General	62_ijn_ground	
6th Air [44]	attached HQ General Defence -> Air General	62_ijn_ground	
31st [80]	leader Tanaka, Shinichi -> Obata, Hideyoshi	71_leaders	31st Army (Marianas, February 1944) under Obata Hideyoshi, not Tanaka Shinichi of the 18th Division
Royal Thai [56]	withdraws 440801 -> 0	75_thai_vichy	The Royal Thai Army stayed in place to the end of the war; stock withdrew it on 1 August 1944. Static and permanently restricted as before, morale 25-35 as before
Army Shipping HQ [9]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; Army Shipping HQ is on the map at the start
Southern Army L of C [38]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; Southern Army L of C is on the map at the start
Army Shipping HQ [9]	devices: 60x Naval Support -> 120x Support, 120x Support -> 40x Motorized Support, 40x Motorized Support -> 60x Naval Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Area so replacements fill the rows the template means
IJN Landing Force HQ [15]	devices: x Naval Support -> x Support, -80x Support, +80x Naval Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Area so replacements fill the rows the template means
1st Air [39]	devices: none 144->36	121_air_support	HQ-H1: IJAarmy keeps 25 per cent of its aviation support ? a theatre staff above the divisions that held the air sector commands

Item [slot]	Change	Sheet	Note
2nd Air [40]	devices: none 144->36	121_air_support	
3rd Air [41]	devices: none 144->36	121_air_support	
4th Air [42]	devices: none 144->36	121_air_support	
5th Air [43]	devices: none 144->36	121_air_support	
6th Air [44]	devices: none 144->36	121_air_support	
1st Air [3025]	devices: none 72->36	121_air_support	HQ-H1: IJAdiv keeps 50 per cent of its aviation support ? the air division commanded the air sector command and its airfield battalions (Japanese Monograph 157)
2nd Air [3026]	devices: none 72->36	121_air_support	
3rd Air [3027]	devices: none 72->36	121_air_support	
4th Air [3028]	devices: none 72->36	121_air_support	
5th Air [3029]	devices: none 72->36	121_air_support	
6th Air [3030]	devices: none 72->36	121_air_support	
7th Air [3031]	devices: none 72->36	121_air_support	
8th Air [3032]	devices: none 72->36	121_air_support	
9th Air [3033]	devices: none 72->36	121_air_support	
10th Air [3034]	devices: none 72->36	121_air_support	
11th Air [3035]	devices: none 72->36	121_air_support	
12th Air [3036]	devices: none 72->36	121_air_support	
13th Air [3037]	devices: none 72->36	121_air_support	
1st Air [3038]	devices: none 72->36	121_air_support	
52nd Air [3039]	devices: none 72->36	121_air_support	
53rd Air [3040]	devices: none 72->36	121_air_support	
55th Air [3041]	devices: none 72->36	121_air_support	
Air General [3718]	devices: none 144->36	121_air_support	

Ground forces (554)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
5th Amphibious [4935]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	5th Amphibious (nation 1, type 7)
7th Ind.Tank [4937]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	7th Ind.Tank (nation 1, type 8)
6th Guards [4938]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	6th Guards (nation 1, type 7)
4th Guards [4939]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	4th Guards (nation 1, type 7)
5th Guards [4940]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	5th Guards (nation 1, type 7)
Guards Tank [4941]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Guards Tank (nation 1, type 8)
14th Guards [4943]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	14th Guards (nation 1, type 7)
15th Guards [4944]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	15th Guards (nation 1, type 7)
16th Guards [4945]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	16th Guards (nation 1, type 7)
5th Guards Cav [4946]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	5th Guards Cav (nation 1, type 8)
1st Makapili [4947]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	1st Makapili (nation 1, type 7)
2nd Makapili [4948]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2nd Makapili (nation 1, type 7)
North Java [4949]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	North Java (nation 1, type 7)
Burma DA [4950]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Burma DA (nation 1, type 7)
Malay [4951]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Malay (nation 1, type 7)
Singapore [4952]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Singapore (nation 1, type 7)
Sumatran [4953]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Sumatran (nation 1, type 7)
South Java [4954]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	South Java (nation 1, type 7)
17th Guards [4955]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	17th Guards (nation 1, type 7)
1st Militia [4961]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	1st Militia (nation 1, type 7)
2nd Militia [4980]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2nd Militia (nation 1, type 7)
3rd Militia [4985]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	3rd Militia (nation 1, type 7)
101st [3005]	added at Tokyo, arrives 430101; cloned from 3rd; attached HQ 11th -> Eastern; arrival 0 -> 430101; experience 55 -> 40; morale 50 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2111 -> 2331; TOE upgrade 0 -> 2153; location 84 -> 114; location 51 -> 60; devices: +324x IJA Cadre Sqd, +100x Support, -59x IJA HMG Section, -20x	08_shell_units	[shell, stock name 'Shell Div (1)'] IJA shell division: 324 cadre squads present (zero combat, full PP cost), TOE = C-Type garrison division; Upgrade toggle -> B-Type from 430101. Fills from the infantry-squad pool only if the player keeps Replacements on. Tem

Item [slot]	Change	Sheet	Note
106th [3042]	added at Tokyo, arrives 430401; cloned from 3rd; attached HQ 11th -> Eastern; arrival 0 -> 430401; experience 55 -> 40; morale 50 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2111 -> 2331; TOE upgrade 0 -> 2153; location 84 -> 114; location 51 -> 60; devices: +324x IJA Cadre Sqd, +100x Support, -59x IJA HMG Section, -20x	08_shell_units	[shell, stock name 'Shell Div (2)']
45th [3043]	added at Tokyo, arrives 430701; cloned from 3rd; attached HQ 11th -> Eastern; arrival 0 -> 430701; experience 55 -> 40; morale 50 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2111 -> 2331; TOE upgrade 0 -> 2153; location 84 -> 114; location 51 -> 60; devices: +324x IJA Cadre Sqd, +100x Support, -59x IJA HMG Section, -20x	08_shell_units	[shell, stock name 'Shell Div (3)']
67th [3054]	added at Tokyo, arrives 431001; cloned from 3rd; attached HQ 11th -> Eastern; arrival 0 -> 431001; experience 55 -> 40; morale 50 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2111 -> 2331; TOE upgrade 0 -> 2153; location 84 -> 114; location 51 -> 60; devices: +324x IJA Cadre Sqd, +100x Support, -59x IJA HMG Section, -20x	08_shell_units	[shell, stock name 'Shell Div (4)']
74th [3056]	added at Tokyo, arrives 440101; cloned from 3rd; attached HQ 11th -> Eastern; arrival 0 -> 440101; experience 55 -> 40; morale 50 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2111 -> 2332; TOE upgrade 0 -> 2255; location 84 -> 114; location 51 -> 60; devices: +288x IJA Cadre Sqd, +100x Support, -59x IJA HMG Section, -20x	08_shell_units	[shell, stock name 'Shell Div (5)'] 1944 raisings: garrison TOE only
75th [3059]	added at Tokyo, arrives 440401; cloned from 3rd; attached HQ 11th -> Eastern; arrival 0 -> 440401; experience 55 -> 40; morale 50 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2111 -> 2332; TOE upgrade 0 -> 2255; location 84 -> 114; location 51 -> 60; devices: +288x IJA Cadre Sqd, +100x Support, -59x IJA HMG Section, -20x	08_shell_units	[shell, stock name 'Shell Div (6)']
38th Ind.Mixed [3070]	added at Tokyo, arrives 430101; cloned from 10th Ind.Mixed; attached HQ 12th -> Eastern; arrival 0 -> 430101; experience 50 -> 40; morale 55 -> 60; attribute 0 (mobile) -> 2 (temp restricted); TOE 0 -> 2333; location 93 -> 114; location 44 -> 60; toe1 144 -> 0; toedev1 707 -> 0; toe2 24 -> 0; toedev2 720 -> 0; toe3 16 -> 0; toed	08_shell_units	[shell, stock name 'Shell IMB (1)'] Independent Mixed Brigade shell: the cheap garrison option, same squad pool
39th Ind.Mixed [3339]	added at Tokyo, arrives 430701; cloned from 10th Ind.Mixed; attached HQ 12th -> Eastern; arrival 0 -> 430701; experience 50 -> 40; morale 55 -> 60; attribute 0 (mobile) -> 2 (temp restricted); TOE 0 -> 2333; location 93 -> 114; location 44 -> 60; toe1 144 -> 0; toedev1 707 -> 0; toe2 24 -> 0; toedev2 720 -> 0; toe3 16 -> 0; toed	08_shell_units	[shell, stock name 'Shell IMB (2)']
40th Ind.Mixed [3355]	added at Tokyo, arrives 440101; cloned from 10th Ind.Mixed; attached HQ 12th -> Eastern; arrival 0 -> 440101; experience 50 -> 40; morale 55 -> 60; attribute 0 (mobile) -> 2 (temp restricted); TOE 0 -> 2333; location 93 -> 114; location 44 -> 60; toe1 144 -> 0; toedev1 707 -> 0; toe2 24 -> 0; toedev2 720 -> 0; toe3 16 -> 0; toed	08_shell_units	[shell, stock name 'Shell IMB (3)']
41st Ind.Mixed [3357]	added at Tokyo, arrives 440701; cloned from 10th Ind.Mixed; attached HQ 12th -> Eastern; arrival 0 -> 440701; experience 50 -> 40; morale 55 -> 60; attribute 0 (mobile) -> 2 (temp restricted); TOE 0 -> 2333; location 93 -> 114; location 44 -> 60; toe1 144 -> 0; toedev1 707 -> 0; toe2 24 -> 0; toedev2 720 -> 0; toe3 16 -> 0; toed	08_shell_units	[shell, stock name 'Shell IMB (4)']
19th Garrison Unit [3522]	added at Shanghai, arrives 0; cloned from 10th Garrison Unit; attached HQ 14th -> 13th; arrival 420226 -> 0; morale 45 -> 50; attribute 32 (AI) -> 5 (static, restricted); TOE 2171 -> 0; location 111 -> 92; location 60 -> 55; devices: +72x IJA Infantry Squad, +8x IJA HMG Section, +60x Support, -4x 7.7mm T99 AAMG, -145x Support	15_security_garrison	Independent garrison battalions (Dokuritsu Shubitai pattern) for the occupied cities: static, permanently restricted, enough assault value to count toward the garrison requirement, no artillery to fight with
20th Garrison Unit [3524]	added at Nanking, arrives 0; cloned from 10th Garrison Unit; attached HQ 14th -> 13th; arrival 420226 -> 0; morale 45 -> 50; attribute 32 (AI) -> 5 (static, restricted); TOE 2171 -> 0; location 111 -> 91; location 60 -> 52; devices: +72x IJA Infantry Squad, +8x IJA HMG Section, +60x Support, -4x 7.7mm T99 AAMG, -145x Support	15_security_garrison	
21st Garrison Unit [3530]	added at Hankow, arrives 0; cloned from 10th Garrison Unit; attached HQ 14th -> 11th; arrival 420226 -> 0; morale 45 -> 50; attribute 32 (AI) -> 5 (static, restricted); TOE 2171 -> 0; location 111 -> 85; location 60 -> 50; devices: +72x IJA Infantry Squad, +8x IJA HMG Section, +60x Support, -4x 7.7mm T99 AAMG, -145x Support	15_security_garrison	
22nd Garrison Unit [3538]	added at Canton, arrives 0; cloned from 10th Garrison Unit; attached HQ 14th -> 23rd; arrival 420226 -> 0; morale 45 -> 50; attribute 32 (AI) -> 5 (static, restricted); TOE 2171 -> 0; location 111 -> 77; location 60 -> 59; devices: +72x IJA Infantry Squad, +8x IJA HMG Section, +60x Support, -4x 7.7mm T99 AAMG, -145x Support	15_security_garrison	
23rd Garrison Unit [3540]	added at Peiping, arrives 0; cloned from 10th Garrison Unit; attached HQ 14th -> North China Area; arrival 420226 -> 0; morale 45 -> 50; attribute 32 (AI) -> 5 (static, restricted); TOE 2171 -> 0; location 111 -> 95; location 60 -> 39; devices: +72x IJA Infantry Squad, +8x IJA HMG Section, +60x Support, -4x 7.7mm T99 AAMG, -145x	15_security_garrison	

Item [slot]	Change	Sheet	Note
24th Garrison Unit [3542]	added at Tsingtao, arrives 0; cloned from 10th Garrison Unit; attached HQ 14th -> North China Area; arrival 420226 -> 0; morale 45 -> 50; attribute 32 (AI) -> 5 (static, restricted); TOE 2171 -> 0; location 111 -> 95; location 60 -> 47; devices: +72x IJA Infantry Squad, +8x IJA HMG Section, +60x Support, -4x 7.7mm T99 AAMG, -145	15_security_garrison	
5th Tank [3624]	added at Mukden, arrives 430601; cloned from 1st Tank; arrival 420624 -> 430601; experience 55 -> 50; morale 55 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2256 -> 2335; devices: +150x IJA Tank Crew Cadre, +100x Motorized Support, -90x IJA Motorized Squad, -36x IJA Engineer Squad, -18x IJA HMG Section, -6x 75mm Infantry	24_player_options	Kwantung Army armour reserve. Stock already carries the four real tank divisions (1st-4th) and nine independent tank brigades, so the armour option is two division shells the Kwantung Army planned around the Mukden tank works and never raised: crews only, fill
6th Tank [3626]	added at Changchun, arrives 440301; cloned from 1st Tank; arrival 420624 -> 440301; experience 55 -> 50; morale 55 -> 60; attribute 32 (AI) -> 2 (temp restricted); TOE 2256 -> 2335; location 104 -> 106; location 42 -> 41; devices: +150x IJA Tank Crew Cadre, +100x Motorized Support, -90x IJA Motorized Squad, -36x IJA Engineer Squ	24_player_options	
10th Ind.Tank [3627]	added at Tokyo, arrives 441001; cloned from 1st Ind.Tank; arrival 441011 -> 441001; attached HQ General Defence -> Eastern; experience 45 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 2 (temp restricted); location 61 -> 60; devices: +60x IJA Tank Crew Cadre, +0x Type 1 Medium Tank, +0x IJA Motorized Squad, +40x Motorized Suppo	24_player_options	Ketsu-Go tank brigades beyond the nine in stock: embedded TOE of 60 Chi-He, filled from the pool
11th Ind.Tank [3628]	added at Osaka/Kyoto, arrives 450201; cloned from 1st Ind.Tank; arrival 441011 -> 450201; attached HQ General Defence -> Central; experience 45 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 2 (temp restricted); location 114 -> 109; location 61 -> 59; devices: +60x IJA Tank Crew Cadre, +0x Type 1 Medium Tank, +0x IJA Motorized	24_player_options	
Kanto Giyu [3629]	added at Tokyo, arrives 450601; cloned from 65th; attached HQ 14th -> Eastern; arrival 0 -> 450601; experience 50 -> 20; morale 90 -> 40; attribute 32 (AI) -> 36 (restricted, AI); TOE 2176 -> 0; location 84 -> 114; location 65 -> 60; devices: +180x IJA Cadre Sqd, +24x Support, -12x 70mm T92 Howitzer, -12x 75mm Infantry Gun, -9x	26_late_war	Volunteer Fighting Corps brigade shell (Ketsu-Go): permanently restricted (4) + AI (32); cadre squads upgrade to rifle squads only when the pool has them
Kyushu Giyu [3631]	added at Fukuoka, arrives 450601; cloned from 65th; attached HQ 14th -> Western; arrival 0 -> 450601; experience 50 -> 20; morale 90 -> 40; attribute 32 (AI) -> 36 (restricted, AI); TOE 2176 -> 0; location 84 -> 103; location 65 -> 57; devices: +180x IJA Cadre Sqd, +24x Support, -12x 70mm T92 Howitzer, -12x 75mm Infantry Gun, -9	26_late_war	
19th Garrison Unit [3522]	device IJA Infantry Squad replaced by Kempeitai Section (1 record, 2 device slots)	30_unique_squads	
20th Garrison Unit [3524]	device IJA Infantry Squad replaced by Kempeitai Section (1 record, 2 device slots)	30_unique_squads	
21st Garrison Unit [3530]	device IJA Infantry Squad replaced by Kempeitai Section (1 record, 2 device slots)	30_unique_squads	
22nd Garrison Unit [3538]	device IJA Infantry Squad replaced by Kempeitai Section (1 record, 2 device slots)	30_unique_squads	
23rd Garrison Unit [3540]	device IJA Infantry Squad replaced by Kempeitai Section (1 record, 2 device slots)	30_unique_squads	
24th Garrison Unit [3542]	device IJA Infantry Squad replaced by Kempeitai Section (1 record, 2 device slots)	30_unique_squads	
1st Takasago [3633]	added at Takao, arrives 421001; cloned from 1st Raiding Force; suffix 70 -> 75; arrival 440115 -> 421001; experience 85 -> 60; morale 85 -> 75; TOE 2288 -> 0; location 114 -> 84; location 60 -> 65; devices: +48x Takasago Vol. Sqd, +8x IJA HMG Section, +8x Support, -24x Support	30_unique_squads	Takasago Volunteer units, battalion strength; sent to New Guinea and the Philippines
Burma National Army [3634]	added at Rangoon, arrives 430801; cloned from 1st INA Subhas; suffix 74 -> 72; arrival 430701 -> 430801; experience 35 -> 25; morale 35 -> 40; attribute 37 (static, restricted, AI) -> 36 (restricted, AI); location 50 -> 54; location 84 -> 53; devices: +90x BNA Rifle Squad, +6x IJA HMG Section, +20x Support, -12x 3" Mortar, -60x	30_unique_squads	Permanently restricted (4) + AI (32): garrison troops for Burma so that IJA battalions need not be
PETA (Java) [3642]	added at Batavia, arrives 431001; cloned from 1st INA Subhas; suffix 74 -> 72; attached HQ Burma Area -> Southern; arrival 430701 -> 431001; experience 35 -> 25; morale 35 -> 40; attribute 37 (static, restricted, AI) -> 36 (restricted, AI); location 50 -> 49; location 84 -> 98; devices: +120x PETA Rifle Squad, +6x IJA HMG Sectio	30_unique_squads	
Kanto Giyu [3629]	devices: +180x Kokumin Giyu Squad, +24x Support	30_unique_squads	

Item [slot]	Change	Sheet	Note
Kyushu Giyu [3631]	devices: +180x Kokumin Giyu Squad, +24x Support	30_unique_squads	
1st Garrison Unit [3579]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	1st Garrison Unit (and every other Garrison Unit below)
5th Garrison Unit [3580]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	5th Garrison Unit
7th Garrison Unit [3581]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	7th Garrison Unit
4th Garrison Unit [3630]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	4th Garrison Unit
6th Garrison Unit [3696]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	6th Garrison Unit
8th Garrison Unit [3697]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	8th Garrison Unit
9th Garrison Unit [3760]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 2 device slots)	42_command_and_quality	9th Garrison Unit
10th Garrison Unit [3872]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	10th Garrison Unit
11th Garrison Unit [3873]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	11th Garrison Unit
17th Garrison Unit [3874]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	17th Garrison Unit
13th Garrison Unit [4085]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	13th Garrison Unit
14th Garrison Unit [4086]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	14th Garrison Unit
12th Garrison Unit [4185]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	12th Garrison Unit
15th Garrison Unit [4186]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	15th Garrison Unit
16th Garrison Unit [4187]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	16th Garrison Unit
18th Garrison Unit [4188]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	18th Garrison Unit

Item [slot]	Change	Sheet	Note
2nd Garrison Unit [4319]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	2nd Garrison Unit
3rd Garrison Unit [4320]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	3rd Garrison Unit
79th Garrison [4688]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	79th Garrison
80th Garrison [4689]	device IJA Infantry Squad replaced by IJA Garrison Squad (1 record, 1 device slots)	42_command_and_quality	80th Garrison
1st RGC [4227]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	1st RGC, puppet formation
2nd RGC [4228]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
3rd RGC [4229]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
4th RGC [4230]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
5th RGC [4231]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
6th RGC [4232]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
7th RGC Temp. [4233]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
8th RGC Route [4234]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
9th RGC Route [4235]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
10th RGC Temp. [4236]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
11th RGC Temp. [4237]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
12th RGC Temp. [4238]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
13th RGC Temp. [4239]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	

Item [slot]	Change	Sheet	Note
14th RGC Temp. [4240]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
101st NCPC Route [4241]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
102nd NCPC Route [4242]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
24th NCPC Route [4243]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
18th RGC Temp. [4244]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
19th RGC Temp. [4245]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
20th RGC [4246]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
21st RGC Temp. [4247]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
22nd RGC Temp. [4248]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
15th RGC Temp. [4249]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
1st NCPC Infantry [4250]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
2nd NCPC Infantry [4251]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
3rd NCPC Infantry [4252]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
4th NCPC Infantry [4253]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
105th NCPC Route [4254]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
1st NCPC Route [4255]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
30th RGC [4256]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	

Item [slot]	Change	Sheet	Note
5th NCPC Infantry [4258]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
6th NCPC Infantry [4259]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
7th NCPC Infantry [4260]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
8th NCPC Infantry [4261]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
5th RGC Route [4262]	device Chinese Inf Squad replaced by RGC Puppet Squad (1 record, 1 device slots)	42_command_and_quality	
1st 12cm AA Regt [4105]	added at Tokyo, arrives 450201; cloned from 111th; attached HQ Eastern -> General Defence; arrival 440615 -> 450201; experience 55 -> 50; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 31 -> 0; devices: +24x 12cm/56 T03 AA Gun, +8x 13.2mm T93 AAMG, +6x Searchlight (J), +40x Support, -12x Motorized Support,	52_liabilities	The 12 cm Type 3, the only Japanese gun that reached the B-29s: about 150 by 1945 around Tokyo, Osaka and Kokura, in three units in stock
2nd 12cm AA Regt [4118]	added at Tokyo, arrives 450401; cloned from 111th; attached HQ Eastern -> General Defence; arrival 440615 -> 450401; experience 55 -> 50; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 31 -> 0; devices: +24x 12cm/56 T03 AA Gun, +8x 13.2mm T93 AAMG, +6x Searchlight (J), +40x Support, -12x Motorized Support,	52_liabilities	
3rd 12cm AA Regt [4123]	added at Osaka/Kyoto, arrives 450301; cloned from 111th; attached HQ Eastern -> General Defence; arrival 440615 -> 450301; experience 55 -> 50; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 31 -> 0; location 114 -> 109; location 60 -> 59; devices: +24x 12cm/56 T03 AA Gun, +8x 13.2mm T93 AAMG, +6x Searchlig	52_liabilities	
4th 12cm AA Regt [4143]	added at Fukuoka, arrives 450501; cloned from 111th; attached HQ Eastern -> General Defence; arrival 440615 -> 450501; experience 55 -> 50; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 31 -> 0; location 114 -> 103; location 60 -> 57; devices: +24x 12cm/56 T03 AA Gun, +8x 13.2mm T93 AAMG, +6x Searchlight (	52_liabilities	
Saipan Civilians [4147]	added at Saipan, arrives 431201; cloned from 10th Shipping; type 10 -> 7; arrival 0 -> 431201; experience 50 -> 30; morale 55 -> 50; suffix 101 -> 0; location 111 -> 108; location 60 -> 93; devices: +1200x Japanese Civilians, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	Civilian evacuees, Japanese side, arriving as the war reaches them so that they cannot be shipped home in 1942: Saipan's twenty thousand, Okinawa's, the Davao colonists, the Manchurian settlers when the Soviets come. They sit under a restricted command, so eve
Okinawa Civilians [4152]	added at Naha, arrives 440301; cloned from 10th Shipping; type 10 -> 7; arrival 0 -> 440301; experience 50 -> 30; morale 55 -> 50; suffix 101 -> 0; location 111 -> 95; location 60 -> 66; devices: +1800x Japanese Civilians, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Cabanatuan Camp [4153]	added at Cabanatuan, arrives 420601; cloned from 10th Shipping; type 10 -> 7; arrival 0 -> 420601; experience 50 -> 20; morale 55 -> 30; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 80; location 60 -> 76; devices: +900x Allied POWs, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	Prisoner and internee camps as static Japanese-side units: liberation scores for the Allies, and a Japanese player who moves prisoners inland to deny it does what the Japanese did
Santo Tomas Camp [4154]	added at Manila, arrives 420201; cloned from 10th Shipping; type 10 -> 7; arrival 0 -> 420201; experience 50 -> 20; morale 55 -> 30; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 79; location 60 -> 77; devices: +600x Allied POWs, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Changi Camp [4161]	added at Singapore, arrives 420301; cloned from 10th Shipping; type 10 -> 7; arrival 0 -> 420301; experience 50 -> 20; morale 55 -> 30; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 50; location 60 -> 84; devices: +1200x Allied POWs, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Hoten Camp [4163]	added at Mukden, arrives 421101; cloned from 10th Shipping; type 10 -> 7; arrival 0 -> 421101; experience 50 -> 20; morale 55 -> 30; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 104; location 60 -> 42; devices: +300x Allied POWs, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Imperial GHQ [4168]	added at Tokyo, arrives 0; cloned from 10th Shipping; type 10 -> 7; experience 50 -> 30; morale 55 -> 50; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 114; devices: +1800x Japanese Civilians, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	

Item [slot]	Change	Sheet	Note
2nd Mobile Artillery [4181]	added at Manila, arrives 441001; cloned from 15th Hvy.Artillery; attached HQ Western -> 14th Area; arrival 450122 -> 441001; experience 50 -> 55; morale 50 -> 65; location 102 -> 79; location 58 -> 77; devices: +12x Type 1 Ho-Ni SP Gun, +4x Type 4 SP-Gun, +30x Motorized Support, -36x Motorized Support	54_material	The 2nd Tank Division's mobile artillery regiment on Luzon, Ho-Ni and the twelve Ho-Ro that were built, October 1944
Okinawa Boeitai [4211]	added at Naha, arrives 450301; cloned from 10th Shipping; arrival 0 -> 450301; experience 50 -> 25; morale 55 -> 45; attribute 32 (AI) -> 1 (static); suffix 101 -> 0; type 10 -> 7; location 111 -> 95; location 60 -> 66; devices: +600x Okinawa Boeitai Sqd, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	54_material	
Tekketsu Kinnotai [4269]	added at Naha, arrives 450301; cloned from 10th Shipping; arrival 0 -> 450301; experience 50 -> 25; morale 55 -> 45; attribute 32 (AI) -> 1 (static); suffix 101 -> 0; type 10 -> 7; location 111 -> 95; location 60 -> 66; devices: +150x Tekketsu Kinno Sqd, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	54_material	
1st 12cm AA Regt [4105]	toe1 24 -> 0; toedev1 732 -> 0; toe2 8 -> 0; toedev2 722 -> 0; toe3 6 -> 0; toedev3 792 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +24x 12cm/56 T03 AA Gun, +8x 75mm Type 4 AA Gun, +8x 13.2mm T93 AAMG, +6x Searchlight (J), +40x Support	54_material	The Tokyo and Osaka regiments get the Type 4 75 mm beside the 12 cm
2nd 12cm AA Regt [4118]	toe1 24 -> 0; toedev1 732 -> 0; toe2 8 -> 0; toedev2 722 -> 0; toe3 6 -> 0; toedev3 792 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +24x 12cm/56 T03 AA Gun, +8x 75mm Type 4 AA Gun, +8x 13.2mm T93 AAMG, +6x Searchlight (J), +40x Support	54_material	
3rd 12cm AA Regt [4123]	toe1 24 -> 0; toedev1 732 -> 0; toe2 8 -> 0; toedev2 722 -> 0; toe3 6 -> 0; toedev3 792 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +24x 12cm/56 T03 AA Gun, +8x 75mm Type 4 AA Gun, +8x 13.2mm T93 AAMG, +6x Searchlight (J), +40x Support	54_material	
Fusan Shipping Br [3716]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	Shipping Transport branches of sheet 50 at the secondary ports; Yokohama, Singapore and Rabaul stay
Takao Shipping Br [3718]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
11th Indpt Infantry [4174]	experience 80 -> 55; morale 80 -> 55	66_china_review	The Mongolia Garrison Army's three independent infantry regiments at Tatung carried 80/80; garrison troops at 55/55
12th Indpt Infantry [4175]	experience 80 -> 55; morale 80 -> 55	66_china_review	
13th Indpt Infantry [4176]	experience 80 -> 55; morale 80 -> 55	66_china_review	
31st [4027]	morale 90 -> 60	66_china_review	31st Division, the 26th Artillery Regiment, the independent mixed regiment at Shaohing, two rapid-fire gun battalions and an artillery regiment carried morale 90; 60 like the rest of the theatre, 6th Division keeps 80/80
26th [3317]	morale 90 -> 60	66_china_review	
2nd RF Gun [3831]	morale 90 -> 60	66_china_review	
5th RF Gun [3832]	morale 90 -> 60	66_china_review	
11th [4178]	morale 90 -> 60	66_china_review	
65th [3870]	experience 50 -> 35; morale 90 -> 55	70_review_fixes	65th Brigade of over-age reservists carried the Southern Army's blanket 90 morale; the worst unit at Bataan
100th [3854]	morale 90 -> 50	70_review_fixes	100th, 102nd, 103rd and 105th Divisions, the 1944 Philippine garrison raisings, from morale 90 to 50; 30th Division to 60
102nd [3855]	morale 90 -> 50	70_review_fixes	
103rd [3856]	morale 90 -> 50	70_review_fixes	
105th [3857]	morale 90 -> 50	70_review_fixes	

Item [slot]	Change	Sheet	Note
30th [4026]	morale 90 -> 60	70_review_fixes	
9th [3617]	experience 80 -> 70; morale 80 -> 75	70_review_fixes	Kwantung Army divisions harmonised: the best-trained in the army in 1941, scattered by stock from 50 to 80. 1st, 9th, 14th at 70/75; 8th, 10th, 11th, 12th, 24th, 25th at 65/70; 28th, 29th, 57th, 71st (raised 1940-42) at 60/65; 23rd, rebuilt after Nomonhan, 55/
14th [3778]	experience 80 -> 70; morale 80 -> 75	70_review_fixes	
8th [3770]	experience 60 -> 65; morale 65 -> 70	70_review_fixes	
10th [3560]	experience 60 -> 65; morale 60 -> 70	70_review_fixes	
11th [3719]	experience 50 -> 65; morale 55 -> 70	70_review_fixes	
12th [3618]	experience 60 -> 65; morale 65 -> 70	70_review_fixes	
24th [3720]	experience 60 -> 65; morale 65 -> 70	70_review_fixes	
25th [3788]	experience 55 -> 65; morale 60 -> 70	70_review_fixes	
28th [3561]	experience 50 -> 60; morale 55 -> 65	70_review_fixes	
29th [3562]	experience 50 -> 60; morale 55 -> 65	70_review_fixes	
57th [3619]	experience 50 -> 60; morale 55 -> 65	70_review_fixes	
71st [3563]	experience 50 -> 60; morale 55 -> 65	70_review_fixes	
23rd [3779]	experience 50 -> 55; morale 50 -> 60	70_review_fixes	
5th [3943]	leader none -> Matsui, Takuro	71_leaders	The December 1941 formations that had no commander get their historical one; without a record the engine assigns a random officer on turn one. Matsui Takuro, 5th Division
16th [3851]	leader none -> Morioka, Susumu	71_leaders	Morioka Susumu, 16th
18th [3944]	leader none -> Mutaguchi, Renya	71_leaders	Mutaguchi Renya, 18th
48th [3852]	leader none -> Tsuchihashi, Yuitsu	71_leaders	Tsuchihashi Yuitsu, 48th
55th [4025]	leader none -> Takeuchi, Hiroshi	71_leaders	Takeuchi Hiroshi, 55th
56th [3945]	leader none -> Watanabe, Masao	71_leaders	Watanabe Masao, 56th
43rd [3072]	leader none -> Saito, Yoshitsugu	73_chinese_command	43rd Division (Saipan) under Saito Yoshitsugu, in the table and unassigned
91st [4111]	leader Tsutsumi, F. -> Tsutsumi, Fusaki	73_chinese_command	91st Division (Kuriles) under Tsutsumi Fusaki's full record, not the initials record
122nd [3746]	leader Akashika, T. -> Akashika, Tsutomu	73_chinese_command	122nd Division under Akashika Tsutomu's full record
143rd [3079]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	The 136 IJA divisions, brigades and regiments raised from January 1945: divisions 12 rocket sections and 12 lunge-mine squads, brigades 6 and 6, regiments 3 and 3
144th [3080]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
153rd [3081]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	

Item [slot]	Change	Sheet	Note
155th [3082]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
205th [3083]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
209th [3084]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
224th [3085]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
225th [3086]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
229th [3087]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
231st [3088]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
344th [3089]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
355th [3090]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
119th Ind.Mixed [3092]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
120th Ind.Mixed [3093]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
123rd Ind.Mixed [3094]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
145th [3129]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
146th [3130]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
147th [3131]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
154th [3132]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
156th [3133]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
206th [3134]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
212th [3135]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
216th [3136]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
303rd [3137]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
312th [3138]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
316th [3139]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
91st Ind.Mixed [3140]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	

Item [slot]	Change	Sheet	Note
98th Ind.Mixed [3141]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
107th Ind.Mixed [3142]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
109th Ind.Mixed [3143]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
121st Ind.Mixed [3144]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
122nd Ind.Mixed [3145]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
124th Ind.Mixed [3146]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
126th Ind.Mixed [3148]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
140th [3175]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
152nd [3176]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
201st [3177]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
214th [3178]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
221st [3179]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
230th [3180]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
234th [3181]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
321st [3182]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
351st [3183]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
354th [3184]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
96th Ind.Mixed [3188]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
151st [3191]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
114th Ind.Mixed [3195]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
115th Ind.Mixed [3196]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
116th Ind.Mixed [3197]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
117th Ind.Mixed [3198]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
118th Ind.Mixed [3199]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	

Item [slot]	Change	Sheet	Note
142nd [3243]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
157th [3244]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
202nd [3245]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
222nd [3246]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
308th [3247]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
322nd [3248]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
95th Ind.Mixed [3249]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
113th Ind.Mixed [3250]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
79th [3272]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
96th [3273]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
121st [3276]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
137th [3277]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
150th [3278]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
160th [3279]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
320th [3280]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
108th Ind.Mixed [3281]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
127th Ind.Mixed [3282]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
75th Ind.Mixed [3304]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
76th Ind.Mixed [3305]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
100th Ind.Mixed [3306]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
102nd Ind.Mixed [3307]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
103rd Ind.Mixed [3308]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
112th Ind.Mixed [3309]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
88th Ind.Mixed [3356]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	

Item [slot]	Change	Sheet	Note
132nd [3381]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
81st Ind.Mixed [3383]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
82nd Ind.Mixed [3384]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
86th Ind.Mixed [3385]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
87th Ind.Mixed [3386]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
133rd [3400]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
161st [3401]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
89th Ind.Mixed [3412]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
90th Ind.Mixed [3413]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
130th [3434]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
92nd Infantry [3436]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
83rd Ind.Mixed [3462]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
84th Ind.Mixed [3463]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
85th Ind.Mixed [3464]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
131st [3529]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
127th [3622]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
128th [3623]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
132nd Ind.Mixed [3625]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
133rd Ind.Mixed [3674]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
123rd [3689]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
149th [3690]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
80th Ind.Mixed [3691]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
135th Ind.Mixed [3693]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
136th Ind.Mixed [3694]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	

Item [slot]	Change	Sheet	Note
124th [3721]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
126th [3722]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
77th Ind.Mixed [3724]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
122nd [3746]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
139th [3748]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
78th Ind.Mixed [3749]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
136th [3756]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
79th Ind.Mixed [3757]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
130th Ind.Mixed [3758]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
134th Ind.Mixed [3759]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
138th [3804]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
148th [3805]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
105th Ind.Mixed [4034]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
129th Ind.Mixed [4115]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
306th Infantry [4120]	devices: +3x Type 4 AT Rocket Sqd, +3x Lunge Mine Squad	74_close_assault	
128th Ind.Mixed [4311]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
Guards Depot [4989]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
2nd Depot [4990]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
3rd Depot [4991]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
4th Depot [4992]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
5th Depot [4993]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
6th Depot [4994]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
51st Depot [4995]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
55th Depot [4996]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	

Item [slot]	Change	Sheet	Note
56th Depot [4997]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
57th Depot [4998]	devices: +12x Type 4 AT Rocket Sqd, +12x Lunge Mine Squad	74_close_assault	
Kanto Giyu [3629]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
Kyushu Giyu [3631]	devices: +6x Type 4 AT Rocket Sqd, +6x Lunge Mine Squad	74_close_assault	
1st RTA [4491]	withdraws 440801 -> 0	75_thai_vichy	
2nd RTA [4492]	withdraws 440801 -> 0	75_thai_vichy	
3rd RTA [4493]	withdraws 440801 -> 0	75_thai_vichy	
4th RTA [4494]	withdraws 440801 -> 0	75_thai_vichy	
6th RTA [4495]	withdraws 440801 -> 0	75_thai_vichy	
7th RTA [4496]	withdraws 440801 -> 0	75_thai_vichy	
RTA [4497]	withdraws 440801 -> 0	75_thai_vichy	
Tonkin [4961]	added at Hanoi, arrives 0; cloned from 3975; withdraws 0 -> 450309; experience 50 -> 35; morale 55 -> 30; attribute 0 (mobile) -> 5 (static, restricted); suffix 75 -> 71; location 60 -> 68; location 71 -> 56; toe1 36 -> 0; toedev1 707 -> 0; toe2 4 -> 0; toedev2 720 -> 0; toe3 4 -> 0; toedev3 745 -> 0; toe4 1 -> 0; toedev4 721 ->	75_thai_vichy	Decoux's colonial army, about 50,000 men, from stock's own Vichy devices, which take no replacements: the Tonkin Division at Hanoi, a Haiphong garrison, the Annam garrison at Tourane, the Cochinchina Division at Saigon, the Cambodia-Laos garrison at Phnom Penh
Annam Garrison [4980]	added at Tourane, arrives 0; cloned from 3975; withdraws 0 -> 450309; experience 50 -> 35; morale 55 -> 30; attribute 0 (mobile) -> 5 (static, restricted); suffix 75 -> 100; location 60 -> 66; location 71 -> 65; toe1 36 -> 0; toedev1 707 -> 0; toe2 4 -> 0; toedev2 720 -> 0; toe3 4 -> 0; toedev3 745 -> 0; toe4 1 -> 0; toedev4 721	75_thai_vichy	
Cochinchina [4985]	added at Saigon, arrives 0; cloned from 3975; withdraws 0 -> 450309; experience 50 -> 35; morale 55 -> 30; attribute 0 (mobile) -> 5 (static, restricted); suffix 75 -> 71; toe1 36 -> 0; toedev1 707 -> 0; toe2 4 -> 0; toedev2 720 -> 0; toe3 4 -> 0; toedev3 745 -> 0; toe4 1 -> 0; toedev4 721 -> 0; toe5 4 -> 0; toedev5 282 -> 0; to	75_thai_vichy	
1st Hvy.Artillery [3826]	devices: +4x 24cm T45 Howitzer, +4x 24cm T96 Howitzer, +4x 13.2mm T93 AAMG, +16x Type 92B Tractor, +28x Motorized Support	85_devices	C7: 1st Heavy Artillery Regiment with the Type 96 24cm beside the Type 45, the siege train of Bataan and Hong Kong
1st RGC [4227]	TOE 2041 -> 2336	86_ships_toes	T1: units repointed
2nd RGC [4228]	TOE 2041 -> 2336	86_ships_toes	
3rd RGC [4229]	TOE 2041 -> 2336	86_ships_toes	
4th RGC [4230]	TOE 2041 -> 2336	86_ships_toes	
5th RGC [4231]	TOE 2041 -> 2336	86_ships_toes	
6th RGC [4232]	TOE 2041 -> 2336	86_ships_toes	
7th RGC Temp. [4233]	TOE 2041 -> 2336	86_ships_toes	
10th RGC Temp. [4236]	TOE 2041 -> 2336	86_ships_toes	

Item [slot]	Change	Sheet	Note
11th RGC Temp. [4237]	TOE 2041 -> 2336	86_ships_toes	
12th RGC Temp. [4238]	TOE 2041 -> 2336	86_ships_toes	
13th RGC Temp. [4239]	TOE 2041 -> 2336	86_ships_toes	
14th RGC Temp. [4240]	TOE 2041 -> 2336	86_ships_toes	
18th RGC Temp. [4244]	TOE 2041 -> 2336	86_ships_toes	
19th RGC Temp. [4245]	TOE 2041 -> 2336	86_ships_toes	
20th RGC [4246]	TOE 2041 -> 2336	86_ships_toes	
21st RGC Temp. [4247]	TOE 2041 -> 2336	86_ships_toes	
22nd RGC Temp. [4248]	TOE 2041 -> 2336	86_ships_toes	
15th RGC Temp. [4249]	TOE 2041 -> 2336	86_ships_toes	
30th RGC [4256]	TOE 2041 -> 2336	86_ships_toes	
8th RGC Route [4234]	TOE 2042 -> 2337	86_ships_toes	T1: units repointed
9th RGC Route [4235]	TOE 2042 -> 2337	86_ships_toes	
5th RGC Route [4262]	TOE 2042 -> 2337	86_ships_toes	
101st NCPC Route [4241]	TOE 2318 -> 2338	86_ships_toes	T1: units repointed
102nd NCPC Route [4242]	TOE 2318 -> 2338	86_ships_toes	
24th NCPC Route [4243]	TOE 2318 -> 2338	86_ships_toes	
1st NCPC Infantry [4250]	TOE 2318 -> 2338	86_ships_toes	
2nd NCPC Infantry [4251]	TOE 2318 -> 2338	86_ships_toes	
3rd NCPC Infantry [4252]	TOE 2318 -> 2338	86_ships_toes	
4th NCPC Infantry [4253]	TOE 2318 -> 2338	86_ships_toes	
105th NCPC Route [4254]	TOE 2318 -> 2338	86_ships_toes	
1st NCPC Route [4255]	TOE 2318 -> 2338	86_ships_toes	
5th NCPC Infantry [4258]	TOE 2318 -> 2338	86_ships_toes	

Item [slot]	Change	Sheet	Note
6th NCPC Infantry [4259]	TOE 2318 -> 2338	86_ships_toes	
7th NCPC Infantry [4260]	TOE 2318 -> 2338	86_ships_toes	
8th NCPC Infantry [4261]	TOE 2318 -> 2338	86_ships_toes	
1st Garrison Unit [3579]	TOE 2215 -> 2339	86_ships_toes	T1: units repointed
5th Garrison Unit [3580]	TOE 2215 -> 2339	86_ships_toes	
7th Garrison Unit [3581]	TOE 2215 -> 2339	86_ships_toes	
4th Garrison Unit [3630]	TOE 2215 -> 2339	86_ships_toes	
10th Garrison Unit [3872]	TOE 2171 -> 2340	86_ships_toes	T1: units repointed
11th Garrison Unit [3873]	TOE 2171 -> 2340	86_ships_toes	
17th Garrison Unit [3874]	TOE 2171 -> 2340	86_ships_toes	
8th Garrison Unit [3697]	TOE 2189 -> 2341	86_ships_toes	T1: units repointed
79th Garrison [4688]	TOE 2293 -> 2342	86_ships_toes	T1: units repointed
80th Garrison [4689]	TOE 2293 -> 2342	86_ships_toes	
15th Hvy.Artillery [3151]	devices: +8x 15cm T89 Gun, +4x 13.2mm T93 AAMG, +8x Type 92B Tractor, +18x Motorized Support	88_artillery_engineers	A4: eight Type 89 15cm guns, the standard heavy gun, in place of sixteen Type 96 guns of which about thirty were built
17th Hvy.Artillery [3152]	devices: +8x 15cm T89 Gun, +4x 13.2mm T93 AAMG, +8x Type 92B Tractor, +18x Motorized Support	88_artillery_engineers	
14th Hvy.Artillery [3204]	devices: +8x 15cm T89 Gun, +4x 13.2mm T93 AAMG, +8x Type 92B Tractor, +18x Motorized Support	88_artillery_engineers	
18th Hvy.Artillery [3205]	devices: +8x 15cm T89 Gun, +4x 13.2mm T93 AAMG, +8x Type 92B Tractor, +18x Motorized Support	88_artillery_engineers	
13th Ind.Hvy.Art. [3842]	devices: +8x 15cm T89 Gun, +4x 13.2mm T93 AAMG, +8x Type 92B Tractor, +18x Motorized Support	88_artillery_engineers	
5th Tank [3624]	devices: +150x IJA Tank Crew Cadre, +50x Motorized Support	89_support	C3: the cadre carries what the full division's template holds
6th Tank [3626]	devices: +150x IJA Tank Crew Cadre, +50x Motorized Support	89_support	
6th Guards Inf. [3192]	devices: +108x IJA Infantry Squad, +18x IJA HMG Section, +6x 37mm Type 01 AT Gun, +6x 70mm T92 Howitzer, +4x 75mm Infantry Gun, +4x 7.7mm T99 AAMG, +110x Support	89_support	S1: alone among 634 Japanese infantry units with no support at all
7th Guards Inf. [3193]	devices: +108x IJA Infantry Squad, +18x IJA HMG Section, +6x 37mm Type 01 AT Gun, +6x 70mm T92 Howitzer, +4x 75mm Infantry Gun, +4x 7.7mm T99 AAMG, +110x Support	89_support	
21st [3812]	location 92 -> 68; location 55 -> 56	90_reviews_sep26	N6: the 21st Division garrisoned northern Indochina from 1941
140th [3175]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	B5: the coastal divisions of February-May 1945 (140-160 and 300 series) carry the 1945 squad (anti-soft 18): three regiments, a small artillery unit, no anti-tank battalion, 60-80 per cent of their small arms by August
143rd [3079]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	

Item [slot]	Change	Sheet	Note
144th [3080]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
145th [3129]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
146th [3130]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
147th [3131]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
152nd [3176]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
153rd [3081]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
154th [3132]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
155th [3082]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
156th [3133]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
303rd [3137]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
312th [3138]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
316th [3139]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
344th [3089]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
351st [3183]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
354th [3184]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
355th [3090]	devices: x IJA Infantry Squad -> x IJA Infantry Sqd 45	112_ground_devices	
137th [3277]	devices: 324x IJA Infantry Squad -> 162x IJA Infantry Sqd 45, +162x IJA Cadre Sqd	112_ground_devices	B5: the eight Kwantung Army divisions raised in July 1945 (rated 15 per cent by their own army) arrive with half their squads as cadres, which fill from the points as the record says they did not
149th [3690]	devices: 324x IJA Infantry Squad -> 162x IJA Infantry Sqd 45, +162x IJA Cadre Sqd	112_ground_devices	
139th [3748]	devices: 324x IJA Infantry Squad -> 162x IJA Infantry Sqd 45, +162x IJA Cadre Sqd	112_ground_devices	
136th [3756]	devices: 324x IJA Infantry Squad -> 162x IJA Infantry Sqd 45, +162x IJA Cadre Sqd	112_ground_devices	
138th [3804]	devices: 324x IJA Infantry Squad -> 162x IJA Infantry Sqd 45, +162x IJA Cadre Sqd	112_ground_devices	
148th [3805]	devices: 324x IJA Infantry Squad -> 162x IJA Infantry Sqd 45, +162x IJA Cadre Sqd	112_ground_devices	
1st Cavalry [3543]	devices: +6x Type 92 Cav Tankette	112_ground_devices	B14: six in each of the 1st and 4th Cavalry Brigades
4th Cavalry [3544]	devices: +6x Type 92 Cav Tankette	112_ground_devices	

Item [slot]	Change	Sheet	Note
53rd [3075]	devices: +6x 20mm T97 AT Rifle	113_group_c	C2: six per first-line division, two per regiment, in the units that carry the strengthened 1941 squad
54th [3076]	devices: +6x 20mm T97 AT Rifle	113_group_c	
3rd [3343]	devices: +6x 20mm T97 AT Rifle	113_group_c	
28th [3561]	devices: +6x 20mm T97 AT Rifle	113_group_c	
3rd Infantry [3577]	devices: +2x 20mm T97 AT Rifle	113_group_c	
30th Infantry [3578]	devices: +2x 20mm T97 AT Rifle	113_group_c	
36th Infantry [3582]	devices: +2x 20mm T97 AT Rifle	113_group_c	
9th [3617]	devices: +6x 20mm T97 AT Rifle	113_group_c	
1st Infantry [3684]	devices: +2x 20mm T97 AT Rifle	113_group_c	
49th Infantry [3685]	devices: +2x 20mm T97 AT Rifle	113_group_c	
57th Infantry [3686]	devices: +2x 20mm T97 AT Rifle	113_group_c	
11th [3719]	devices: +6x 20mm T97 AT Rifle	113_group_c	
24th [3720]	devices: +6x 20mm T97 AT Rifle	113_group_c	
5th Infantry [3771]	devices: +2x 20mm T97 AT Rifle	113_group_c	
17th Infantry [3772]	devices: +2x 20mm T97 AT Rifle	113_group_c	
31st Infantry [3773]	devices: +2x 20mm T97 AT Rifle	113_group_c	
4th [3787]	devices: +2x 20mm T97 AT Rifle	113_group_c	
25th [3788]	devices: +6x 20mm T97 AT Rifle	113_group_c	
4th [3811]	devices: +6x 20mm T97 AT Rifle	113_group_c	
1st Formosa Inf. [3875]	devices: +2x 20mm T97 AT Rifle	113_group_c	
2nd Formosa Inf. [3876]	devices: +2x 20mm T97 AT Rifle	113_group_c	
47th Infantry [3877]	devices: +2x 20mm T97 AT Rifle	113_group_c	
Tanaka [3881]	devices: +2x 20mm T97 AT Rifle	113_group_c	
Kanno [3882]	devices: +2x 20mm T97 AT Rifle	113_group_c	

Item [slot]	Change	Sheet	Note
9th Infantry [3885]	devices: +2x 20mm T97 AT Rifle	113_group_c	
20th Infantry [3886]	devices: +2x 20mm T97 AT Rifle	113_group_c	
33rd Infantry [3887]	devices: +2x 20mm T97 AT Rifle	113_group_c	
Kimura Det [3890]	devices: +2x 20mm T97 AT Rifle	113_group_c	
Miura Det [3891]	devices: +2x 20mm T97 AT Rifle	113_group_c	
11th Infantry [3946]	devices: +2x 20mm T97 AT Rifle	113_group_c	
21st Infantry [3947]	devices: +2x 20mm T97 AT Rifle	113_group_c	
42nd Infantry [3948]	devices: +2x 20mm T97 AT Rifle	113_group_c	
55th Infantry [3953]	devices: +2x 20mm T97 AT Rifle	113_group_c	
56th Infantry [3954]	devices: +2x 20mm T97 AT Rifle	113_group_c	
114th Infantry [3955]	devices: +2x 20mm T97 AT Rifle	113_group_c	
33rd [4024]	devices: +6x 20mm T97 AT Rifle	113_group_c	
31st [4027]	devices: +6x 20mm T97 AT Rifle	113_group_c	
41st Infantry [4042]	devices: +2x 20mm T97 AT Rifle	113_group_c	
74th Infantry [4043]	devices: +2x 20mm T97 AT Rifle	113_group_c	
77th Infantry [4044]	devices: +2x 20mm T97 AT Rifle	113_group_c	
58th Infantry [4049]	devices: +2x 20mm T97 AT Rifle	113_group_c	
124th Infantry [4050]	devices: +2x 20mm T97 AT Rifle	113_group_c	
138th Infantry [4051]	devices: +2x 20mm T97 AT Rifle	113_group_c	
I./124th Infantry [4056]	devices: +2x 20mm T97 AT Rifle	113_group_c	
II./124th Infantry [4057]	devices: +2x 20mm T97 AT Rifle	113_group_c	
III./124th Infantry [4058]	devices: +2x 20mm T97 AT Rifle	113_group_c	
I./4th Infantry [4078]	devices: +2x 20mm T97 AT Rifle	113_group_c	
II./4th Infantry [4079]	devices: +2x 20mm T97 AT Rifle	113_group_c	

Item [slot]	Change	Sheet	Note
III./4th Infantry [4080]	devices: +2x 20mm T97 AT Rifle	113_group_c	
4th Infantry [4093]	devices: +2x 20mm T97 AT Rifle	113_group_c	
16th Infantry [4094]	devices: +2x 20mm T97 AT Rifle	113_group_c	
24th Infantry [4095]	devices: +2x 20mm T97 AT Rifle	113_group_c	
44th [3073]	devices: +3x IJA Flame Section	113_group_c	
49th [3074]	devices: +3x IJA Flame Section	113_group_c	
53rd [3075]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
54th [3076]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
73rd [3077]	devices: +3x IJA Flame Section	113_group_c	
84th [3078]	devices: +3x IJA Flame Section	113_group_c	
86th [3128]	devices: +3x IJA Flame Section	113_group_c	
1st Guards [3168]	devices: +3x IJA Flame Section	113_group_c	
3rd Guards [3169]	devices: +3x IJA Flame Section	113_group_c	
52nd [3171]	devices: +3x IJA Flame Section	113_group_c	
81st [3173]	devices: +3x IJA Flame Section	113_group_c	
93rd [3174]	devices: +3x IJA Flame Section	113_group_c	
47th [3241]	devices: +3x IJA Flame Section	113_group_c	
72nd [3242]	devices: +3x IJA Flame Section	113_group_c	
79th [3272]	devices: +3x IJA Flame Section	113_group_c	
120th [3275]	devices: +3x IJA Flame Section	113_group_c	
121st [3276]	devices: +3x IJA Flame Section	113_group_c	
3rd [3343]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
6th [3344]	devices: +3x IJA Flame Section	113_group_c	
13th [3345]	devices: +3x IJA Flame Section	113_group_c	

Item [slot]	Change	Sheet	Note
40th [3348]	devices: +3x IJA Flame Section	113_group_c	
17th [3393]	devices: +3x IJA Flame Section	113_group_c	
22nd [3394]	devices: +3x IJA Flame Section	113_group_c	
116th [3395]	devices: +3x IJA Flame Section	113_group_c	
35th [3484]	devices: +3x IJA Flame Section	113_group_c	
110th [3485]	devices: +3x IJA Flame Section	113_group_c	
41st [3509]	devices: +3x IJA Flame Section	113_group_c	
32nd [3525]	devices: +3x IJA Flame Section	113_group_c	
28th [3561]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
29th [3562]	devices: +3x IJA Flame Section	113_group_c	
71st [3563]	devices: +3x IJA Flame Section	113_group_c	
107th [3564]	devices: +1x IJA Flame Section	113_group_c	
9th [3617]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
112th [3621]	devices: +1x IJA Flame Section	113_group_c	
11th [3719]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
24th [3720]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
25th [3788]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
4th [3811]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
21st [3812]	devices: +3x IJA Flame Section	113_group_c	
146th Infantry [3961]	devices: +1x IJA Flame Section	113_group_c	
1st Raiding [4013]	devices: +1x IJA Flame Section	113_group_c	
2nd Raiding [4014]	devices: +1x IJA Flame Section	113_group_c	
3rd Raiding [4015]	devices: +1x IJA Flame Section	113_group_c	
4th Raiding [4016]	devices: +1x IJA Flame Section	113_group_c	

Item [slot]	Change	Sheet	Note
1st Glider Inf. [4017]	devices: +1x IJA Flame Section	113_group_c	
2nd Glider Inf. [4018]	devices: +1x IJA Flame Section	113_group_c	
33rd [4024]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
55th [4025]	devices: +3x IJA Flame Section	113_group_c	
31st [4027]	devices: 6x 20mm T97 AT Rifle -> 3x IJA Flame Section	113_group_c	
77th [4108]	devices: +3x IJA Flame Section	113_group_c	
88th [4109]	devices: +3x IJA Flame Section	113_group_c	
3rd Amphibious [4116]	devices: +1x IJA Flame Section	113_group_c	
4th Amphibious [4117]	devices: +1x IJA Flame Section	113_group_c	
94th [4182]	devices: +3x IJA Flame Section	113_group_c	
2nd Amphibious [4213]	devices: +1x IJA Flame Section	113_group_c	
1st Amphibious [4301]	devices: +1x IJA Flame Section	113_group_c	
Ichiki Det. [4336]	devices: +1x IJA Flame Section	113_group_c	
PETA (Java) [3642]	toe4 0 -> 24; devices: +?x Heiho Section	113_group_c	C5: template-only rows in the Army and Navy units that arrive at the Indies and western New Guinea bases from 1942, filled from the pool from January 1943
454th Ind.Infantry [3677]	toe6 36 -> 6; devices: +?x Heiho Section	113_group_c	
455th Ind.Infantry [3678]	toe6 36 -> 6; devices: +?x Heiho Section	113_group_c	
Saipan Civilians [4147]	toe1 1200 -> 2000; devices: none 1200->2000	114_competitiveness	R4: about 20,000 civilians on Saipan; 1,200 to 2,000 squads
Okinawa Civilians [4152]	toe1 1800 -> 3000; devices: none 1800->3000	114_competitiveness	R4: over 100,000 Okinawan dead; 1,800 to 3,000
Changi Camp [4161]	toe1 1200 -> 2400; devices: none 1200->2400	114_competitiveness	R4: 1,200 to 2,400
Cabanatuan Camp [4153]	toe1 900 -> 1800; devices: none 900->1800	114_competitiveness	R4: 900 to 1,800
Santo Tomas Camp [4154]	toe1 600 -> 1200; devices: none 600->1200	114_competitiveness	R4: 600 to 1,200
Hoten Camp [4163]	toe1 300 -> 900; devices: none 300->900	114_competitiveness	R4: 300 to 900
18th Ind.Mixed [3351]	leader Tsutsumi, Fusaki -> none	116_editor_compliance	Editor 3.8: Tsutsumi, Fusaki commands 91st; this record copied him from its template, the game assigns its own leader

Item [slot]	Change	Sheet	Note
13th Ind.Mixed [3408]	leader Akashika, Tsutomu -> none	116_editor_compliance	Editor 3.8: Akashika, Tsutomu commands 122nd; this record copied him from its template, the game assigns its own leader
1st 12cm AA Regt [4105]	suffix 0 -> 30	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
2nd 12cm AA Regt [4118]	suffix 0 -> 30	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
3rd 12cm AA Regt [4123]	suffix 0 -> 30	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
4th 12cm AA Regt [4143]	suffix 0 -> 30	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Saipan Civilians [4147]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Okinawa Civilians [4152]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Cabanatuan Camp [4153]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Santo Tomas Camp [4154]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Changi Camp [4161]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Hoten Camp [4163]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Imperial GHQ [4168]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Okinawa Boeitai [4211]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Tekketsu Kinnotai [4269]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Tonkin [4961]	withdrawal type 0 -> 1	116_editor_compliance	Editor 3.6.1: a withdrawal needs its type; Tonkin is disarmed by the Japanese coup of 9 March 1945, devices not returned (1)
Annam Garrison [4980]	withdrawal type 0 -> 1	116_editor_compliance	Editor 3.6.1: a withdrawal needs its type; Annam Garrison is disarmed by the Japanese coup of 9 March 1945, devices not returned (1)
Cochinchina [4985]	withdrawal type 0 -> 1	116_editor_compliance	Editor 3.6.1: a withdrawal needs its type; Cochinchina is disarmed by the Japanese coup of 9 March 1945, devices not returned (1)

Item [slot]	Change	Sheet	Note
Kanto Giyu [3629]	ai hq month 9 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
Kyushu Giyu [3631]	ai hq month 9 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
101st [3005]	TOE upgrade 2153 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
106th [3042]	TOE upgrade 2153 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
45th [3043]	TOE upgrade 2153 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
67th [3054]	TOE upgrade 2153 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
74th [3056]	TOE upgrade 2255 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
75th [3059]	TOE upgrade 2255 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
38th Ind.Mixed [3070]	devices: -60x Support, +60x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell IMB so replacements fill the rows the template means
39th Ind.Mixed [3339]	devices: -60x Support, +60x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell IMB so replacements fill the rows the template means
40th Ind.Mixed [3355]	devices: -60x Support, +60x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell IMB so replacements fill the rows the template means
41st Ind.Mixed [3357]	devices: -60x Support, +60x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell IMB so replacements fill the rows the template means
107th [3564]	devices: 6x IJA Engineer Squad -> 54x IJA HMG Section, 54x IJA HMG Section -> 18x 70mm T92 Howitzer, 18x 37mm Type 01 AT Gun -> 12x 75mm Infantry Gun, x 70mm T92 Howitzer -> x 37mm Type 01 AT Gun, 12x 75mm Infantry Gun -> 36x 75mm T90 Field Gun, 36x 75mm T90 Field Gun -> 18x 7.7mm T99 AAMG, 18x 7.7mm T99 AAMG -> 42x IJA Const En	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA B-Type Kwantung so replacements fill the rows the template means
5th Tank [3624]	toedev2 253 -> 0; toe2 50 -> 0; toedev4 0 -> 253; toe4 0 -> 50; devices: -50x Motorized Support, +50x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell Tank Div so replacements fill the rows the template means
6th Tank [3626]	toedev2 253 -> 0; toe2 50 -> 0; toedev4 0 -> 253; toe4 0 -> 50; devices: -50x Motorized Support, +50x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell Tank Div so replacements fill the rows the template means
1st Hvy.Artillery [3826]	toedev2 761 -> 722; toedev3 722 -> 790; toe3 4 -> 16; toedev4 790 -> 253; toe4 16 -> 28; toedev5 253 -> 761; toe5 28 -> 4; devices: x 24cm T96 Howitzer -> x 13.2mm T93 AAMG, 4x 13.2mm T93 AAMG -> 16x Type 92B Tractor, 16x Type 92B Tractor -> 28x Motorized Support, 28x Motorized Support -> 4x 24cm T96 Howitzer	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Hvy Artilery C so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
1st 12cm AA Regt [4105]	toedev2 331 -> 722; toedev3 722 -> 792; toe3 8 -> 6; toedev4 792 -> 0; toe4 6 -> 0; toedev5 252 -> 0; toe5 40 -> 0; toedev6 0 -> 252; toe6 0 -> 40; toedev7 0 -> 331; toe7 0 -> 8; devices: x 75mm Type 4 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 6x Searchlight (J), -6x Searchlight (J), -40x Support, +40x Support, +8x 75mm	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA 12cm so replacements fill the rows the template means
2nd 12cm AA Regt [4118]	toedev2 331 -> 722; toedev3 722 -> 792; toe3 8 -> 6; toedev4 792 -> 0; toe4 6 -> 0; toedev5 252 -> 0; toe5 40 -> 0; toedev6 0 -> 252; toe6 0 -> 40; toedev7 0 -> 331; toe7 0 -> 8; devices: x 75mm Type 4 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 6x Searchlight (J), -6x Searchlight (J), -40x Support, +40x Support, +8x 75mm	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA 12cm so replacements fill the rows the template means
3rd 12cm AA Regt [4123]	toedev2 331 -> 722; toedev3 722 -> 792; toe3 8 -> 6; toedev4 792 -> 0; toe4 6 -> 0; toedev5 252 -> 0; toe5 40 -> 0; toedev6 0 -> 252; toe6 0 -> 40; toedev7 0 -> 331; toe7 0 -> 8; devices: x 75mm Type 4 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 6x Searchlight (J), -6x Searchlight (J), -40x Support, +40x Support, +8x 75mm	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA 12cm so replacements fill the rows the template means
4th 12cm AA Regt [4143]	toedev4 252 -> 0; toe4 40 -> 0; toedev6 0 -> 252; toe6 0 -> 40; devices: -40x Support, +40x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA 12cm so replacements fill the rows the template means
2nd Mobile Artillery [4181]	toedev1 330 -> 0; toe1 12 -> 0; toedev2 786 -> 0; toe2 4 -> 0; toedev3 253 -> 0; toe3 30 -> 0; toedev4 0 -> 253; toe4 0 -> 30; toedev5 0 -> 330; toe5 0 -> 12; toedev6 0 -> 786; toe6 0 -> 4; devices: -12x Type 1 Ho-Ni SP Gun, -4x Type 4 SP-Gun, -30x Motorized Support, +30x Motorized Support, +12x Type 1 Ho-Ni SP Gun, +4x Type 4 S	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Hvy.Artillery D so replacements fill the rows the template means
Okinawa Boeitai [4211]	toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; devices: -10x Support, +10x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Tekketsu Kinnotai [4269]	toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; devices: -10x Support, +10x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
139th Ind.Mixed [3070]	name 38th Ind.Mixed -> 139th Ind.Mixed	120_register_ready	LND-L5: the CRS shell of January 1943 took the number of stock's real 38th Independent Mixed Brigade of June 1944; renumbered to one stock does not use
1st 12cm AA Regt [4105]	devices: +12x Ta-Chi 3 Radar	122_defences_radar	HAD-1: Japan built about 150 Ta-Chi 3 gun-laying sets and 110 naval fire-control sets; the heavy anti-aircraft regiments of the home sectors carry them, which is what the monograph's complaint about radar-derived altitudes implies they had
2nd 12cm AA Regt [4118]	devices: +12x Ta-Chi 3 Radar	122_defences_radar	
3rd 12cm AA Regt [4123]	devices: +12x Ta-Chi 3 Radar	122_defences_radar	
4th 12cm AA Regt [4143]	devices: +12x Ta-Chi 3 Radar	122_defences_radar	
21st Ind.AA Gun Co [3163]	devices: +2x Ta-Chi 3 Radar	122_defences_radar	HAD-1: a pair of gun-laying sets for the independent anti-aircraft companies of the home ports
23rd Ind.AA Gun Co [3165]	devices: +2x Ta-Chi 3 Radar	122_defences_radar	
1st Ind.AA Gun Co [3232]	devices: +2x Ta-Chi 3 Radar	122_defences_radar	
22nd Fld AA Gun Co [3261]	devices: +2x Ta-Chi 3 Radar	122_defences_radar	
23rd Fld AA Gun Co [3262]	devices: +2x Ta-Chi 3 Radar	122_defences_radar	
31st Ind.AA Gun Co [4136]	devices: +2x Ta-Chi 3 Radar	122_defences_radar	

Base forces, fortresses and engineers (158)

Item [slot]	Change	Sheet	Note
5th Guards [4942]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	5th Guards (nation 1, type 10)
1st Field Hospital [3389]	added at Hankow, arrives 411206; cloned from 51st Road Const Co; arrival 0 -> 411207; experience 40 -> 50; morale 45 -> 60; TOE 2225 -> 0; devices: +120x Support, -2x Engineer Vehicle, -14x Support	10_hospitals	IJA field hospitals (Yasen Byoin): support-only units. Healing of disabled elements needs supply + support + low fatigue; a hospital in the base hex supplies the support share
2nd Field Hospital [3391]	added at Nanking, arrives 411206; cloned from 51st Road Const Co; attached HQ 11th -> 13th; arrival 0 -> 411207; experience 40 -> 50; morale 45 -> 60; TOE 2225 -> 0; location 85 -> 91; location 50 -> 52; devices: +120x Support, -2x Engineer Vehicle, -14x Support	10_hospitals	
3rd Field Hospital [3446]	added at Canton, arrives 411206; cloned from 51st Road Const Co; attached HQ 11th -> 23rd; arrival 0 -> 411207; experience 40 -> 50; morale 45 -> 60; TOE 2225 -> 0; location 85 -> 77; location 50 -> 59; devices: +120x Support, -2x Engineer Vehicle, -14x Support	10_hospitals	
4th Field Hospital [3460]	added at Saigon, arrives 411206; cloned from 51st Road Const Co; attached HQ 11th -> Southern; arrival 0 -> 411207; experience 40 -> 50; morale 45 -> 60; TOE 2225 -> 0; location 85 -> 60; location 50 -> 71; devices: +120x Support, -2x Engineer Vehicle, -14x Support	10_hospitals	
5th Field Hospital [3489]	added at Tokyo, arrives 420301; cloned from 51st Road Const Co; attached HQ 11th -> Eastern; arrival 0 -> 420301; experience 40 -> 50; morale 45 -> 60; TOE 2225 -> 0; location 85 -> 114; location 50 -> 60; devices: +120x Support, -2x Engineer Vehicle, -14x Support	10_hospitals	
6th Field Hospital [3506]	added at Tokyo, arrives 420901; cloned from 51st Road Const Co; attached HQ 11th -> Eastern; arrival 0 -> 420901; experience 40 -> 50; morale 45 -> 60; TOE 2225 -> 0; location 85 -> 114; location 50 -> 60; devices: +120x Support, -2x Engineer Vehicle, -14x Support	10_hospitals	
1st Shipping Eng Rgt [3565]	added at Hiroshima/Kure, arrives 411206; cloned from 51st Road Const Co; attached HQ 11th -> Army Shipping HQ; arrival 0 -> 411207; experience 40 -> 55; morale 45 -> 65; TOE 2225 -> 0; location 85 -> 106; location 50 -> 58; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x Engineers, +40x Support	21_amphibious	IJA Shipping Engineer Regiments (Sempaku Kohei): the landing-craft crews. Give the amphibious HQ something to coordinate
2nd Shipping Eng Rgt [3607]	added at Hiroshima/Kure, arrives 411206; cloned from 51st Road Const Co; attached HQ 11th -> Army Shipping HQ; arrival 0 -> 411207; experience 40 -> 55; morale 45 -> 65; TOE 2225 -> 0; location 85 -> 106; location 50 -> 58; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x Engineers, +40x Support	21_amphibious	
3rd Shipping Eng Rgt [3611]	added at Hiroshima/Kure, arrives 420301; cloned from 51st Road Const Co; attached HQ 11th -> Army Shipping HQ; arrival 0 -> 420301; experience 40 -> 55; morale 45 -> 65; TOE 2225 -> 0; location 85 -> 106; location 50 -> 58; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x Engineers, +40x Support	21_amphibious	
4th Shipping Eng Rgt [3614]	added at Hiroshima/Kure, arrives 420901; cloned from 51st Road Const Co; attached HQ 11th -> Army Shipping HQ; arrival 0 -> 420901; experience 40 -> 55; morale 45 -> 65; TOE 2225 -> 0; location 85 -> 106; location 50 -> 58; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x Engineers, +40x Support	21_amphibious	
5th Shipping Eng Rgt [3616]	added at Hiroshima/Kure, arrives 430301; cloned from 51st Road Const Co; attached HQ 11th -> Army Shipping HQ; arrival 0 -> 430301; experience 40 -> 55; morale 45 -> 65; TOE 2225 -> 0; location 85 -> 106; location 50 -> 58; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x Engineers, +40x Support	21_amphibious	
Burma Rly Labor POW [3653]	added at Thanbyuzayat, arrives 421001; cloned from 1st Engineer Co; attached HQ Southern -> Burma Area; arrival 0 -> 421001; experience 80 -> 20; morale 80 -> 20; attribute 32 (AI) -> 36 (restricted, AI); location 90 -> 55; location 97 -> 56; devices: +260x POW Labor Sqd, +100x Romusha Labor Sqd, +20x IJA Labor Section, +26x Sup	33_mod_adoptions	The Burma-Siam railway labour, Burma end: 61,000 prisoners and 200,000 Asian labourers; restricted and static in effect
5th Railway [3654]	added at Bangkok, arrives 420701; cloned from 1st Engineer Co; suffix 100 -> 101; arrival 0 -> 420701; experience 80 -> 50; morale 80 -> 60; location 90 -> 56; location 97 -> 62; devices: +36x IJA Railway Sqd, +12x IJA Engineer Squad, +20x Support	33_mod_adoptions	5th Railway Regiment, the Thai end of the line
9th Railway [3657]	added at Thanbyuzayat, arrives 421001; cloned from 1st Engineer Co; suffix 100 -> 101; attached HQ Southern -> Burma Area; arrival 0 -> 421001; experience 80 -> 50; morale 80 -> 60; location 90 -> 55; location 97 -> 56; devices: +36x IJA Railway Sqd, +12x IJA Engineer Squad, +20x Support	33_mod_adoptions	
40th Ind.Garrison [4201]	device IJA Infantry Squad replaced by IJA Garrison Squad (0 record, 0 device slots)	42_command_and_quality	40th Ind.Garrison
41st Ind.Garrison [4202]	device IJA Infantry Squad replaced by IJA Garrison Squad (0 record, 0 device slots)	42_command_and_quality	41st Ind.Garrison

Item [slot]	Change	Sheet	Note
Moji Shipping Br [3713]	added at Shimonoseki, arrives 0; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 104; location 60 -> 57; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	The Army Shipping Transport Command's branches at the ports it ran, under the Ujina headquarters of Draft 3: static at home, movable to the conquered ports abroad (a branch arriving at a port the Allies still hold appears elsewhere and waits)
Osaka Shipping Br [3714]	added at Osaka/Kyoto, arrives 0; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 109; location 60 -> 59; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	
Yokohama Shipping Br [3715]	added at Yokohama/Yokosuka, arrives 0; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 113; location 60 -> 61; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	
Tokyo 1st Army Hosp [3755]	added at Tokyo, arrives 0; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 0; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 85 -> 114; location 50 -> 60; toe1 120 -> 0; toedev1 252 -> 0; devices: +200x Support	50_commands_other	Army hospitals at home and in the field, and the naval hospitals stock lacks (it has Truk and Kure): static support where units recover
Hankow Army Hospital [3809]	added at Hankow, arrives 0; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 0; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; toe1 120 -> 0; toedev1 252 -> 0; devices: +150x Support	50_commands_other	
Tokyo Radar Regt [4055]	added at Tokyo, arrives 430101; cloned from 10th Shipping; arrival 0 -> 430101; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 114; devices: +2x Ta-Chi 7 Radar, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Osaka Radar Regt [4059]	added at Osaka/Kyoto, arrives 430301; cloned from 10th Shipping; arrival 0 -> 430301; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 109; location 60 -> 59; devices: +2x Ta-Chi 7 Radar, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Kyushu Radar Regt [4066]	added at Fukuoka, arrives 430301; cloned from 10th Shipping; arrival 0 -> 430301; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 103; location 60 -> 57; devices: +2x Ta-Chi 7 Radar, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Kure Radar Det [4075]	added at Hiroshima/Kure, arrives 430601; cloned from 10th Shipping; arrival 0 -> 430601; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 106; location 60 -> 58; devices: +2x Ta-Chi 6 Radar, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Nagoya Radar Regt [4076]	added at Nagoya, arrives 430601; cloned from 10th Shipping; arrival 0 -> 430601; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; devices: +2x Ta-Chi 7 Radar, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
Hokkaido Radar Det [4098]	added at Sapporo, arrives 440101; cloned from 10th Shipping; arrival 0 -> 440101; morale 55 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 120; location 60 -> 51; devices: +2x Ta-Chi 6 Radar, +10x Support, -3x 7.7mm T99 AAMG, -36x Support	52_liabilities	
2nd Ind.Mixed [3821]	morale 90 -> 60	66_china_review	
38th Ind.Mixed [3124]	devices: +3x Type 4 AT Rocket Sqd, +3x Lunge Mine Squad	74_close_assault	
39th Ind.Mixed [3283]	devices: +3x Type 4 AT Rocket Sqd, +3x Lunge Mine Squad	74_close_assault	
40th Ind.Mixed [3284]	devices: +3x Type 4 AT Rocket Sqd, +3x Lunge Mine Squad	74_close_assault	
41st Ind.Mixed [4119]	devices: +3x Type 4 AT Rocket Sqd, +3x Lunge Mine Squad	74_close_assault	
43rd Ind.Mixed [4321]	devices: +3x Type 4 AT Rocket Sqd, +3x Lunge Mine Squad	74_close_assault	
Thai Aviation Coy [4498]	withdraws 440801 -> 0	75_thai_vichy	
1st Shipping Eng Rgt [3565]	toe1 36 -> 0; toedev1 230 -> 0; toe2 24 -> 0; toedev2 711 -> 0; toe3 6 -> 0; toedev3 282 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x IJA Const Eng Sq, +50x Support	89_support	C7: 36 landing craft and 30 engineer squads on 50 support

Item [slot]	Change	Sheet	Note
2nd Shipping Eng Rgt [3607]	toe1 36 -> 0; toedev1 230 -> 0; toe2 24 -> 0; toedev2 711 -> 0; toe3 6 -> 0; toedev3 282 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x IJA Const Eng Sq, +50x Support	89_support	
3rd Shipping Eng Rgt [3611]	toe1 36 -> 0; toedev1 230 -> 0; toe2 24 -> 0; toedev2 711 -> 0; toe3 6 -> 0; toedev3 282 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x IJA Const Eng Sq, +50x Support	89_support	
4th Shipping Eng Rgt [3614]	toe1 36 -> 0; toedev1 230 -> 0; toe2 24 -> 0; toedev2 711 -> 0; toe3 6 -> 0; toedev3 282 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x IJA Const Eng Sq, +50x Support	89_support	
5th Shipping Eng Rgt [3616]	toe1 36 -> 0; toedev1 230 -> 0; toe2 24 -> 0; toedev2 711 -> 0; toe3 6 -> 0; toedev3 282 -> 0; toe4 40 -> 0; toedev4 252 -> 0; devices: +36x Daihatsu Ldg Craft, +24x IJA Engineer Squad, +6x IJA Const Eng Sq, +50x Support	89_support	
5th Railway [3654]	toe1 36 -> 0; toedev1 291 -> 0; toe2 12 -> 0; toedev2 711 -> 0; toe3 20 -> 0; toedev3 252 -> 0; devices: +36x IJA Railway Sqd, +12x IJA Engineer Squad, +36x Support	89_support	C7: railway regiments ran depots, workshops and rolling stock
9th Railway [3657]	toe1 36 -> 0; toedev1 291 -> 0; toe2 12 -> 0; toedev2 711 -> 0; toe3 20 -> 0; toedev3 252 -> 0; devices: +36x IJA Railway Sqd, +12x IJA Engineer Squad, +36x Support	89_support	
Tachiarai JAAF [4976]	location 57 -> 58	89_support	S2: the Tachiarai school flies from Kurume; its base unit stood at Fukuoka
Mito JAAF [4969]	location 114 -> 115; location 61 -> 60	89_support	S2: the Mito school flies from Utsunomiya; its base unit stood at Chiba
101st JAAF AF Bn [4856]	location 116 -> 113	89_support	S2: idle at Iwaki beside the Haranomachi school unit; the Kumagaya school at Maebashi had no base unit
Fusan [4570]	devices: +2x 40cm 3YT CD Gun, +14x 15cm 41YT CD Gun, +4x 8cm/40 T88 DP Gun, +8x 28cm Howitzer, +8x 75mm T88 AA Gun, +36x IJA Infantry Squad, +6x Observor Squad, +12x IJA Const Eng Sq, +90x Support, +6x Aviation Support, +80x Naval Support	89_support	S3: the Army's Korea terminal, with a Shipping Transport branch
Keelung [4576]	devices: +4x 28cm Howitzer, +12x 75mm T88 AA Gun, +6x 20mm T98 AA Gun, +12x 13.2mm T93 AAMG, +36x IJA Infantry Squad, +4x Observor Squad, +74x Support, +60x Naval Support	89_support	S3: Taiwan's main port
Hakodate [4609]	devices: +2x 30cm 41YT CD Gun, +8x 28cm Howitzer, +2x 24cm T45 Howitzer, +10x 15cm 41YT CD Gun, +4x 10cm/65 T98 DP Gun, +2x 8cm/40 T41 DP Gun, +28x Support, +4x Observor Squad, +40x Naval Support	89_support	S3: the Tsugaru ferry terminal and its dock
Haiphong [4605]	devices: +3x 155mm M1920 CD Gun, +6x 138mm M1910 CD Gun, +3x 90mm M1926 DP Gun, +40x Support, +12x IJA Const Eng Sq, +27x IJA Infantry Squad, +30x Naval Support	89_support	
Kobe Shipping Br [4104]	attached HQ Burma Area -> Army Shipping HQ; arrival 421215 -> 0; attribute 32 (AI) -> 5 (static, restricted); TOE 2298 -> 0; location 54 -> 108; location 53 -> 59; name 11th Shipping -> Kobe Shipping Br; devices: +100x Naval Support, +40x Support, +10x Motorized Support, -36x Support	89_support	S3: the second '11th Shipping' record (same equipment, December 1942) folded into a Kobe branch of the Shipping Transport Command on the Moji/Osaka/Yokohama pattern; Kobe, a port of 10, had no naval support
1st Shipping Eng Rgt [3565]	device IJA Const Eng Sq replaced by IJA Shipping Eng Sq (1 record, 2 device slots)	110_shore_party	the five shipping engineer regiments carry it
2nd Shipping Eng Rgt [3607]	device IJA Const Eng Sq replaced by IJA Shipping Eng Sq (1 record, 2 device slots)	110_shore_party	
3rd Shipping Eng Rgt [3611]	device IJA Const Eng Sq replaced by IJA Shipping Eng Sq (1 record, 2 device slots)	110_shore_party	
4th Shipping Eng Rgt [3614]	device IJA Const Eng Sq replaced by IJA Shipping Eng Sq (1 record, 2 device slots)	110_shore_party	
5th Shipping Eng Rgt [3616]	device IJA Const Eng Sq replaced by IJA Shipping Eng Sq (1 record, 2 device slots)	110_shore_party	
4th JAAF AF Coy [4929]	devices: +2x 20mm T97 AT Rifle	113_group_c	
8th JAAF AF Coy [4930]	devices: +2x 20mm T97 AT Rifle	113_group_c	
10th JAAF AF Coy [4931]	devices: +2x 20mm T97 AT Rifle	113_group_c	

Item [slot]	Change	Sheet	Note
5th Ind. [3068]	devices: +3x IJA Flame Section	113_group_c	
43rd [3105]	devices: +3x IJA Flame Section	113_group_c	
49th [3108]	devices: +3x IJA Flame Section	113_group_c	
42nd [3202]	devices: +3x IJA Flame Section	113_group_c	
47th [3255]	devices: +3x IJA Flame Section	113_group_c	
20th [3326]	devices: +3x IJA Flame Section	113_group_c	
3rd Mobile [3338]	devices: +3x IJA Flame Section	113_group_c	
51st [3451]	devices: +3x IJA Flame Section	113_group_c	
1st Shipping Eng Rgt [3565]	devices: +3x IJA Flame Section	113_group_c	
71st [3571]	devices: +3x IJA Flame Section	113_group_c	
107th [3576]	devices: +3x IJA Flame Section	113_group_c	
28th [3601]	devices: +3x IJA Flame Section	113_group_c	
2nd Shipping Eng Rgt [3607]	devices: +3x IJA Flame Section	113_group_c	
3rd Shipping Eng Rgt [3611]	devices: +3x IJA Flame Section	113_group_c	
4th Shipping Eng Rgt [3614]	devices: +3x IJA Flame Section	113_group_c	
5th Shipping Eng Rgt [3616]	devices: +3x IJA Flame Section	113_group_c	
5th Railway [3654]	devices: +1x IJA Flame Section	113_group_c	
27th Electric [3656]	devices: +3x IJA Flame Section	113_group_c	
9th Railway [3657]	devices: +1x IJA Flame Section	113_group_c	
1st [3683]	devices: +3x IJA Flame Section	113_group_c	
8th [3774]	devices: +3x IJA Flame Section	113_group_c	
19th Ind. [3824]	devices: +1x IJA Flame Section	113_group_c	
20th Ind. [3825]	devices: +1x IJA Flame Section	113_group_c	
48th [3880]	devices: +3x IJA Flame Section	113_group_c	

Item [slot]	Change	Sheet	Note
16th [3889]	devices: +3x IJA Flame Section	113_group_c	
3rd Ind. [3916]	devices: +1x IJA Flame Section	113_group_c	
21st Ind. [3917]	devices: +1x IJA Flame Section	113_group_c	
5th [3951]	devices: +3x IJA Flame Section	113_group_c	
12th [3958]	devices: +3x IJA Flame Section	113_group_c	
56th [3965]	devices: +3x IJA Flame Section	113_group_c	
4th Ind. [3976]	devices: +1x IJA Flame Section	113_group_c	
15th Ind. [3977]	devices: +1x IJA Flame Section	113_group_c	
23rd Ind. [3978]	devices: +1x IJA Flame Section	113_group_c	
55th [4040]	devices: +3x IJA Flame Section	113_group_c	
30th [4047]	devices: +3x IJA Flame Section	113_group_c	
31st [4054]	devices: +3x IJA Flame Section	113_group_c	
2nd [4087]	devices: +3x IJA Flame Section	113_group_c	
1st Ind. [4099]	devices: +1x IJA Flame Section	113_group_c	
1st Engineer Co [4100]	devices: +1x IJA Flame Section	113_group_c	
4th Engineer Co [4101]	devices: +1x IJA Flame Section	113_group_c	
2nd Mobile [4173]	devices: +3x IJA Flame Section	113_group_c	
26th [4177]	devices: +3x IJA Flame Section	113_group_c	
94th [4198]	devices: +3x IJA Flame Section	113_group_c	
Burma Rly Labor POW [3653]	toe1 260 -> 520; devices: none 260->520	114_competitiveness	R4: POW labour on the railway 260 to 520
1st Field Hospital [3389]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 1st Field Hospital is on the map at the start
2nd Field Hospital [3391]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 2nd Field Hospital is on the map at the start
3rd Field Hospital [3446]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 3rd Field Hospital is on the map at the start

Item [slot]	Change	Sheet	Note
4th Field Hospital [3460]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 4th Field Hospital is on the map at the start
1st Shipping Eng Rgt [3565]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 1st Shipping Eng Rgt is on the map at the start
2nd Shipping Eng Rgt [3607]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 2nd Shipping Eng Rgt is on the map at the start
Moji Shipping Br [3713]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Osaka Shipping Br [3714]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Yokohama Shipping Br [3715]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Tokyo 1st Army Hosp [3755]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Hankow Army Hospital [3809]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Tokyo Radar Regt [4055]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Osaka Radar Regt [4059]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Kyushu Radar Regt [4066]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Kure Radar Det [4075]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Nagoya Radar Regt [4076]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Hokkaido Radar Det [4098]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Moji Shipping Br [3713]	toedev2 252 -> 0; toe2 60 -> 0; toedev3 253 -> 0; toe3 20 -> 0; toedev4 0 -> 252; toe4 0 -> 60; toedev5 0 -> 253; toe5 0 -> 20; devices: -60x Support, -20x Motorized Support, +60x Support, +20x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Osaka Shipping Br [3714]	toedev2 252 -> 0; toe2 60 -> 0; toedev3 253 -> 0; toe3 20 -> 0; toedev4 0 -> 252; toe4 0 -> 60; toedev5 0 -> 253; toe5 0 -> 20; devices: -60x Support, -20x Motorized Support, +60x Support, +20x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Yokohama Shipping Br [3715]	toedev2 252 -> 0; toe2 60 -> 0; toedev3 253 -> 0; toe3 20 -> 0; toedev4 0 -> 252; toe4 0 -> 60; toedev5 0 -> 253; toe5 0 -> 20; devices: -60x Support, -20x Motorized Support, +60x Support, +20x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
3rd Engineer [3934]	devices: -48x Support, +48x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
Tokyo Radar Regt [4055]	toedev1 1465 -> 0; toe1 2 -> 0; toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; toedev5 0 -> 1465; toe5 0 -> 2; devices: -2x Ta-Chi 7 Radar, -10x Support, +10x Support, +2x Ta-Chi 7 Radar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Osaka Radar Regt [4059]	toedev1 1465 -> 0; toe1 2 -> 0; toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; toedev5 0 -> 1465; toe5 0 -> 2; devices: -2x Ta-Chi 7 Radar, -10x Support, +10x Support, +2x Ta-Chi 7 Radar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Kyushu Radar Regt [4066]	toedev1 1465 -> 0; toe1 2 -> 0; toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; toedev5 0 -> 1465; toe5 0 -> 2; devices: -2x Ta-Chi 7 Radar, -10x Support, +10x Support, +2x Ta-Chi 7 Radar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Kure Radar Det [4075]	toedev1 1471 -> 0; toe1 2 -> 0; toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; toedev5 0 -> 1471; toe5 0 -> 2; devices: -2x Ta-Chi 6 Radar, -10x Support, +10x Support, +2x Ta-Chi 6 Radar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Nagoya Radar Regt [4076]	toedev1 1465 -> 0; toe1 2 -> 0; toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; toedev5 0 -> 1465; toe5 0 -> 2; devices: -2x Ta-Chi 7 Radar, -10x Support, +10x Support, +2x Ta-Chi 7 Radar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
Hokkaido Radar Det [4098]	toedev1 1471 -> 0; toe1 2 -> 0; toedev2 252 -> 0; toe2 10 -> 0; toedev4 0 -> 252; toe4 0 -> 10; toedev5 0 -> 1471; toe5 0 -> 2; devices: -2x Ta-Chi 6 Radar, -10x Support, +10x Support, +2x Ta-Chi 6 Radar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA Shipping so replacements fill the rows the template means
51st [4447]	devices: -48x Support, +48x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
52nd [4448]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
53rd [4449]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
54th [4450]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
55th [4451]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
56th [4452]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
57th [4453]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
58th [4454]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
59th [4455]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
60th [4456]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
61st [4457]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
62nd [4458]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
63rd [4459]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
64th [4460]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
65th [4461]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
66th [4462]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
67th [4463]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
69th [4464]	devices: -30x Support, +30x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA so replacements fill the rows the template means
Tokyo Radar Regt [4055]	devices: none 2->24	122_defences_radar	HAD-1: Tokyo Radar Regt holds two sets; Monograph 157 counts about 59 frontal-screen and 40 flanking radar stations in the homeland net by the end of the war. This regiment covers Tokyo, the Kanto sector, where the frontal screen was thickest
Kyushu Radar Regt [4066]	devices: none 2->20	122_defences_radar	HAD-1: Kyushu Radar Regt holds two sets; Monograph 157 counts about 59 frontal-screen and 40 flanking radar stations in the homeland net by the end of the war. This regiment covers Kyushu, the first landfall for the B-29s from China and later from the Marianas
Osaka Radar Regt [4059]	devices: none 2->16	122_defences_radar	HAD-1: Osaka Radar Regt holds two sets; Monograph 157 counts about 59 frontal-screen and 40 flanking radar stations in the homeland net by the end of the war. This regiment covers the Kansai sector
Nagoya Radar Regt [4076]	devices: none 2->12	122_defences_radar	HAD-1: Nagoya Radar Regt holds two sets; Monograph 157 counts about 59 frontal-screen and 40 flanking radar stations in the homeland net by the end of the war. This regiment covers the Nagoya sector
Kure Radar Det [4075]	devices: none 2->10	122_defences_radar	HAD-1: Kure Radar Det holds two sets; Monograph 157 counts about 59 frontal-screen and 40 flanking radar stations in the homeland net by the end of the war. This regiment covers the Inland Sea
Hokkaido Radar Det [4098]	devices: none 2->8	122_defences_radar	HAD-1: Hokkaido Radar Det holds two sets; Monograph 157 counts about 59 frontal-screen and 40 flanking radar stations in the homeland net by the end of the war. This regiment covers Hokkaido and the northern approaches
20th JAAF [4681]	devices: +2x Ta-Chi 18 Radar	122_defences_radar	HAD-1: the home air sector units take the portable sets that filled the gaps between the fixed stations
22nd JAAF [4683]	devices: +2x Ta-Chi 18 Radar	122_defences_radar	
27th JAAF [4685]	devices: +2x Ta-Chi 18 Radar	122_defences_radar	
30th JAAF [4686]	devices: +2x Ta-Chi 18 Radar	122_defences_radar	

Item [slot]	Change	Sheet	Note
Cape St.Jaques [4603]	location 60 -> 61; location 71 -> 72	130_named_positions	P3: Cape St.Jaques from Saigon to Cap St Jacques, the approach to Saigon it guarded, now a base

Air groups (34)

Item [slot]	Change	Sheet	Note
21st Sentai [11]	added, Ki-43-Ib Oscar x42, arrives 420701; cloned from 64th Sentai; attached HQ 3rd Air -> 1st Air; location 426 -> 252; arrival 411206 -> 420701; experience 70 -> 45; morale 85 -> 60; planes 32 -> 0	08_shell_units	[shell, stock name 'Shell Sentai F1'] Empty IJA fighter sentai (Ki-43 family): converts to any fighter in the pool (Ki-44/61/84 depend on R&D)
25th Sentai [12]	added, Ki-43-Ib Oscar x42, arrives 421001; cloned from 64th Sentai; attached HQ 3rd Air -> 1st Air; location 426 -> 252; arrival 411206 -> 421001; experience 70 -> 45; morale 85 -> 60; planes 32 -> 0	08_shell_units	[shell, stock name 'Shell Sentai F2']
29th Sentai [13]	added, Ki-43-Ib Oscar x42, arrives 430101; cloned from 64th Sentai; attached HQ 3rd Air -> 1st Air; location 426 -> 252; arrival 411206 -> 430101; experience 70 -> 45; morale 85 -> 60; planes 32 -> 0	08_shell_units	[shell, stock name 'Shell Sentai F3']
36th Sentai [29]	added, Ki-43-Ib Oscar x42, arrives 430401; cloned from 64th Sentai; attached HQ 3rd Air -> 1st Air; location 426 -> 252; arrival 411206 -> 430401; experience 70 -> 45; morale 85 -> 60; planes 32 -> 0	08_shell_units	[shell, stock name 'Shell Sentai F4']
39th Sentai [45]	added, Ki-43-Ib Oscar x42, arrives 430701; cloned from 64th Sentai; attached HQ 3rd Air -> 1st Air; location 426 -> 252; arrival 411206 -> 430701; experience 70 -> 45; morale 85 -> 60; planes 32 -> 0	08_shell_units	[shell, stock name 'Shell Sentai F5']
41st Sentai [46]	added, Ki-43-Ib Oscar x42, arrives 431001; cloned from 64th Sentai; attached HQ 3rd Air -> 1st Air; location 426 -> 252; arrival 411206 -> 431001; experience 70 -> 45; morale 85 -> 60; planes 32 -> 0	08_shell_units	[shell, stock name 'Shell Sentai F6']
42nd Sentai [47]	added, Ki-21-IIa Sally x27, arrives 420701; cloned from 62nd Sentai; attached HQ 3rd Air -> 1st Air; location 425 -> 252; arrival 411206 -> 420701; experience 65 -> 45; morale 75 -> 60; planes 22 -> 0	08_shell_units	[shell, stock name 'Shell Sentai B1'] Empty IJA heavy-bomber sentai (Ki-49 family): fill, or leave empty and bank the engines for fighters
43rd Sentai [50]	added, Ki-21-IIa Sally x27, arrives 430101; cloned from 62nd Sentai; attached HQ 3rd Air -> 1st Air; location 425 -> 252; arrival 411206 -> 430101; experience 65 -> 45; morale 75 -> 60; planes 22 -> 0	08_shell_units	[shell, stock name 'Shell Sentai B2']
46th Sentai [51]	added, Ki-21-IIa Sally x27, arrives 430701; cloned from 62nd Sentai; attached HQ 3rd Air -> 1st Air; location 425 -> 252; arrival 411206 -> 430701; experience 65 -> 45; morale 75 -> 60; planes 22 -> 0	08_shell_units	[shell, stock name 'Shell Sentai B3']
47th Sentai [57]	added, Ki-21-IIa Sally x27, arrives 440101; cloned from 62nd Sentai; attached HQ 3rd Air -> 1st Air; location 425 -> 252; arrival 411206 -> 440101; experience 65 -> 45; morale 75 -> 60; planes 22 -> 0	08_shell_units	[shell, stock name 'Shell Sentai B4']
Akeno Hiko Gakko [318]	added, Ki-27b Nate x36, arrives 0; cloned from 64th Sentai; aircraft Ki-43-Ib Oscar -> Ki-27b Nate; attached HQ 3rd Air -> 1st Air; location 426 -> 254; arrival 411206 -> 0; experience 70 -> 55; morale 85 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 32 -> 27; max planes 42 -> 36; upgrade Ki-43-Ic Oscar -> Ki-27b Nate	27_japanese_training	IJA fighter school, Akeno (Mie). Hiko Gakko = flying school; the schools became the Kyodo Hiko Shidan in 1944, which is where stock's 1945 'Trng.Hikotai' come from
Tachiarai Hiko Gakko [319]	added, Ki-27b Nate x36, arrives 0; cloned from 64th Sentai; aircraft Ki-43-Ib Oscar -> Ki-27b Nate; attached HQ 3rd Air -> 1st Air; location 426 -> 1488; arrival 411206 -> 0; experience 70 -> 55; morale 85 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 32 -> 27; max planes 42 -> 36; upgrade Ki-43-Ic Oscar -> Ki-27b Nate	27_japanese_training	Fighter/basic school, Tachiarai (Fukuoka)
Kumagaya Hiko Gakko [320]	added, Ki-36 Ida x36, arrives 0; cloned from 64th Sentai; aircraft Ki-43-Ib Oscar -> Ki-36 Ida; attached HQ 3rd Air -> 1st Air; location 426 -> 236; arrival 411206 -> 0; experience 70 -> 55; morale 85 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 32 -> 24; max planes 42 -> 36; upgrade Ki-43-Ic Oscar -> Ki-36 Ida	27_japanese_training	Basic flying school, Kumagaya (Saitama)
Gifu Hiko Gakko [325]	added, Ki-36 Ida x36, arrives 0; cloned from 64th Sentai; aircraft Ki-43-Ib Oscar -> Ki-36 Ida; attached HQ 3rd Air -> 1st Air; location 426 -> 1522; arrival 411206 -> 0; experience 70 -> 55; morale 85 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 32 -> 24; max planes 42 -> 36; upgrade Ki-43-Ic Oscar -> Ki-36 Ida	27_japanese_training	Basic flying school, Kakamigahara (Gifu)
Hokota Hiko Gakko [326]	added, Ki-30 Ann x36, arrives 0; cloned from 62nd Sentai; aircraft Ki-21-IIa Sally -> Ki-30 Ann; attached HQ 3rd Air -> 1st Air; location 425 -> 1404; arrival 411206 -> 0; experience 65 -> 55; morale 75 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 22 -> 24; max planes 27 -> 36; upgrade Ki-21-IIb Sally -> Ki-30 Ann	27_japanese_training	Light bomber school, Hokota (Ibaraki)
Hamamatsu Hiko Gakko [330]	added, Ki-21-IIa Sally x27, arrives 0; cloned from 62nd Sentai; attached HQ 3rd Air -> 1st Air; location 425 -> 227; arrival 411206 -> 0; experience 65 -> 55; morale 75 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 22 -> 18; upgrade Ki-21-IIb Sally -> Ki-21-IIa Sally	27_japanese_training	Heavy bomber school, Hamamatsu
Mito Hiko Gakko [335]	added, Ki-30 Ann x27, arrives 0; cloned from 62nd Sentai; aircraft Ki-21-IIa Sally -> Ki-30 Ann; attached HQ 3rd Air -> 1st Air; location 425 -> 1404; arrival 411206 -> 0; experience 65 -> 55; morale 75 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 22 -> 18; upgrade Ki-21-IIb Sally -> Ki-30 Ann	27_japanese_training	Air gunnery school, Mito
60th Sentai [1061]	max planes 27 -> 42	70_review_fixes	60th and 98th Sentai start above their own maximum (39 of 27, 42 of 31); four-chutai heavy bomber establishments of 42

Item [slot]	Change	Sheet	Note
98th Sentai [1092]	max planes 31 -> 42	70_review_fixes	
Teishin Glider Tai [470]	added, Ku-8 Gander x9, arrives 450301; cloned from 1167; aircraft Ki-59 Theresa -> Ku-8 Gander; attached HQ Southern -> 1st Air; location 1403 -> 252; arrival 411206 -> 450301; planes 6 -> 9	87_air_groups	G: the raiding group's glider unit of 1945, never committed; declinable
Tsurugi Shinbu-tai 1 [471]	added, Ki-115a Tsurugi x12, arrives 450815; cloned from 1106; aircraft Ki-67-Ib Peggy -> Ki-115a Tsurugi; arrival 450807 -> 450815; planes 0 -> 12; max planes 27 -> 12; kamikaze 0 -> 1; experience 0 -> 30; morale 0 -> 70; upgrade Ki-67-Ib Peggy -> Ki-115b Tsurugi; upgrade1 0 -> 845	96_late_options	Ki-115 Tsurugi special-attack unit, one of the Shinbu-tai the Army was forming for it in August 1945; arrives with its twelve aircraft
Tsurugi Shinbu-tai 2 [472]	added, Ki-115a Tsurugi x12, arrives 450815; cloned from 1106; aircraft Ki-67-Ib Peggy -> Ki-115a Tsurugi; arrival 450807 -> 450815; planes 0 -> 12; max planes 27 -> 12; kamikaze 0 -> 1; experience 0 -> 30; morale 0 -> 70; upgrade Ki-67-Ib Peggy -> Ki-115b Tsurugi; upgrade1 0 -> 845	96_late_options	
Ki-74 Tokubetsu-tai [473]	added, Ki-74-I Patsy x9, arrives 460101; cloned from 1099; aircraft Ki-67-Ia Peggy -> Ki-74-I Patsy; location 227 -> 252; arrival 441110 -> 460101; planes 0 -> 6; max planes 27 -> 9; experience 0 -> 60; morale 0 -> 70; upgrade Ki-67-Ib Peggy -> Ki-74-I Patsy; upgrade1 817 -> 819; upgrade2 817 -> 0	96_late_options	Ki-74 Patsy: the Army's planned long-range bomber unit, six aircraft, January 1946; pool-limited thereafter
Shell Sentai F1 [11]	name 21st Sentai -> Shell Sentai F1	118_clone_history	D68: 21st Sentai is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Sentai F2 [12]	name 25th Sentai -> Shell Sentai F2	118_clone_history	D68: 25th Sentai is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Sentai F3 [13]	name 29th Sentai -> Shell Sentai F3	118_clone_history	D68: 29th Sentai is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Sentai B4 [57]	name 47th Sentai -> Shell Sentai B4	118_clone_history	D68: 47th Sentai is also the name stock gives another group by rename; the empty option unit takes its stock shell name
53rd Sentai [1054]	location 242 -> 1433	122_defences_radar	HAD-2: the 53rd Sentai moved from Tokorozawa to Matsudo at the end of August 1944 and was made a permanent night-fighter unit on 19 January 1945; Matsudo is in the Chiba hex, not at Nagasaki
4th Sentai [1004]	attached HQ 1st Air -> 11th Air	122_defences_radar	HAD-3: the home-defence sentai are attached to the 1st Air Army rather than to the air divisions that fought the B-29s; Monograph 157 puts the 10th Air Division's regiments under the division
18th Sentai [1023]	attached HQ 1st Air -> 10th Air	122_defences_radar	
53rd Sentai [1054]	attached HQ 1st Air -> 10th Air	122_defences_radar	
55th Sentai [1057]	attached HQ 1st Air -> 11th Air	122_defences_radar	
56th Sentai [1058]	attached HQ 1st Air -> 11th Air	122_defences_radar	
246th Sentai [1111]	attached HQ 1st Air -> 11th Air	122_defences_radar	

Aircraft types (85)

Item [slot]	Change	Sheet	Note
Ki-44-III Tojo [48]	cloned from Ki-44-IIc Tojo; max speed 376 -> 393; climb 3830 -> 4200; ceiling 36740 -> 39000; durability 28 -> 30; avail month 3 -> 7	35_aircraft_variants	Ha-145 (2,000 hp) Shoki with four 20mm: two built in 1944, dropped so that Nakajima could concentrate on the Ki-84. Branch from the Ki-44-IIc; research seed at Ota (Utsunomiya)
Ki-44-III Tojo [48]	upgrade Ki-44-IIc Tojo -> Ki-44-III Tojo	35_aircraft_variants	
Ki-96 [50]	cloned from Ki-45 KAIc Nick; type 1 -> 0; max speed 336 -> 373; climb 2610 -> 3900; ceiling 35200 -> 37700; manoeuvre 20 -> 18; durability 36 -> 40; avail month 5 -> 10	35_aircraft_variants	Kawasaki single-seat twin-engine fighter, three prototypes 1943, dropped in favour of the two-seat Ki-102 line. Branch from the Ki-45 KAIc; seed at Gifu
Ki-96 [50]	upgrade Ki-45 KAIc Nick -> Ki-96	35_aircraft_variants	

Item [slot]	Change	Sheet	Note
Ki-87 [55]	cloned from Ki-44-IIc Tojo; max speed 376 -> 439; climb 3830 -> 3300; ceiling 36740 -> 42300; manoeuvre 24 -> 20; durability 28 -> 34; avail month 3 -> 8; avail year 44 -> 45	35_aircraft_variants	Nakajima turbo-supercharged high-altitude fighter for the B-29s, flown April 45; the Ki-84 and Ki-87 competed for the same engines. Reached from the Ki-44-III; seed at Utsunomiya
Ki-87 [55]	upgrade Ki-44-IIc Tojo -> Ki-87	35_aircraft_variants	
Ki-46-IV Dinah [72]	cloned from Ki-46-III Dinah; max speed 391 -> 404; ceiling 34450 -> 39000; avail month 1 -> 5; avail year 43 -> 45	35_aircraft_variants	Turbo-supercharged Dinah, flown February 45, production not started for lack of turbochargers. Branch from the Ki-46-III; seed at Tsu
Ki-46-IV Dinah [72]	upgrade Ki-46-III Dinah -> Ki-46-IV Dinah	35_aircraft_variants	
Ka-1 [740]	service rating 2 -> 3	51_intensity	
Ki-9 Spruce [742]	service rating 2 -> 3	51_intensity	
Ki-43-IIIa Oscar [764]	service rating 1 -> 2	51_intensity	
Ki-43-IV Oscar [765]	service rating 1 -> 2	51_intensity	
Ki-44-IIc Tojo [771]	service rating 1 -> 2	51_intensity	
Ki-45 KAId Nick [778]	service rating 2 -> 3	51_intensity	
Ki-46-III KAI Dinah [785]	service rating 2 -> 3	51_intensity	
Ki-54b Hickory [800]	service rating 2 -> 3	51_intensity	
Ki-55 Ida [802]	service rating 1 -> 2	51_intensity	
Ki-61-Id Tony [812]	service rating 2 -> 3	51_intensity	
Ki-61-II KAI Tony [813]	service rating 4 -> 5	51_intensity	
Ki-67-Ia Peggy [815]	service rating 3 -> 4	51_intensity	
Ki-67-Ib Peggy [816]	service rating 3 -> 4	51_intensity	
Ki-109-I Peggy [817]	service rating 3 -> 4	51_intensity	
Ki-67-Ia (T) Peggy [818]	service rating 3 -> 4	51_intensity	
Ki-74-I Patsy [819]	service rating 3 -> 4	51_intensity	
Ki-76 Stella [820]	service rating 1 -> 2	51_intensity	
Ki-79a Nate [822]	service rating 2 -> 3	51_intensity	
Ki-83 [824]	service rating 3 -> 4	51_intensity	
Ki-84a Frank [825]	service rating 3 -> 4	51_intensity	

Item [slot]	Change	Sheet	Note
Ki-84b Frank [826]	service rating 3 -> 4	51_intensity	
Ki-84r Frank [828]	service rating 3 -> 4	51_intensity	
Ki-93-Ia [830]	service rating 4 -> 5	51_intensity	
Ki-93-Ib [831]	service rating 4 -> 5	51_intensity	
Ki-94-II [832]	service rating 3 -> 4	51_intensity	
Ki-95 [834]	service rating 3 -> 4	51_intensity	
Ki-100-I Tony [836]	service rating 1 -> 2	51_intensity	
Ki-100-II Tony [837]	service rating 1 -> 2	51_intensity	
Ki-102a Randy [838]	service rating 2 -> 3	51_intensity	
Ki-102b Randy [839]	service rating 2 -> 3	51_intensity	
Ki-102c Randy [840]	service rating 2 -> 3	51_intensity	
Ki-115a Tsurugi [844]	service rating 2 -> 3	51_intensity	
Ki-115b Tsurugi [845]	service rating 2 -> 3	51_intensity	
Ki-119 [847]	service rating 2 -> 3	51_intensity	
Ki-202 Shusei [849]	service rating 4 -> 5	51_intensity	
Ki-15-II Babs [744]	pool 20 -> 10	51_intensity	
Ki-21-Ic Sally [746]	pool 46 -> 23	51_intensity	
Ki-21-IIa Sally [747]	pool 19 -> 9	51_intensity	
MC-21 Sally [750]	pool 12 -> 6	51_intensity	
Ki-27b Nate [752]	pool 39 -> 19	51_intensity	
Ki-30 Ann [754]	pool 56 -> 28	51_intensity	
Ki-32 Mary [755]	pool 40 -> 20	51_intensity	
Ki-36 Ida [757]	pool 31 -> 15	51_intensity	
Ki-43-Ia Oscar [759]	pool 9 -> 4	51_intensity	

Item [slot]	Change	Sheet	Note
Ki-43-Ib Oscar [760]	pool 13 -> 6	51_intensity	
Ki-43-Ic Oscar [761]	pool 11 -> 5	51_intensity	
Ki-46-I Dinah [781]	pool 3 -> 1	51_intensity	
Ki-46-II Dinah [782]	pool 10 -> 5	51_intensity	
Ki-48-Ib Lily [788]	pool 34 -> 17	51_intensity	
Ki-51 Sonia [797]	pool 30 -> 15	51_intensity	
Ki-56 Thalia [804]	pool 9 -> 4	51_intensity	
Ki-57-I Topsy [805]	pool 5 -> 2	51_intensity	
Ki-59 Theresa [807]	pool 3 -> 1	51_intensity	
Ki-87 [55]	picture 171 -> 3	34_plane_art	side view from ki87.png in J_PlaneSide.bmp cell 3
Ki-96 [50]	picture 177 -> 7	34_plane_art	side view from ki96.png in J_PlaneSide.bmp cell 7
Ki-44-III Tojo [48]	picture 171 -> 12	34_plane_art	side view from ki44iii.png in J_PlaneSide.bmp cell 12
Ki-46-IV Dinah [72]	picture 183 -> 14	34_plane_art	side view from ki46iv.png in J_PlaneSide.bmp cell 14
Ku-8 Gander [167]	cloned from 805; max speed 267 -> 120; cruise 199 -> 90; climb 1350 -> 150; manoeuvre 21 -> 8; durability 28 -> 8; load 2300 -> 3300; avail month 12 -> 1; avail year 41 -> 45; build rate 0 -> 6; upgrade Ki-57-II Topsy -> Ku-8 Gander; range 840 -> 80; ext range 1050 -> 80; max range 1380 -> 80	87_air_groups	G: the Kokusai Ku-8 assault glider (about 700 built, never used in action); cloned from the Ki-57
Ki-15-II Babs [744]	devices: +1x Camera, +1x Mitsubishi Ha-31, +1x 7.7mm Type 89 MG, +1x Camera, -1x Mitsubishi Ha-31, -1x 7.7mm Type 89 MG	90_reviews_sep26	W6: the Japanese reconnaissance types carry the Camera device like the Allied ones (cosmetic)
Ki-46-I Dinah [781]	devices: +1x Camera, +2x Mitsubishi Ha-31, +1x 7.7mm Type 89 MG, +1x Camera, -2x Mitsubishi Ha-31, -1x 7.7mm Type 89 MG	90_reviews_sep26	
Ki-46-II Dinah [782]	devices: +1x Camera, +2x Mitsubishi Ha-31, +1x 7.7mm Type 89 MG, +1x Camera, -2x Mitsubishi Ha-31, -1x 7.7mm Type 89 MG	90_reviews_sep26	
Ki-46-III Dinah [783]	devices: +1x Camera, +2x Mitsubishi Ha-33, +1x 7.7mm Type 89 MG, +1x Camera, -2x Mitsubishi Ha-33, -1x 7.7mm Type 89 MG	90_reviews_sep26	
Ki-46-IV Dinah [72]	devices: +1x Camera, +2x Mitsubishi Ha-33, +1x 7.7mm Type 89 MG, +1x Camera, -2x Mitsubishi Ha-33, -1x 7.7mm Type 89 MG	90_reviews_sep26	
Ki-43-IIIb Oscar [170]	cloned from 764; avail month 10 -> 5; avail year 44 -> 45	91_conversions_bases	J1: the last Oscar, two 20mm Ho-5 and the Ha-115-II; prototypes May 1945, production ordered at Tachikawa
Ki-105 Ohtori [179]	cloned from 806; max speed 292 -> 220; cruise 199 -> 180; avail month 3 -> 8; avail year 42 -> 45; pool 0 -> 9	91_conversions_bases	J4: the Ku-7 glider with engines, the Army's fuel-carrying transport of 1945, nine built
Ki-105 Ohtori [179]	upgrade Ki-57-II Topsy -> Ki-105 Ohtori	91_conversions_bases	J4: no upgrade

Item [slot]	Change	Sheet	Note
Ki-43-IIa Oscar [762]	armour 0 -> 1	93_systems	S2: Ki-43-IIa carried 13mm pilot armour and self-sealing tanks, as the IIb record already does
Ki-44-IIa Tojo [769]	armour 0 -> 1	93_systems	S3: Ki-44-IIa had pilot armour and protected tanks
Ki-44-IIb Tojo [770]	armour 0 -> 1	93_systems	S3: Ki-44-IIb likewise
Ki-100-Ib Tony [262]	cloned from 836; avail month 3 -> 5	97_japan_methods	Ki-100-Ib: the cut-down rear fuselage and bubble canopy from May 1945; same engine and armament, a step in the chain between the Ia and the II
Ki-100-I Tony [836]	upgrade Ki-100-II Tony -> Ki-100-Ib Tony	97_japan_methods	the Ki-100-I passes to the Ib rather than jumping to the II of September 1945
Ki-119 [847]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
Ki-87 [55]	band1 24 -> 20; band2 24 -> 20; band3 24 -> 20; band4 18 -> 20; band5 12 -> 17	120_register_ready	AIR-P1: Ki-87: a turbocharged high-altitude interceptor, and the bands were above the base
Ki-96 [50]	band1 20 -> 18; band2 20 -> 18; band3 20 -> 18; band4 15 -> 14	120_register_ready	AIR-P1: Ki-96: bands above the base
Ki-61-Id Tony [812]	band3 14 -> 17; band4 11 -> 13; band5 8 -> 9	120_register_ready	AIR-P2: Ki-61-Id Tony ? the same Ha-40 as the Ia to Ic, which hold to 20,000 ft
Ki-43-IIa Oscar [762]	manoeuvre 39 -> 35; band1 39 -> 35; band2 39 -> 35; band3 39 -> 35; band4 31 -> 28; band5 23 -> 21	120_register_ready	AIR-P2: the Ki-43-IIa and IIb share the Ha-115, the clipped wing and the weight, yet stood seven points apart; both take 35, between them and beside the IIIa's 34
Ki-43-IIb Oscar [763]	manoeuvre 32 -> 35; band1 32 -> 35; band2 32 -> 35; band3 32 -> 35; band4 24 -> 28; band5 18 -> 21	120_register_ready	

Leaders (18)

Item [slot]	Change	Sheet	Note
Okamura, Yasuji [899]	skill 59 -> 66; land 64 -> 70; admin 49 -> 66	37_depth	
Yokoyama, Isamu [1431]	skill 61 -> 62; land 79 -> 76; admin 48 -> 55	37_depth	
Hata, Shunroku [169]	skill 72 -> 70; land 72 -> 70; aggression 63 -> 60; admin 62 -> 68	37_depth	
Kimura, Heitaro [492]	skill 62 -> 54; land 62 -> 52; aggression 61 -> 50; admin 42 -> 60	37_depth	
Kawabe, Masakasu [446]	skill 66 -> 56; land 78 -> 60; aggression 71 -> 62; admin 59 -> 58	37_depth	
Mutaguchi, Renya [758]	skill 64 -> 52; land 62 -> 56; aggression 70 -> 84; admin 54 -> 40	37_depth	
Honda, Masaki [207]	skill 47 -> 56; land 67 -> 70; aggression 56 -> 60; admin 45 -> 50	37_depth	
Katamura, Shihachi [421]	skill 28 -> 44; land 52 -> 56; aggression 74 -> 66; admin 27 -> 42	37_depth	
Sakurai, Shozo [968]	skill 41 -> 48; land 72 -> 70; aggression 68 -> 66; admin 36 -> 46	37_depth	
Anami, Korechika [23]	skill 43 -> 58; land 61 -> 66; aggression 69 -> 62; admin 47 -> 56	37_depth	
Shimomura, Sadamu [1026]	skill 67 -> 62; land 73 -> 68; aggression 71 -> 62; admin 52 -> 60	37_depth	
Kusumoto, Minoru [591]	aggression 9 -> 55	71_leaders	Kusumoto Minoru, 57th Division, aggression 9
Hyakutake, Haruyoshi [221]	name Hyakatuke, Seikichi -> Hyakutake, Haruyoshi	71_leaders	17th Army's commander, spelled Hyakatuke, Seikichi
Hyakutake, Haruyoshi [221]	land 74 -> 58	90_reviews_sep26	L6: 17th Army's Guadalcanal campaign
Iida, Shojiro [236]	skill 37 -> 55; land 51 -> 64	90_reviews_sep26	L7: 15th Army took Burma in five months
Ushijima, Mitsuru [1336]	skill 46 -> 64; land 64 -> 74	90_reviews_sep26	L8: Okinawa
Kuribayashi, Tadami [580]	morale 64 -> 72; land 63 -> 82	90_reviews_sep26	L9: Iwo Jima

Item [slot]	Change	Sheet	Note
Watanabe, Masao [1359]	command type 1 -> 2	116_editor_compliance	Editor 3.8: Watanabe, Masao commands 56th (a large formation); his leader type now allows it

Pilots (35)

Item [slot]	Change	Sheet	Note
Asai, M. [41]	experience 70 -> 60	37_depth	Japanese named pilots arriving from 1943 lose ten points: the training system had already shortened (09e-9)
Nakano, M. [42]	experience 68 -> 58	37_depth	
Beppu, K. [45]	experience 68 -> 58	37_depth	
Mizotaini, H. [46]	experience 66 -> 56	37_depth	
Iwahashi, J. [49]	experience 67 -> 57	37_depth	
Furugori, G. [50]	experience 68 -> 58	37_depth	
Ozaki, N. [72]	experience 79 -> 69	37_depth	
Tashiro, T. [74]	experience 71 -> 61	37_depth	
Sato, G. [77]	experience 68 -> 58	37_depth	
Kuroki, T. [80]	experience 76 -> 66	37_depth	
Igarashi, T. [98]	experience 78 -> 68	37_depth	
Kawamoto, K. [103]	experience 71 -> 61	37_depth	
Ohbusa, Y. [105]	experience 64 -> 54	37_depth	
Ogata, K. [111]	experience 70 -> 60	37_depth	
Obara, T. [114]	experience 71 -> 61	37_depth	
Kimura, T. [117]	experience 63 -> 53	37_depth	
Shindo, N. [128]	experience 71 -> 61	37_depth	
Sekiguchi, H. [145]	experience 70 -> 60	37_depth	
Ishikawa, T. [147]	experience 68 -> 58	37_depth	
Kajinami, S. [149]	experience 80 -> 70	37_depth	
Hida, H. [159]	experience 66 -> 56	37_depth	
Ichikawa, C. [170]	experience 73 -> 63	37_depth	
Takanashi, T. [188]	experience 68 -> 58	37_depth	
Takiyama, T. [191]	experience 82 -> 72	37_depth	
Furukawa, I. [192]	experience 73 -> 63	37_depth	
Kurono, S. [195]	experience 61 -> 51	37_depth	
Kanazawa, N. [204]	experience 73 -> 63	37_depth	
Takeshi, S. [207]	experience 68 -> 58	37_depth	
Takiguchi, H. [210]	experience 72 -> 62	37_depth	
Nishioka, S. [211]	experience 71 -> 61	37_depth	
Kato, K. [212]	experience 72 -> 62	37_depth	
Fujimoto, K. [215]	experience 58 -> 48	37_depth	
Asano, J. [225]	experience 61 -> 51	37_depth	
Anabuki, S. [97]	experience 81 -> 68	92_pilots	Q4: graduated 1941, first victories 9 December (Anabuki, S.: 81 to 68)
Sumino, G. [135]	experience 81 -> 60	92_pilots	Q5: from flight school (Sumino, G.: 81 to 60)

TOE templates (41)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
IJA [2131]	devices: +24x Engineers, +36x IJA Labor Section, +48x Support	05_engineers	IJA airfield battalion TOE (template 2131 'IJA'): 36 Engineers -> 24 Engineers + 36 labour sections
CRS Shell Div 43 [2331]	added at off map, arrives 430101; cloned from IJA C-Type MtnG; arrival 9999 -> 430101; TOE upgrade 0 -> 2153; experience 55 -> 45	07_shell_templates	Shell division TOE: starts as a C-Type (garrison) division; from 1 Jan 43 the unit may upgrade to the B-Type mountain division template (2153). Player toggles Upgrade per unit: field army or garrison
CRS Shell Div 44 [2332]	added at off map, arrives 440101; cloned from IJA C-Type MtnG; arrival 9999 -> 440101; TOE upgrade 0 -> 2255; experience 55 -> 45	07_shell_templates	1944 raisings: C-Type -> 'IJA C-Type China 44' (2255) only; the B-Type option is gone
CRS Shell IMB [2333]	added at off map, arrives 9999; cloned from IJA Ind.Mixed; experience 50 -> 45; morale 50 -> 55	07_shell_templates	Independent Mixed Brigade shell: no upgrade path
CRS Shell Amphib [2334]	added at off map, arrives 9999; cloned from IJA Amphibious; experience 55 -> 50; morale 55 -> 60	07_shell_templates	Sea-mobile brigade shell (Daihatsu-equipped amphibious brigade TOE)
CRS Shell Tank Div [2335]	added at off map, arrives 9999; cloned from 2313; experience 60 -> 55	24_player_options	Tank division shell TOE = IJA Tank 1943 template
RGC Infantry (P) [2336]	added at off map, arrives 9999; cloned from 2041;	86_ships_toes	T1: RGC Infantry (P): the parent template with the CRS squad in place of the stock squad, so the 19 units that carry it can draw replacements; no TOE upgrade
RGC Route (P) [2337]	added at off map, arrives 440115; cloned from 2042; TOE upgrade 2043 -> 0	86_ships_toes	T1: RGC Route (P): the parent template with the CRS squad in place of the stock squad, so the 3 units that carry it can draw replacements; no TOE upgrade
NCPC Infantry (P) [2338]	added at off map, arrives 440115; cloned from 2318; TOE upgrade 2319 -> 0	86_ships_toes	T1: NCPC Infantry (P): the parent template with the CRS squad in place of the stock squad, so the 13 units that carry it can draw replacements; no TOE upgrade
IJA Garrison (G) [2339]	added at off map, arrives 9999; cloned from 2215;	86_ships_toes	T1: IJA Garrison (G): the parent template with the CRS squad in place of the stock squad, so the 4 units that carry it can draw replacements; no TOE upgrade
IJA T2 4Bn Garri (G) [2340]	added at off map, arrives 9999; cloned from 2171;	86_ships_toes	T1: IJA T2 4Bn Garri (G): the parent template with the CRS squad in place of the stock squad, so the 3 units that carry it can draw replacements; no TOE upgrade
IJA China Garr (G) [2341]	added at off map, arrives 9999; cloned from 2189;	86_ships_toes	T1: IJA China Garr (G): the parent template with the CRS squad in place of the stock squad, so the 1 units that carry it can draw replacements; no TOE upgrade
IJA Gsn Inf. (G) [2342]	added at off map, arrives 9999; cloned from 2293;	86_ships_toes	T1: IJA Gsn Inf. (G): the parent template with the CRS squad in place of the stock squad, so the 2 units that carry it can draw replacements; no TOE upgrade
IJA Hvy Infantry [2118]	record deleted (stock record that never arrived, or folded into another unit)	86_ships_toes	T5: unused stock placeholder template whose empty device slots now read CRS devices
IJA Infantry [2119]	record deleted (stock record that never arrived, or folded into another unit)	86_ships_toes	
IJA Mtn Infantry [2120]	record deleted (stock record that never arrived, or folded into another unit)	86_ships_toes	
IJA Infantry [2123]	record deleted (stock record that never arrived, or folded into another unit)	86_ships_toes	
IJA Heavy Mixed [2137]	record deleted (stock record that never arrived, or folded into another unit)	86_ships_toes	
IJA Hvy.Artillery D [2309]	devices: +8x 15cm T89 Gun, +4x 13.2mm T93 AAMG, +8x Type 92B Tractor, +18x Motorized Support	88_artillery_engineers	
JAAF Air [2272]	devices: none 72->36	121_air_support	HQ-H1: the TOE record 'JAAF Air' carries 17 Air HQs; without it the replacement system puts the squads back
JAAF Air [2324]	devices: none 144->36	121_air_support	HQ-H1: the TOE record 'JAAF Air' carries 7 Air HQs; without it the replacement system puts the squads back
Truk Naval 44 [2000]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +4x 20cm 41YT CD Gun, +3x 15.5cm 3YT CD Gun, +17x 15cm 41YT CD Gun, +4x 14cm 3YT CD Gun, +4x 12.7cm 3YT DP Gun,	122_defences_radar	

Item [slot]	Change	Sheet	Note
Truk Naval 41 [2001]	added at off map, arrives 440101; cloned from 2291; arrival 9999 -> 440101; TOE upgrade 0 -> 2000; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +1x 20cm 41YT CD Gun, +1x 15.5cm 3YT CD Gun, +4x 15cm 41YT CD	122_defences_radar	DEF-D1: the Mandate naval fortresses start at a quarter of the guns they hold today and take the rest by TOE upgrade. Truk's fortification "began in earnest in late 1943"; Saipan's batteries were still unfinished in June 1944. The upgrade date is this record's
Saipan Naval 44 [2002]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +4x 20cm Short Gun, +14x 15cm 41YT CD Gun, +3x 14cm 3YT CD Gun, +4x 12cm 3YT CD Gun, +4x 8cm/40 T88 DP Gun, +6x	122_defences_radar	
Saipan Naval 41 [2003]	added at off map, arrives 440401; cloned from 2291; arrival 9999 -> 440401; TOE upgrade 0 -> 2002; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +1x 20cm Short Gun, +4x 15cm 41YT CD Gun, +1x 14cm 3YT CD Gun,	122_defences_radar	
Maloelap Naval 44 [2004]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +8x 15cm 41YT CD Gun, +2x 12cm 3YT CD Gun, +10x 12cm/45 10YT DP Gun, +2x Searchlight (J), +22x Support, +0x Avi	122_defences_radar	
Maloelap Naval 41 [2005]	added at off map, arrives 440101; cloned from 2291; arrival 9999 -> 440101; TOE upgrade 0 -> 2004; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +2x 15cm 41YT CD Gun, +1x 12cm 3YT CD Gun, +2x 12cm/45 10YT DP	122_defences_radar	
Jaluit Naval 44 [2006]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +6x 12.7cm 3YT DP Gun, +2x Searchlight (J), +8x Support, +9x IJA Infantry Squad, +5x Setsueitai Sect, -3x IJA C	122_defences_radar	
Jaluit Naval 41 [2007]	added at off map, arrives 440101; cloned from 2291; arrival 9999 -> 440101; TOE upgrade 0 -> 2006; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +2x 12.7cm 3YT DP Gun, +2x Searchlight (J), +8x Support, +9x I	122_defences_radar	
Nimur Naval 44 [2008]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +12x 12cm/45 10YT DP Gun, +8x 8cm/40 T41 DP Gun, +10x 13.2mm T93 AAMG (2), +2x Searchlight (J), +32x Support, -	122_defences_radar	
Nimur Naval 41 [2009]	added at off map, arrives 440101; cloned from 2291; arrival 9999 -> 440101; TOE upgrade 0 -> 2008; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +3x 12cm/45 10YT DP Gun, +2x 8cm/40 T41 DP Gun, +10x 13.2mm T9	122_defences_radar	
Wotje Naval 44 [2010]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +6x 15cm 41YT CD Gun, +2x 12cm 3YT CD Gun, +12x 12cm/45 10YT DP Gun, +2x Searchlight (J), +22x Support, +9x IJA	122_defences_radar	
Wotje Naval 41 [2011]	added at off map, arrives 440101; cloned from 2291; arrival 9999 -> 440101; TOE upgrade 0 -> 2010; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +2x 15cm 41YT CD Gun, +1x 12cm 3YT CD Gun, +3x 12cm/45 10YT DP	122_defences_radar	
Mili Naval 44 [2012]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +8x 15cm 41YT CD Gun, +3x 14cm 3YT CD Gun, +8x 12cm/45 10YT DP Gun, +4x 8cm/40 T41 DP Gun, +6x 25mm T96 AA Gun	122_defences_radar	
Mili Naval 41 [2013]	added at off map, arrives 440101; cloned from 2291; arrival 9999 -> 440101; TOE upgrade 0 -> 2012; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +2x 15cm 41YT CD Gun, +1x 14cm 3YT CD Gun, +2x 12cm/45 10YT DP	122_defences_radar	

Item [slot]	Change	Sheet	Note
Babeldoap Nava 44 [2014]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +16x 12.7cm 3YT DP Gun, +2x Searchlight (J), +18x Support, +9x IJA Infantry Squad, -80x Support, -3x IJA Const	122_defences_radar	
Babeldoap Nava 41 [2015]	added at off map, arrives 440401; cloned from 2291; arrival 9999 -> 440401; TOE upgrade 0 -> 2014; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +4x 12.7cm 3YT DP Gun, +2x Searchlight (J), +18x Support, +9x	122_defences_radar	
Ponape Naval 44 [2016]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +8x 14cm 3YT CD Gun, +8x 12.7cm 3YT DP Gun, +13x 8cm/40 T88 DP Gun, +2x Searchlight (J), +31x Support, +9x IJA	122_defences_radar	
Ponape Naval 41 [2017]	added at off map, arrives 440101; cloned from 2291; arrival 9999 -> 440101; TOE upgrade 0 -> 2016; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +2x 14cm 3YT CD Gun, +2x 12.7cm 3YT DP Gun, +3x 8cm/40 T88 DP	122_defences_radar	
Peleliu Naval 44 [2018]	added at off map, arrives 9999; cloned from 2291; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +4x 12cm/45 10YT DP Gun, +4x 8cm/40 T41 DP Gun, +2x Searchlight (J), +10x Support, +9x IJA Infantry Squad, -3x	122_defences_radar	
Peleliu Naval 41 [2019]	added at off map, arrives 440401; cloned from 2291; arrival 9999 -> 440401; TOE upgrade 0 -> 2018; toe1 108 -> 0; toedev1 264 -> 0; toe2 20 -> 0; toedev2 271 -> 0; toe3 6 -> 0; toedev3 261 -> 0; toe4 3 -> 0; toedev4 299 -> 0; toe5 108 -> 0; toedev5 252 -> 0; devices: +1x 12cm/45 10YT DP Gun, +1x 8cm/40 T41 DP Gun, +2x Searchligh	122_defences_radar	

Navy

Headquarters (36)

Item [slot]	Change	Sheet	Note
Sea Escort Command [3704]	added at Tokyo, arrives 431115; cloned from Combined; HQ type 29 -> 24; attached HQ Southern -> Combined; arrival 0 -> 431115; experience 70 -> 60; morale 50 -> 60; attribute 32 (AI) -> 0 (mobile); suffix 49 -> 0; location 106 -> 114; location 58 -> 60; devices: +80x Naval Support, +60x Support	42_command_and_quality	Kaijo Goei Sotai, the convoy and escort command formed 15 November 1943 under Combined Fleet. Every escort completing after that date and the 901st Kokutai report to it; ships already at sea stay with Combined Fleet and the player moves them
Kure Naval District [57]	added at Hiroshima/Kure, arrives 0; cloned from Combined; HQ type 29 -> 23; attached HQ Southern -> Combined; experience 70 -> 55; morale 50 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 49 -> 0; devices: +150x Naval Support, +60x Support	50_commands_other	The four Naval Districts and the Ominato Guard District: the IJN's shore commands, static naval HQs with naval support at the yards
Yokosuka Naval Dist [84]	added at Yokohama/Yokosuka, arrives 0; cloned from Combined; HQ type 29 -> 23; attached HQ Southern -> Combined; experience 70 -> 55; morale 50 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 49 -> 0; location 106 -> 113; location 58 -> 61; devices: +150x Naval Support, +60x Support	50_commands_other	
Sasebo Naval Dist [93]	added at Nagasaki/Sasebo, arrives 0; cloned from Combined; HQ type 29 -> 23; attached HQ Southern -> Combined; experience 70 -> 55; morale 50 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 49 -> 0; location 106 -> 102; devices: +150x Naval Support, +60x Support	50_commands_other	
Maizuru Naval Dist [94]	added at Maizuru, arrives 0; cloned from Combined; HQ type 29 -> 23; attached HQ Southern -> Combined; experience 70 -> 55; morale 50 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 49 -> 0; location 106 -> 110; devices: +150x Naval Support, +60x Support	50_commands_other	
Ominato Guard Dist [95]	added at Ominato, arrives 0; cloned from Combined; HQ type 29 -> 23; attached HQ Southern -> Combined; experience 70 -> 55; morale 50 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 49 -> 0; location 106 -> 119; location 58 -> 54; devices: +150x Naval Support, +60x Support	50_commands_other	
6th [22]	HQ type 21 -> 25	50_commands_other	Sixth Fleet, the submarine fleet: command radius 1 to 5, and every IJN submarine attached below
5th [5]	HQ type 109 -> 108	51_intensity	

Item [slot]	Change	Sheet	Note
1st Air [29]	devices: none 144->36	121_air_support	HQ-H1: IJNfleet keeps 25 per cent of its aviation support ? a theatre staff above the flotillas that held the servicing units
2nd Air [30]	devices: none 144->36	121_air_support	
3rd Air [31]	devices: none 144->36	121_air_support	
5th Air [32]	devices: none 144->36	121_air_support	
10th Air [33]	devices: none 144->36	121_air_support	
11th Air [34]	devices: none 144->36	121_air_support	
12th Air [35]	devices: none 144->36	121_air_support	
13th Air [36]	devices: none 144->36	121_air_support	
14th Air [37]	devices: none 144->36	121_air_support	
11th Air Flotilla [3006]	devices: none 72->36	121_air_support	HQ-H1: IJNflot keeps 50 per cent of its aviation support ? the air flotilla commanded the base air units that did the servicing
12th Air Flotilla [3007]	devices: none 72->36	121_air_support	
13th Air Flotilla [3008]	devices: none 72->36	121_air_support	
21st Air Flotilla [3009]	devices: none 72->36	121_air_support	
22nd Air Flotilla [3010]	devices: none 72->36	121_air_support	
23rd Air Flotilla [3011]	devices: none 72->36	121_air_support	
24th Air Flotilla [3012]	devices: none 72->36	121_air_support	
25th Air Flotilla [3013]	devices: none 72->36	121_air_support	
26th Air Flotilla [3014]	devices: none 72->36	121_air_support	
27th Air Flotilla [3015]	devices: none 72->36	121_air_support	
28th Air Flotilla [3016]	devices: none 72->36	121_air_support	
29th Air Flotilla [3017]	devices: none 72->36	121_air_support	
32nd Air Flotilla [3018]	devices: none 72->36	121_air_support	
51st Air Flotilla [3019]	devices: none 72->36	121_air_support	
53rd Air Flotilla [3020]	devices: none 72->36	121_air_support	

Item [slot]	Change	Sheet	Note
61st Air Flotilla [3021]	devices: none 72->36	121_air_support	
62nd Air Flotilla [3022]	devices: none 72->36	121_air_support	
71st Air Flotilla [3023]	devices: none 72->36	121_air_support	
72nd Air Flotilla [3024]	devices: none 72->36	121_air_support	

Ground forces (135)

Item [slot]	Change	Sheet	Note
Yokosuka Assault [4936]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Yokosuka Assault (nation 2, type 7)
Kure 3rd SNLF [3362]	added at Hiroshima/Kure, arrives 420601; cloned from Kure 1st SNLF; arrival 0 -> 420601; experience 75 -> 50; morale 80 -> 65; location 90 -> 106; location 97 -> 58; devices: +48x SNLF Cadre Sqd, +0x SNLF Squad, +0x SNLF HMG Section, +0x 70mm T92 Howitzer, +30x Support, -4x 13.2mm T93 AAMG, -60x Support	08_shell_units	[shell, stock name 'Shell SNLF (1)'] IJN option A: landing troops. Embedded TOE (present/authorized): cadre present, SNLF squads authorized
Sasebo 3rd SNLF [3378]	added at Hiroshima/Kure, arrives 421001; cloned from Kure 1st SNLF; arrival 0 -> 421001; experience 75 -> 50; morale 80 -> 65; location 90 -> 106; location 97 -> 58; devices: +48x SNLF Cadre Sqd, +0x SNLF Squad, +0x SNLF HMG Section, +0x 70mm T92 Howitzer, +30x Support, -4x 13.2mm T93 AAMG, -60x Support	08_shell_units	[shell, stock name 'Shell SNLF (2)']
Maizuru 3rd SNLF [3380]	added at Hiroshima/Kure, arrives 430201; cloned from Kure 1st SNLF; arrival 0 -> 430201; experience 75 -> 50; morale 80 -> 65; location 90 -> 106; location 97 -> 58; devices: +48x SNLF Cadre Sqd, +0x SNLF Squad, +0x SNLF HMG Section, +0x 70mm T92 Howitzer, +30x Support, -4x 13.2mm T93 AAMG, -60x Support	08_shell_units	[shell, stock name 'Shell SNLF (3)']
Kure 101st SNLF [3620]	added at Hiroshima/Kure, arrives 431101; cloned from Kure 1st SNLF; arrival 0 -> 431101; experience 75 -> 60; morale 80 -> 75; location 90 -> 106; location 97 -> 58; devices: +24x Type 2 Amph Tank, +24x SNLF Squad, +4x SNLF HMG Section, +30x Support, -7x 7.7mm T99 AAMG, -4x 13.2mm T93 AAMG, -60x Support	21_amphibious	IJN armoured amphibious unit on the Type 2 Ka-Mi (formed 1943 for counter-landings)
Shanghai Shipping Br [3744]	added at Soerabaja, arrives 420401; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 92; location 60 -> 55; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	
Saigon Shipping Br [3751]	added at Tarakan, arrives 420301; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; arrival 0 -> 411207; morale 55 -> 70; suffix 101 -> 0; location 111 -> 60; location 60 -> 71; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	
Manila Shipping Br [3752]	added at Koepang, arrives 420401; cloned from 10th Shipping; attached HQ General Defence -> Army Shipping HQ; arrival 0 -> 420301; morale 55 -> 70; suffix 101 -> 0; location 111 -> 79; location 60 -> 77; devices: +150x Naval Support, +60x Support, +20x Motorized Support, -36x Support	50_commands_other	
Hiroshima Army Hosp [3763]	added at Manokwari, arrives 420601; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 0; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 85 -> 106; location 50 -> 58; toe1 120 -> 0; toedev1 252 -> 0; devices: +200x Support	50_commands_other	
Osaka Army Hospital [3785]	added at Sorong, arrives 420601; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 0; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 85 -> 109; location 50 -> 59; toe1 120 -> 0; toedev1 252 -> 0; devices: +200x Support	50_commands_other	
Kokura Army Hospital [3801]	added at Georgetown, arrives 420601; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 0; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 85 -> 103; location 50 -> 57; toe1 120 -> 0; toedev1 252 -> 0; devices: +150x Support	50_commands_other	
Manila Army Hospital [3814]	added at Ambon, arrives 420301; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 420301; morale 60 -> 70; suffix 100 -> 0; location 85 -> 79; location 50 -> 77; toe1 120 -> 0; toedev1 252 -> 0; devices: +120x Support	50_commands_other	
Singapore Army Hosp [3847]	added at Manila, arrives 420601; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 420401; morale 60 -> 70; suffix 100 -> 0; location 85 -> 50; location 50 -> 84; toe1 120 -> 0; toedev1 252 -> 0; devices: +120x Support	50_commands_other	

Item [slot]	Change	Sheet	Note
Rabaul Army Hospital [3853]	added at Davao, arrives 420601; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 420301; morale 60 -> 70; suffix 100 -> 0; location 85 -> 106; location 50 -> 125; toe1 120 -> 0; toedev1 252 -> 0; devices: +120x Support	50_commands_other	
Rangoon Army Hosp [3883]	added at Cebu, arrives 430101; cloned from 1st Field Hospital; attached HQ 11th -> General Defence; arrival 411207 -> 430101; morale 60 -> 70; suffix 100 -> 0; location 85 -> 54; location 50 -> 53; toe1 120 -> 0; toedev1 252 -> 0; devices: +120x Support	50_commands_other	
Sasebo Naval Hosp [3939]	added at Babeldaob, arrives 420101; cloned from 2nd Naval Hospital; arrival 420601 -> 0; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 106 -> 102; toe1 40 -> 0; toedev1 255 -> 0; toe2 100 -> 0; toedev2 252 -> 0; devices: +150x Support, -100x Support	50_commands_other	
Rabaul Naval Hosp [3941]	added at Truk, arrives 440101; cloned from 2nd Naval Hospital; attached HQ Combined -> General Defence; arrival 420601 -> 420301; morale 60 -> 70; suffix 100 -> 0; location 58 -> 125; toe1 40 -> 0; toedev1 255 -> 0; toe2 100 -> 0; toedev2 252 -> 0; devices: +120x Support, -100x Support	50_commands_other	
Toyama Inf School [3952]	added at Hiroshima/Kure, arrives 420401; cloned from 10th Shipping; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 114; devices: +150x Support, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	50_commands_other	The Army and Navy schools: Toyama (infantry) and Chiba (tanks), the naval barracks at the three home districts and the submarine school at Otake. Static support at the depots; the training air groups of Draft 7 are the flying side
Chiba Tank School [3959]	added at Hiroshima/Kure, arrives 431001; cloned from 10th Shipping; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 101 -> 0; location 111 -> 114; location 60 -> 61; devices: +120x Support, -12x IJA Const Eng Sq, -3x 7.7mm T99 AAMG, -36x Support	50_commands_other	
Yokosuka Naval Bks [3966]	added at Maizuru, arrives 430401; cloned from 8th Naval; arrival 420601 -> 0; experience 40 -> 50; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 104 -> 0; location 106 -> 113; location 58 -> 61; toe1 36 -> 0; toedev1 44 -> 0; toe2 6 -> 0; toedev2 44 -> 0; toe3 40 -> 0; toedev3 252 -> 0; devices: +150x Supp	50_commands_other	
Kure Naval Barracks [3972]	added at Nagasaki/Sasebo, arrives 441001; cloned from 8th Naval; arrival 420601 -> 0; experience 40 -> 50; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 104 -> 0; toe1 36 -> 0; toedev1 44 -> 0; toe2 6 -> 0; toedev2 44 -> 0; toe3 40 -> 0; toedev3 252 -> 0; devices: +150x Support, -6x Setsueitai Sect, -40x S	50_commands_other	
Sasebo Naval Bks [3973]	added at Nagasaki/Sasebo, arrives 441201; cloned from 8th Naval; arrival 420601 -> 0; experience 40 -> 50; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 104 -> 0; location 106 -> 102; toe1 36 -> 0; toedev1 44 -> 0; toe2 6 -> 0; toedev2 44 -> 0; toe3 40 -> 0; toedev3 252 -> 0; devices: +120x Support, -6x Se	50_commands_other	
Otake Sub School [3979]	added at Rabaul, arrives 430101; cloned from 8th Naval; arrival 420601 -> 0; experience 40 -> 50; morale 55 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 104 -> 0; toe1 36 -> 0; toedev1 44 -> 0; toe2 6 -> 0; toedev2 44 -> 0; toe3 40 -> 0; toedev3 252 -> 0; devices: +100x Support, -6x Setsueitai Sect, -40x Support	50_commands_other	
Hiroshima Army Hosp [3763]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	Japanese home establishments of sheet 50 whose only effect was a stack entry at a base with a full base force; Tokyo 1st Army Hospital, Hankow Army Hospital and Yokosuka Naval Hospital stay
Osaka Army Hospital [3785]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Kokura Army Hospital [3801]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Sasebo Naval Hosp [3939]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Toyama Inf School [3952]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Chiba Tank School [3959]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Yokosuka Naval Bks [3966]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Kure Naval Barracks [3972]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Sasebo Naval Bks [3973]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	

Item [slot]	Change	Sheet	Note
Otake Sub School [3979]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Manila Army Hospital [3814]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	Forward hospitals of sheet 50
Singapore Army Hosp [3847]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Rabaul Army Hospital [3853]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Rangoon Army Hosp [3883]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Rabaul Naval Hosp [3941]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Shanghai Shipping Br [3744]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Saigon Shipping Br [3751]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Manila Shipping Br [3752]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
1st [3744]	added at Soerabaja, arrives 420401; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420401; experience 60 -> 45; location 113 -> 56; location 61 -> 104; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	Twelve Guard Units (Keibitai) of the January 1945 bulletin that stock lacks, at the naval bases the Allies fought for: the 1st at Surabaya, 2nd Tarakan, 4th Koepang, 5th Manokwari, 6th Sorong, 9th Penang, 20th Ambon, 31st Manila, 32nd Davao, 36th Cebu, 45th Pa
2nd [3751]	added at Tarakan, arrives 420301; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420301; experience 60 -> 45; location 113 -> 67; location 61 -> 91; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
4th [3752]	added at Koepang, arrives 420401; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420401; experience 60 -> 45; location 113 -> 68; location 61 -> 116; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
5th [3763]	added at Manokwari, arrives 420601; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420601; experience 60 -> 45; location 113 -> 85; location 61 -> 109; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
6th [3785]	added at Sorong, arrives 420601; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420601; experience 60 -> 45; location 113 -> 82; location 61 -> 107; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
9th [3801]	added at Georgetown, arrives 420601; cloned from 4284; attached HQ Southeast Area -> Southern; arrival 430615 -> 420601; experience 60 -> 45; location 113 -> 49; location 61 -> 74; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
20th [3814]	added at Ambon, arrives 420301; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420301; experience 60 -> 45; location 113 -> 76; location 61 -> 109; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
31st [3847]	added at Manila, arrives 420601; cloned from 4284; attached HQ Southeast Area -> 3rd; arrival 430615 -> 420601; experience 60 -> 45; location 113 -> 79; location 61 -> 77; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	

Item [slot]	Change	Sheet	Note
32nd [3853]	added at Davao, arrives 420601; cloned from 4284; attached HQ Southeast Area -> 3rd; arrival 430615 -> 420601; experience 60 -> 45; location 113 -> 79; location 61 -> 91; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
36th [3883]	added at Cebu, arrives 430101; cloned from 4284; attached HQ Southeast Area -> 3rd; arrival 430615 -> 430101; experience 60 -> 45; location 113 -> 80; location 61 -> 86; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
45th [3939]	added at Babeldaob, arrives 420101; cloned from 4284; attached HQ Southeast Area -> 4th; arrival 430615 -> 420101; experience 60 -> 45; location 113 -> 90; location 61 -> 97; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
68th [3941]	added at Truk, arrives 440101; cloned from 4284; attached HQ Southeast Area -> 4th; arrival 430615 -> 440101; experience 60 -> 45; location 113 -> 112; location 61 -> 108; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	62_ijn_ground	
Kure 4th [3952]	added at Hiroshima/Kure, arrives 420401; cloned from 4277; attached HQ Southeast Area -> Combined; arrival 420501 -> 420401; experience 75 -> 55; morale 80 -> 70	62_ijn_ground	The five SNLFs of the bulletin stock lacks, on the Kure 5th pattern: Kure 4th and 8th, Maizuru 6th, Sasebo 101st and 102nd (the last two raised for the Philippines in late 1944)
Kure 8th [3959]	added at Hiroshima/Kure, arrives 431001; cloned from 4277; attached HQ Southeast Area -> Combined; arrival 420501 -> 431001; experience 75 -> 55; morale 80 -> 70	62_ijn_ground	
Maizuru 6th [3966]	added at Maizuru, arrives 430401; cloned from 4277; attached HQ Southeast Area -> Combined; arrival 420501 -> 430401; experience 75 -> 55; morale 80 -> 70; location 106 -> 110	62_ijn_ground	
Sasebo 101st [3972]	added at Nagasaki/Sasebo, arrives 441001; cloned from 4277; attached HQ Southeast Area -> Combined; arrival 420501 -> 441001; experience 75 -> 55; morale 80 -> 70; location 106 -> 102	62_ijn_ground	
Sasebo 102nd [3973]	added at Nagasaki/Sasebo, arrives 441201; cloned from 4277; attached HQ Southeast Area -> Combined; arrival 420501 -> 441201; experience 75 -> 55; morale 80 -> 70; location 106 -> 102	62_ijn_ground	
18th Naval [3979]	added at Rabaul, arrives 430101; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430101; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 58 -> 125; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices: +	62_ijn_ground	Eight of the bulletin's thirty missing construction battalions (Setsueitai) of 1943-44, one for each theatre they built in: Rabaul, Buin, Kavieng, the Shortlands, Hollandia, Palau, Saipan and Davao
20th Naval [4344]	added at Buin, arrives 430301; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430301; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 109; location 58 -> 131; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 2	62_ijn_ground	
22nd Naval [4356]	added at Kavieng, arrives 430401; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430401; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 58 -> 122; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices:	62_ijn_ground	
26th Naval [4368]	added at Shortlands, arrives 430601; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430601; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 110; location 58 -> 132; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toe	62_ijn_ground	
24th Naval [4374]	added at Hollandia, arrives 430901; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430901; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 93; location 58 -> 116; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toede	62_ijn_ground	
43rd Naval [4414]	added at Babeldaob, arrives 431101; cloned from 3620; attached HQ Combined -> 4th; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 90; location 58 -> 97; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices: +42x Setsueitai	62_ijn_ground	
201st Naval [4423]	added at Saipan, arrives 440101; cloned from 3620; attached HQ Combined -> 4th; arrival 431101 -> 440101; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 108; location 58 -> 93; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; d	62_ijn_ground	

Item [slot]	Change	Sheet	Note
301st Naval [4426]	added at Davao, arrives 440101; cloned from 3620; attached HQ Combined -> 3rd; arrival 431101 -> 440101; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 79; location 58 -> 91; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; dev	62_ijn_ground	
Rabaul AA Def Unit [4445]	added at Rabaul, arrives 421001; cloned from 1st 12cm AA Regt; nation 1 -> 2; attached HQ General Defence -> Southeast Area; arrival 450201 -> 421001; experience 50 -> 45; morale 65 -> 60; suffix 0 -> 100; location 114 -> 106; location 60 -> 125; toe1 24 -> 0; toedev1 732 -> 0; toe2 8 -> 0; toedev2 331 -> 0; toe3 8 -> 0; toedev3	62_ijn_ground	Six of the Navy's AA Defence Units (Bokutai) at the fleet bases, the 12cm and 8cm batteries and 25mm mounts that the bulletin counts separately from the guard units
Truk AA Def Unit [4446]	added at Truk, arrives 421101; cloned from 1st 12cm AA Regt; nation 1 -> 2; attached HQ General Defence -> 4th; arrival 450201 -> 421101; experience 50 -> 45; morale 65 -> 60; suffix 0 -> 100; location 114 -> 112; location 60 -> 108; toe1 24 -> 0; toedev1 732 -> 0; toe2 8 -> 0; toedev2 331 -> 0; toe3 8 -> 0; toedev3 722 -> 0; to	62_ijn_ground	
Saipan AA Def Unit [4465]	added at Saipan, arrives 440101; cloned from 1st 12cm AA Regt; nation 1 -> 2; attached HQ General Defence -> 4th; arrival 450201 -> 440101; experience 50 -> 45; morale 65 -> 60; suffix 0 -> 100; location 114 -> 108; location 60 -> 93; toe1 24 -> 0; toedev1 732 -> 0; toe2 8 -> 0; toedev2 331 -> 0; toe3 8 -> 0; toedev3 722 -> 0; t	62_ijn_ground	
3rd [4466]	added at Makassar, arrives 420401; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420401; experience 60 -> 45; location 113 -> 65; location 61 -> 106; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	The eight remaining Guard Units of the bulletin: 3rd Makassar, 12th Rangoon, 17th Mergui, 21st Kaimana, 25th Nicobars, 33rd Jolo, 35th Zamboanga and the Canton Guard Unit on the China coast
12th [4467]	added at Rangoon, arrives 420601; cloned from 4284; attached HQ Southeast Area -> Southern; arrival 430615 -> 420601; experience 60 -> 45; location 113 -> 54; location 61 -> 53; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	
17th [4490]	added at Mergui, arrives 420701; cloned from 4284; attached HQ Southeast Area -> Southern; arrival 430615 -> 420701; experience 60 -> 45; location 113 -> 53; location 61 -> 62; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	
21st [4499]	added at Kaimana, arrives 420801; cloned from 4284; attached HQ Southeast Area -> Southwest Area; arrival 430615 -> 420801; experience 60 -> 45; location 113 -> 83; location 61 -> 113; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	
25th [4501]	added at Car Nicobar, arrives 420901; cloned from 4284; attached HQ Southeast Area -> Southern; arrival 430615 -> 420901; experience 60 -> 45; location 113 -> 44; location 61 -> 62; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	
33rd [4547]	added at Jolo, arrives 420601; cloned from 4284; attached HQ Southeast Area -> 3rd; arrival 430615 -> 420601; experience 60 -> 45; location 113 -> 74; location 61 -> 90; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	
35th [4558]	added at Zamboanga, arrives 420701; cloned from 4284; attached HQ Southeast Area -> 3rd; arrival 430615 -> 420701; experience 60 -> 45; location 113 -> 75; location 61 -> 89; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	
Canton [4634]	added at Canton, arrives 420101; cloned from 4284; attached HQ Southeast Area -> China Area; arrival 430615 -> 420101; experience 60 -> 45; location 113 -> 77; location 61 -> 59; devices: +36x SNLF Squad, +8x SNLF HMG Section, +4x 81mm Mortar, +4x 8cm/40 T88 DP Gun, +8x 25mm T96 AA Gun, +8x 13.2mm T93 AAMG, +60x Support	65_ijn_ground_rest	
19th Naval [4769]	added at Rabaul, arrives 430201; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430201; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 58 -> 125; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices: +	65_ijn_ground_rest	The remaining twenty-two construction battalions (Setsueitai) of 1943-44: twelve in the Solomons, Bismarcks and New Guinea, ten in the Carolines, Marianas, Biak and the southern Philippines
21st Naval [4908]	added at Kavieng, arrives 430301; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430301; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 58 -> 122; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices:	65_ijn_ground_rest	

Item [slot]	Change	Sheet	Note
23rd Naval [4909]	added at Buin, arrives 430401; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430401; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 109; location 58 -> 131; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 2	65_ijn_ground_rest	
25th Naval [4933]	added at Shortlands, arrives 430501; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430501; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 110; location 58 -> 132; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toe	65_ijn_ground_rest	
27th Naval [4934]	added at Munda, arrives 430301; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430301; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 111; location 58 -> 134; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4	65_ijn_ground_rest	
28th Naval [4935]	added at Buka, arrives 430601; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430601; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 109; location 58 -> 128; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 2	65_ijn_ground_rest	
29th Naval [4936]	added at Gasmata, arrives 430401; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430401; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 103; location 58 -> 127; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev	65_ijn_ground_rest	
30th Naval [4937]	added at Wewak, arrives 430601; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430601; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 96; location 58 -> 119; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 2	65_ijn_ground_rest	
31st Naval [4938]	added at Lae, arrives 430501; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430501; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 99; location 58 -> 126; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252	65_ijn_ground_rest	
32nd Naval [4939]	added at Hollandia, arrives 430801; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430801; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 93; location 58 -> 116; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toede	65_ijn_ground_rest	
33rd Naval [4940]	added at Rabaul, arrives 430901; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 430901; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 58 -> 125; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices: +	65_ijn_ground_rest	
34th Naval [4941]	added at Kavieng, arrives 431001; cloned from 3620; attached HQ Combined -> Southeast Area; arrival 431101 -> 431001; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 58 -> 122; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices:	65_ijn_ground_rest	
202nd Naval [4942]	added at Truk, arrives 440101; cloned from 3620; attached HQ Combined -> 4th; arrival 431101 -> 440101; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 112; location 58 -> 108; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; de	65_ijn_ground_rest	
203rd Naval [4943]	added at Truk, arrives 440201; cloned from 3620; attached HQ Combined -> 4th; arrival 431101 -> 440201; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 112; location 58 -> 108; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; de	65_ijn_ground_rest	
207th Naval [4944]	added at Babeldaob, arrives 440201; cloned from 3620; attached HQ Combined -> 4th; arrival 431101 -> 440201; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 90; location 58 -> 97; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0;	65_ijn_ground_rest	
208th Naval [4945]	added at Saipan, arrives 440101; cloned from 3620; attached HQ Combined -> 4th; arrival 431101 -> 440101; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 108; location 58 -> 93; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; d	65_ijn_ground_rest	

Item [slot]	Change	Sheet	Note
209th Naval [4946]	added at Guam, arrives 440201; cloned from 3620; attached HQ Combined -> 4th; arrival 431101 -> 440201; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 58 -> 95; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devices: +42x Setsueitai	65_ijn_ground_rest	
210th Naval [4947]	added at Tinian, arrives 440301; cloned from 3620; attached HQ Combined -> 4th; arrival 431101 -> 440301; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 108; location 58 -> 94; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; d	65_ijn_ground_rest	
211th Naval [4948]	added at Biak, arrives 440201; cloned from 3620; attached HQ Combined -> Southwest Area; arrival 431101 -> 440201; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 87; location 58 -> 110; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 25	65_ijn_ground_rest	
212th Naval [4949]	added at Manokwari, arrives 440301; cloned from 3620; attached HQ Combined -> Southwest Area; arrival 431101 -> 440301; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 85; location 58 -> 109; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toede	65_ijn_ground_rest	
213th Naval [4950]	added at Cebu, arrives 440201; cloned from 3620; attached HQ Combined -> 3rd; arrival 431101 -> 440201; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 80; location 58 -> 86; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; devi	65_ijn_ground_rest	
214th Naval [4951]	added at Davao, arrives 440301; cloned from 3620; attached HQ Combined -> 3rd; arrival 431101 -> 440301; experience 60 -> 40; morale 75 -> 60; suffix 70 -> 104; location 106 -> 79; location 58 -> 91; toe1 24 -> 0; toedev1 787 -> 0; toe2 24 -> 0; toedev2 712 -> 0; toe3 4 -> 0; toedev3 713 -> 0; toe4 30 -> 0; toedev4 252 -> 0; dev	65_ijn_ground_rest	
Manila Naval Def Fce [4955]	added at Manila, arrives 450101; cloned from 4277; attached HQ Southeast Area -> 3rd; arrival 420501 -> 450101; experience 75 -> 40; morale 80 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 76 -> 100; location 106 -> 79; location 58 -> 77; devices: +120x SNLF Squad, +24x SNLF HMG Section, +12x 81mm Mortar, +24x 25mm	68_fortress_last	Iwabuchi's Manila Naval Defence Force, the 16,000 naval troops who fought the battle of Manila in February 1945; static, so that Manila is the fight it was
1st [3744]	toe8 0 -> 12; devices: +?x Heiho Section	113_group_c	
2nd [3751]	toe8 0 -> 12; devices: +?x Heiho Section	113_group_c	
4th [3752]	toe8 0 -> 12; devices: +?x Heiho Section	113_group_c	
5th [3763]	toe8 0 -> 12; devices: +?x Heiho Section	113_group_c	
6th [3785]	toe8 0 -> 12; devices: +?x Heiho Section	113_group_c	
20th [3814]	toe8 0 -> 12; devices: +?x Heiho Section	113_group_c	
24th Naval [4374]	toe3 0 -> 12; devices: +?x Heiho Section	113_group_c	
3rd [4466]	toe8 0 -> 12; devices: +?x Heiho Section	113_group_c	
32nd Naval [4939]	toe3 0 -> 12; devices: +?x Heiho Section	113_group_c	
211th Naval [4948]	toe3 0 -> 12; devices: +?x Heiho Section	113_group_c	
212th Naval [4949]	toe3 0 -> 12; devices: +?x Heiho Section	113_group_c	

Item [slot]	Change	Sheet	Note
1st [3744]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 12; toe8 12 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, 60x Support -> 0x Heiho Sec	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
2nd [3751]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 12; toe8 12 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, 60x Support -> 0x Heiho Sec	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
4th [3752]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 12; toe8 12 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, 60x Support -> 0x Heiho Sec	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
5th [3763]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 12; toe8 12 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, 60x Support -> 0x Heiho Sec	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
6th [3785]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 12; toe8 12 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, 60x Support -> 0x Heiho Sec	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
9th [3801]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
20th [3814]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 12; toe8 12 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, 60x Support -> 0x Heiho Sec	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
31st [3847]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
32nd [3853]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
36th [3883]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
45th [3939]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
68th [3941]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
Rabaul AA Def Unit [4445]	toedev1 764 -> 726; toe1 8 -> 24; toedev2 762 -> 722; toe2 8 -> 12; toedev3 726 -> 792; toe3 24 -> 4; toedev4 722 -> 1473; toe4 12 -> 2; toedev5 792 -> 0; toe5 4 -> 0; toedev6 1473 -> 252; toe6 2 -> 40; toedev7 252 -> 764; toe7 40 -> 8; toedev8 0 -> 762; toe8 0 -> 8; devices: 8x 12cm/45 10YT DP Gun -> 24x 25mm T96 AA Gun, 8x 8cm	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA 12cm so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
Truk AA Def Unit [4446]	toedev1 764 -> 726; toe1 8 -> 24; toedev2 762 -> 722; toe2 8 -> 12; toedev3 726 -> 792; toe3 24 -> 4; toedev4 722 -> 1473; toe4 12 -> 2; toedev5 792 -> 0; toe5 4 -> 0; toedev6 1473 -> 252; toe6 2 -> 40; toedev7 252 -> 764; toe7 40 -> 8; toedev8 0 -> 762; toe8 0 -> 8; devices: 8x 12cm/45 10YT DP Gun -> 24x 25mm T96 AA Gun, 8x 8cm	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA 12cm so replacements fill the rows the template means
Saipan AA Def Unit [4465]	toedev1 764 -> 726; toe1 8 -> 24; toedev2 762 -> 722; toe2 8 -> 12; toedev3 726 -> 792; toe3 24 -> 4; toedev4 722 -> 1473; toe4 12 -> 2; toedev5 792 -> 0; toe5 4 -> 0; toedev6 1473 -> 252; toe6 2 -> 40; toedev7 252 -> 764; toe7 40 -> 8; toedev8 0 -> 762; toe8 0 -> 8; devices: 8x 12cm/45 10YT DP Gun -> 24x 25mm T96 AA Gun, 8x 8cm	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJA 12cm so replacements fill the rows the template means
3rd [4466]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 12; toe8 12 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, 60x Support -> 0x Heiho Sec	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
12th [4467]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
17th [4490]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
21st [4499]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
25th [4501]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
33rd [4547]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
35th [4558]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
Canton [4634]	toedev4 762 -> 0; toe4 4 -> 0; toedev5 726 -> 722; toedev6 722 -> 252; toe6 8 -> 60; toedev7 252 -> 0; toe7 60 -> 0; toedev9 0 -> 762; toe9 0 -> 4; toedev10 0 -> 726; toe10 0 -> 8; devices: -4x 8cm/40 T88 DP Gun, x 25mm T96 AA Gun -> x 13.2mm T93 AAMG, 8x 13.2mm T93 AAMG -> 60x Support, -60x Support, +4x 8cm/40 T88 DP Gun, +8x 2	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
Manila Naval Def Fce [4955]	toedev4 726 -> 0; toe4 24 -> 0; toedev5 722 -> 726; toedev6 252 -> 722; toe6 100 -> 24; toedev8 0 -> 252; toe8 0 -> 100; devices: -24x 25mm T96 AA Gun, x 13.2mm T93 AAMG -> x 25mm T96 AA Gun, 100x Support -> 24x 13.2mm T93 AAMG, +100x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN Assault so replacements fill the rows the template means

Base forces, fortresses and engineers (71)

Item [slot]	Change	Sheet	Note
1st Provisional [4934]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	1st Provisional (nation 2, type 10)
1st Naval [4468]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +60x Support	05_engineers	

Item [slot]	Change	Sheet	Note
2nd Naval [4469]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +60x Support	05_engineers	
3rd Naval [4470]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +60x Support	05_engineers	
4th Naval [4471]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +35x Support	05_engineers	
5th Naval [4472]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +60x Support	05_engineers	
6th Naval [4473]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +60x Support	05_engineers	
7th Naval [4474]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +60x Support	05_engineers	
8th Naval [3382]	added at Hiroshima/Kure, arrives 420601; cloned from 4th Naval; arrival 0 -> 420601; morale 45 -> 55; TOE 2130 -> 0; location 64 -> 106; location 72 -> 58; devices: +36x Setsueitai Sect, +6x Engineers, +40x Support, -1x Engineer Vehicle, -35x Support	08_shell_units	[shell, stock name 'Shell Setsueitai (1)'] IJN option B: naval construction battalion drawing on the same manpower
1st Naval Hospital [3512]	added at Truk, arrives 411206; cloned from 4th Naval; attached HQ Combined -> 4th; arrival 0 -> 411207; experience 40 -> 50; morale 45 -> 60; TOE 2130 -> 0; suffix 104 -> 100; location 64 -> 112; location 72 -> 108; devices: +40x Naval Support, +100x Support, -6x 7.7mm T99 AAMG, -1x Engineer Vehicle, -35x Support	10_hospitals	IJN base hospital: naval support share also speeds pier-side ship repair (manual 14.2.3.5)
2nd Naval Hospital [3519]	added at Hiroshima/Kure, arrives 420601; cloned from 4th Naval; arrival 0 -> 420601; experience 40 -> 50; morale 45 -> 60; TOE 2130 -> 0; suffix 104 -> 100; location 64 -> 106; location 72 -> 58; devices: +40x Naval Support, +100x Support, -6x 7.7mm T99 AAMG, -1x Engineer Vehicle, -35x Support	10_hospitals	
Truk Coast Arty [3661]	added at Truk, arrives 430601; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 430601; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm Type 96 AA Gun, +12x SNLF Squad, +30x Support, -	33_mod_adoptions	The 15cm casemate guns landed from the Kongos and Fusos in 1943-44 and the 14cm guns of the refitted light cruisers, emplaced at the fleet anchorages (RA; 09d)
Rabaul Coast Arty [3665]	added at Rabaul, arrives 430301; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 430301; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); location 112 -> 106; location 108 -> 125; devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm Type	33_mod_adoptions	
Palau Coast Arty [3669]	added at Babeldaob, arrives 440101; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 440101; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); location 112 -> 90; location 108 -> 97; devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm Typ	33_mod_adoptions	
Saipan Coast Arty [3670]	added at Saipan, arrives 440301; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 440301; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); location 112 -> 108; location 108 -> 93; devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm Type	33_mod_adoptions	
Wake Coast Arty [3671]	added at Wake Island, arrives 430101; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 430101; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); location 112 -> 136; location 108 -> 98; devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm	33_mod_adoptions	
Chichi-jima Cst Arty [3673]	added at Chichi-jima, arrives 440601; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 440601; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); location 112 -> 111; location 108 -> 74; devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm	33_mod_adoptions	
Tarawa Coast Arty [3695]	added at Tarawa, arrives 430601; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 430601; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); location 112 -> 136; location 108 -> 128; devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm Type	33_mod_adoptions	
Ambon Coast Arty [3698]	added at Ambon, arrives 430901; cloned from Truk Naval; suffix 115 -> 113; attached HQ Southeast Area -> Combined; arrival 0 -> 430901; experience 65 -> 55; attribute 1 (static) -> 33 (static, AI); location 112 -> 76; location 108 -> 109; devices: +6x 6in/50 41YT Gun, +4x 5.5in/50 3YT Gun, +4x 5in/40 Type 89 Gun, +6x 25mm Type 9	33_mod_adoptions	

Item [slot]	Change	Sheet	Note
RGCN Weihaiwei [4257]	device Chinese Inf Squad replaced by RGC Puppet Squad (0 record, 0 device slots)	42_command_and_quality	
Yokosuka Naval Hosp [3938]	added at Yokohama/Yokosuka, arrives 0; cloned from 2nd Naval Hospital; arrival 420601 -> 0; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 106 -> 113; location 58 -> 61; toe1 40 -> 0; toedev1 255 -> 0; toe2 100 -> 0; toedev2 252 -> 0; devices: +200x Support, -100x Support	50_commands_other	
Rabaul Radar Det [3982]	added at Rabaul, arrives 421001; cloned from 4401; arrival 0 -> 421001; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 106; location 97 -> 125; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	Japanese ground warning radar, absent as units though every set is in the device table: the Navy's Type 2 sets at the fleet bases from October 1942, the Army's Ta-Chi 6 and Ta-Chi 7 at home and in New Guinea from 1943. Until now Japan saw nothing coming that i
Truk Radar Det [3984]	added at Truk, arrives 421101; cloned from 4401; arrival 0 -> 421101; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 112; location 97 -> 108; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	
Kwajalein Radar Det [4009]	added at Kwajalein Island, arrives 430101; cloned from 4401; arrival 0 -> 430101; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 132; location 97 -> 115; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	
Singapore Radar Det [4010]	added at Singapore, arrives 430301; cloned from 4401; arrival 0 -> 430301; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 50; location 97 -> 84; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	
Saipan Radar Det [4012]	added at Saipan, arrives 430601; cloned from 4401; arrival 0 -> 430601; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 108; location 97 -> 93; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	
Manila Radar Det [4020]	added at Manila, arrives 430601; cloned from 4401; arrival 0 -> 430601; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 79; location 97 -> 77; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	
Iwo Radar Det [4023]	added at Iwo-jima, arrives 440301; cloned from 4401; arrival 0 -> 440301; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 108; location 97 -> 77; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	
Okinawa Radar Det [4048]	added at Naha, arrives 440601; cloned from 4401; arrival 0 -> 440601; experience 40 -> 50; morale 90 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 90 -> 95; location 97 -> 66; devices: +2x Type 2 Radar, +10x Support, -4x SNLF Squad, -16x Support	52_liabilities	
Guam Coast Arty [4952]	added at Guam, arrives 440301; cloned from Saipan Coast Arty; attached HQ Combined -> 4th; experience 55 -> 50; morale 65 -> 60; location 108 -> 106; location 93 -> 95	68_fortress_last	Guam's Orote and Agana batteries and Tinian's 140mm and 6-inch guns, which hit Colorado and Norman Scott on the landing day: coast artillery on sheet 33's pattern, since Saipan, Peleliu and Kwajalein had fortress units and these two did not
Tinian Coast Arty [4953]	added at Tinian, arrives 440401; cloned from Saipan Coast Arty; attached HQ Combined -> 4th; arrival 440301 -> 440401; experience 55 -> 50; morale 65 -> 60; location 93 -> 94	68_fortress_last	
Iwo Jima Coast Arty [4954]	added at Iwo-jima, arrives 440801; cloned from Saipan Coast Arty; attached HQ Combined -> Yokosuka Naval Dist; arrival 440301 -> 440801; location 93 -> 77	68_fortress_last	Iwo Jima's own coastal batteries, the 120mm and 150mm guns that engaged the fire-support ships on 17 February 1945; the island had a guard unit and Chichi-jima its guns, but not these
21st JNAF AF Unit [4710]	name 21th JNAF AF Unit -> 21st JNAF AF Unit	69_base_force_names	Spelling
Kagoshima [4594]	devices: +4x 15cm 41YT CD Gun, +4x 14cm 3YT CD Gun, +4x 12cm 3YT CD Gun, +4x Observor Squad, +2x Searchlight (J), +18x Support, +30x Naval Support	89_support	
Ambon Coast Arty [3698]	toe7 0 -> 12; devices: +?x Heiho Section	113_group_c	
Gohoku JNAF [4544]	toe12 0 -> 12; devices: +?x Heiho Section	113_group_c	
1st Naval Hospital [3512]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 1st Naval Hospital is on the map at the start

Item [slot]	Change	Sheet	Note
Yokosuka Naval Hosp [3938]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Rabaul Radar Det [3982]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Truk Radar Det [3984]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Kwajalein Radar Det [4009]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Singapore Radar Det [4010]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Saipan Radar Det [4012]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Manila Radar Det [4020]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Iwo Radar Det [4023]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Okinawa Radar Det [4048]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
12th Naval [4475]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
13th Naval [4476]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
14th Naval [4477]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
15th Naval [4478]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
17th Naval [4479]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
111th Naval [4480]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
131st Naval [4481]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
204th Naval [4482]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
205th Naval [4483]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
206th Naval [4484]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
216th Naval [4485]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
217th Naval [4486]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
218th Naval [4487]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
227th Naval [4488]	devices: -6x 7.7mm T99 AAMG, 3x Engineer Vehicle -> 6x 7.7mm T99 AAMG, 35x Support -> 3x Engineer Vehicle, 0x Aviation Support -> 35x Support, +?x Aviation Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E IJN so replacements fill the rows the template means
Truk Naval [4614]	TOE 0 -> 2001; devices: +1x 20cm 41YT CD Gun, +1x 15.5cm 3YT CD Gun, +4x 15cm 41YT CD Gun, +1x 14cm 3YT CD Gun, +1x 12.7cm 3YT DP Gun, +7x 12cm/45 10YT DP Gun, +1x 8cm/40 T41 DP Gun, +20x 25mm T96 AA Gun, +20x 13.2mm T93 AAMG, +20x Searchlight (J), +125x Support, +0x Aviation Support	122_defences_radar	DEF-D1: Truk Naval at Truk starts with 16 of its 65 guns; the rest arrive in January 1944
Saipan Naval [4617]	TOE 0 -> 2003; devices: +1x 20cm Short Gun, +4x 15cm 41YT CD Gun, +1x 14cm 3YT CD Gun, +1x 12cm 3YT CD Gun, +1x 8cm/40 T88 DP Gun, +6x Searchlight (J), +35x Support, +0x Aviation Support	122_defences_radar	DEF-D1: Saipan Naval at Saipan starts with 7 of its 29 guns; the rest arrive in April 1944
Maloelap Naval [4618]	TOE 0 -> 2005; devices: +2x 15cm 41YT CD Gun, +1x 12cm 3YT CD Gun, +2x 12cm/45 10YT DP Gun, +2x Searchlight (J), +22x Support, +0x Aviation Support, +5x Setsueitai Sect, +9x IJA Infantry Squad	122_defences_radar	DEF-D1: Maloelap Naval at Maloelap starts with 5 of its 20 guns; the rest arrive in January 1944
Jaluit Naval [4619]	TOE 0 -> 2007; devices: +2x 12.7cm 3YT DP Gun, +2x Searchlight (J), +8x Support, +9x IJA Infantry Squad, +5x Setsueitai Sect	122_defences_radar	DEF-D1: Jaluit Naval at Jaluit starts with 2 of its 6 guns; the rest arrive in January 1944
Nimur Naval [4620]	TOE 0 -> 2009; devices: +3x 12cm/45 10YT DP Gun, +2x 8cm/40 T41 DP Gun, +10x 13.2mm T93 AAMG (2), +2x Searchlight (J), +32x Support	122_defences_radar	DEF-D1: Nimur Naval at Kwajalein Island starts with 5 of its 20 guns; the rest arrive in January 1944
Wotje Naval [4621]	TOE 0 -> 2011; devices: +2x 15cm 41YT CD Gun, +1x 12cm 3YT CD Gun, +3x 12cm/45 10YT DP Gun, +2x Searchlight (J), +22x Support, +9x IJA Infantry Squad, +5x Setsueitai Sect	122_defences_radar	DEF-D1: Wotje Naval at Wotje starts with 5 of its 20 guns; the rest arrive in January 1944
Mili Naval [4622]	TOE 0 -> 2013; devices: +2x 15cm 41YT CD Gun, +1x 14cm 3YT CD Gun, +2x 12cm/45 10YT DP Gun, +1x 8cm/40 T41 DP Gun, +6x 25mm T96 AA Gun (2), +10x 7.7mm T99 AAMG, +2x Searchlight (J), +41x Support, +8x Setsueitai Sect, +9x IJA Infantry Squad	122_defences_radar	DEF-D1: Mili Naval at Mili starts with 6 of its 23 guns; the rest arrive in January 1944
Babeldoap Naval [4623]	TOE 0 -> 2015; devices: +4x 12.7cm 3YT DP Gun, +2x Searchlight (J), +18x Support, +9x IJA Infantry Squad	122_defences_radar	DEF-D1: Babeldoap Nava at Babeldaob starts with 4 of its 16 guns; the rest arrive in April 1944
Ponape Naval [4624]	TOE 0 -> 2017; devices: +2x 14cm 3YT CD Gun, +2x 12.7cm 3YT DP Gun, +3x 8cm/40 T88 DP Gun, +2x Searchlight (J), +31x Support, +9x IJA Infantry Squad	122_defences_radar	DEF-D1: Ponape Naval at Ponape starts with 7 of its 29 guns; the rest arrive in January 1944
Peleliu Naval [4626]	TOE 0 -> 2019; devices: +1x 12cm/45 10YT DP Gun, +1x 8cm/40 T41 DP Gun, +2x Searchlight (J), +10x Support, +9x IJA Infantry Squad	122_defences_radar	DEF-D1: Peleliu Naval at Peleliu starts with 2 of its 8 guns; the rest arrive in April 1944
RGCN Weihaiwei [4257]	location 46 -> 47	130_named_positions	P2: RGCN Weihaiwei the Reorganized Government navy's Weihaiwei detachment, from Chefoo to Weihaiwei, now a base

Air groups (131)

Item [slot]	Change	Sheet	Note
201 Ku S-1 [82]	added, A6M2 Zero x36, arrives 420701; cloned from Tainan Ku S-1; attached HQ 23rd Air Flotilla -> 11th Air; location 330 -> 228; arrival 411206 -> 420701; experience 70 -> 45; morale 85 -> 60; planes 27 -> 0; max planes 45 -> 36	08_shell_units	[shell, stock name 'Shell Ku S-1'] Empty IJN fighter kokutai (A6M family)

Item [slot]	Change	Sheet	Note
202 Ku S-1 [83]	added, A6M2 Zero x36, arrives 421101; cloned from Tainan Ku S-1; attached HQ 23rd Air Flotilla -> 11th Air; location 330 -> 228; arrival 411206 -> 421101; experience 70 -> 45; morale 85 -> 60; planes 27 -> 0; max planes 45 -> 36	08_shell_units	[shell, stock name 'Shell Ku S-2']
204 Ku S-1 [84]	added, A6M2 Zero x36, arrives 430301; cloned from Tainan Ku S-1; attached HQ 23rd Air Flotilla -> 11th Air; location 330 -> 228; arrival 411206 -> 430301; experience 70 -> 45; morale 85 -> 60; planes 27 -> 0; max planes 45 -> 36	08_shell_units	[shell, stock name 'Shell Ku S-3']
252 Ku S-1 [105]	added, A6M2 Zero x36, arrives 430701; cloned from Tainan Ku S-1; attached HQ 23rd Air Flotilla -> 11th Air; location 330 -> 228; arrival 411206 -> 430701; experience 70 -> 45; morale 85 -> 60; planes 27 -> 0; max planes 45 -> 36	08_shell_units	[shell, stock name 'Shell Ku S-4']
752 Ku K-1 [110]	added, G4M1 Betty x27, arrives 420701; cloned from Kanoya Ku K-1; attached HQ 22nd Air Flotilla -> 11th Air; location 435 -> 228; arrival 411206 -> 420701; experience 70 -> 45; morale 80 -> 60; planes 27 -> 0	08_shell_units	[shell, stock name 'Shell Ku K-1'] Empty IJN attack kokutai (G4M family)
763 Ku K-1 [115]	added, G4M1 Betty x27, arrives 430101; cloned from Kanoya Ku K-1; attached HQ 22nd Air Flotilla -> 11th Air; location 435 -> 228; arrival 411206 -> 430101; experience 70 -> 45; morale 80 -> 60; planes 27 -> 0	08_shell_units	[shell, stock name 'Shell Ku K-2']
705 Ku K-1 [168]	added, G4M1 Betty x27, arrives 430701; cloned from Kanoya Ku K-1; attached HQ 22nd Air Flotilla -> 11th Air; location 435 -> 228; arrival 411206 -> 430701; experience 70 -> 45; morale 80 -> 60; planes 27 -> 0	08_shell_units	[shell, stock name 'Shell Ku K-3']
Tsukuba Renshu Ku [291]	added, A5M4 Claude x36, arrives 0; cloned from Tainan Ku S-1; aircraft A6M2 Zero -> A5M4 Claude; attached HQ 23rd Air Flotilla -> 12th Air Flotilla; location 330 -> 1404; arrival 411206 -> 0; experience 70 -> 55; morale 85 -> 60; attribute 0 (mobile) -> 8 (convoy); max planes 45 -> 36; upgrade A6M3a Zero -> A6M2 Zero	27_japanese_training	IJN fighter operational training (Tsukuba, Ibaraki). Renshu Kokutai is the service's own term for a training air group; the 1945 stock groups of the same base names are these units re-roled for home defence
Yatabe Renshu Ku [292]	added, A5M4 Claude x36, arrives 0; cloned from Tainan Ku S-1; aircraft A6M2 Zero -> A5M4 Claude; attached HQ 23rd Air Flotilla -> 12th Air Flotilla; location 330 -> 1433; arrival 411206 -> 0; experience 70 -> 55; morale 85 -> 60; attribute 0 (mobile) -> 8 (convoy); max planes 45 -> 36; upgrade A6M3a Zero -> A6M2 Zero	27_japanese_training	Fighter training, Yatabe
Omura Renshu Ku [294]	added, A5M4 Claude x36, arrives 0; cloned from Tainan Ku S-1; aircraft A6M2 Zero -> A5M4 Claude; attached HQ 23rd Air Flotilla -> 12th Air Flotilla; location 330 -> 242; arrival 411206 -> 0; experience 70 -> 55; morale 85 -> 60; attribute 0 (mobile) -> 8 (convoy); max planes 45 -> 36; upgrade A6M3a Zero -> A6M2 Zero	27_japanese_training	Fighter training, Omura (Sasebo)
Oita Renshu Ku [295]	added, B5N1 Kate x36, arrives 0; cloned from Kanoya Ku K-1; aircraft G4M1 Betty -> B5N1 Kate; attached HQ 22nd Air Flotilla -> 12th Air Flotilla; location 435 -> 1432; arrival 411206 -> 0; experience 70 -> 55; morale 80 -> 60; attribute 0 (mobile) -> 8 (convoy); max planes 27 -> 36; upgrade G4M2 Betty -> B5N1 Kate	27_japanese_training	Carrier attack (torpedo) training, Oita
Usa Renshu Ku [307]	added, D3A1 Val x36, arrives 0; cloned from Kanoya Ku K-1; aircraft G4M1 Betty -> D3A1 Val; attached HQ 22nd Air Flotilla -> 12th Air Flotilla; location 435 -> 1432; arrival 411206 -> 0; experience 70 -> 55; morale 80 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 27 -> 24; max planes 27 -> 36; upgrade G4M2 Betty -> D3A1 Val	27_japanese_training	Carrier bomber (dive) training, Usa
Tokushima Renshu Ku [308]	added, B5N1 Kate x36, arrives 0; cloned from Kanoya Ku K-1; aircraft G4M1 Betty -> B5N1 Kate; attached HQ 22nd Air Flotilla -> 12th Air Flotilla; location 435 -> 251; arrival 411206 -> 0; experience 70 -> 55; morale 80 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 27 -> 24; max planes 27 -> 36; upgrade G4M2 Betty -> B5N1 Kat	27_japanese_training	Second carrier-attack school, Tokushima (Shikoku)
Suzuka Renshu Ku [309]	added, G3M2 Nell x36, arrives 0; cloned from Kanoya Ku K-1; aircraft G4M1 Betty -> G3M2 Nell; attached HQ 22nd Air Flotilla -> 12th Air Flotilla; location 435 -> 254; arrival 411206 -> 0; experience 70 -> 55; morale 80 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 27 -> 24; max planes 27 -> 36; upgrade G4M2 Betty -> G3M2 Nel	27_japanese_training	Land attack (medium bomber) training, Suzuka
Kashima Renshu Ku [316]	added, E13A1 Jake x36, arrives 0; cloned from Kanoya Ku K-1; aircraft G4M1 Betty -> E13A1 Jake; attached HQ 22nd Air Flotilla -> 12th Air Flotilla; location 435 -> 1404; arrival 411206 -> 0; experience 70 -> 55; morale 80 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 27 -> 24; max planes 27 -> 36; upgrade G4M2 Betty -> E13A1	27_japanese_training	Floatplane training, Kashima (Ibaraki)
Tokushima Ku K-1 [125]	name Tokoshima Ku K-1 -> Tokushima Ku K-1	33_mod_adoptions	
901 Ku T-1 [310]	attached HQ 13th Air Flotilla -> Sea Escort Command	42_command_and_quality	901st Kokutai (the escort air group) under the escort command
901 Ku T-2 [311]	attached HQ 13th Air Flotilla -> Sea Escort Command	42_command_and_quality	
901 Ku T-3 [312]	attached HQ 13th Air Flotilla -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
901 Ku T-4 [313]	attached HQ 13th Air Flotilla -> Sea Escort Command	42_command_and_quality	
901 Ku T-8 [314]	attached HQ 13th Air Flotilla -> Sea Escort Command	42_command_and_quality	
901 Ku T-9 [315]	attached HQ 13th Air Flotilla -> Sea Escort Command	42_command_and_quality	
631 Ku [352]	added, M6A1 Seiran x10, arrives 441215; cloned from T-301 Hikotai; attached HQ 13th Air Flotilla -> Combined; location 257 -> 228; arrival 441010 -> 441215; experience 0 -> 60; morale 0 -> 70; upgrade E16A1 Paul -> M6A1 Seiran; aircraft E16A1 Paul -> M6A1 Seiran; planes 0 -> 10; max planes 18 -> 10	52_liabilities	The 631st Kokutai, the Seiran unit for the I-400s and I-13/I-14: the boats are in stock, the aircraft is in stock, the unit that flew it was not
Kamikawa Maru-2 [584]	max planes 3 -> 4	70_review_fixes	Kamikawa Maru's Jake group, 4 of 3
Kowa Ku K-1 [58]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	O6: the training kokutai arriving from March 1945 under the 10th Air Fleet that took them into the Kyushu battle
Kowa Ku K-2 [59]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Kowa Ku K-3 [60]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Matsushima Ku K-1 [69]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Mineyama Ku K-1 [70]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Mineyama Ku K-2 [71]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Mineyama Ku K-3 [72]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Mineyama Ku K-4 [73]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Okazaki Ku K-1 [85]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Okazaki Ku K-2 [86]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Okazaki Ku K-3 [87]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Okazaki Ku K-4 [88]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Okazaki Ku K-5 [89]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Toyahashi Ku K-1 [130]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Tsingtao Ku K-1 [131]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Tsingtao Ku K-2 [132]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Tsingtao Ku K-3 [133]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	

Item [slot]	Change	Sheet	Note
Yamato Ku K-1 [146]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
Yamato Ku K-2 [147]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
210 Ku K-1 [213]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
210 Ku K-2 [214]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
210 Ku T-1 [215]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
723 Ku K-1 [300]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
724 Ku K-1 [301]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
725 Ku K-1 [302]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
T-709 Hikotai [392]	attached HQ 13th Air Flotilla -> 10th Air	87_air_groups	
1001 Ku U-1 [331]	attached HQ 11th Air Flotilla -> Combined	87_air_groups	Proposal 1: the 1000-series transport kokutai under Combined Fleet, not an air flotilla
1006 Ku U-1 [332]	attached HQ 13th Air Flotilla -> Combined	87_air_groups	
1021 Ku U-1 [333]	attached HQ 13th Air Flotilla -> Combined	87_air_groups	
1021 Ku U-2 [334]	attached HQ 13th Air Flotilla -> Combined	87_air_groups	
1023 Ku U-1 [336]	attached HQ 13th Air Flotilla -> Combined	87_air_groups	
1081 Ku U-1 [337]	attached HQ 13th Air Flotilla -> Combined	87_air_groups	
1081 Ku U-2 [338]	attached HQ 13th Air Flotilla -> Combined	87_air_groups	
Ise-1 [623]	planes 0 -> 8; max planes 22 -> 8	90_reviews_sep26	B1: the Ise-1 and Hyuga-1 Zuiun groups at 8
Hyuga-1 [626]	planes 0 -> 8; max planes 22 -> 8	90_reviews_sep26	B1: the Ise-1 and Hyuga-1 Zuiun groups at 8
Unyo-1 [703]	location 8525 -> 257	91_conversions_bases	S6: the 931st Kokutai detachments arrive ashore at Yokosuka and embark once the ship is a carrier
Chuyo-1 [704]	location 8526 -> 257	91_conversions_bases	
251 Ku S-1 [810]	added, A6M3 Zero x45, arrives 9999; cloned from 113; aircraft A6M2 Zero -> A6M3 Zero; location 330 -> 992; arrival 411206 -> 9999; planes 27 -> 0; experience 70 -> 45	105_ijn_rotation	251 (Tainan): aircrew withdrawn November 1942, rebuilt at Toyohashi, back at Rabaul 14 May 1943
Tainan Ku S-1 [113]	withdraws 0 -> 421115; returns 0 -> 430514; return group 0 -> 810	105_ijn_rotation	
251 Ku S-1 II [811]	added, A6M5 Zero x45, arrives 9999; cloned from 251 Ku S-1; aircraft A6M3 Zero -> A6M5 Zero; location 992 -> 471	105_ijn_rotation	251: to Truk February 1944 as a night unit; the remnant, then disbanded

Item [slot]	Change	Sheet	Note
251 Ku S-1 [810]	withdraws 0 -> 440215; returns 0 -> 440301; return group 0 -> 811	105_ijn_rotation	
251 Ku S-1 II [811]	withdraws 0 -> 440710	105_ijn_rotation	
253 Ku S-1 [812]	added, A6M3 Zero x27, arrives 9999; cloned from 40; aircraft A6M2 Zero -> A6M3 Zero; location 443 -> 992; arrival 420407 -> 9999; experience 0 -> 45	105_ijn_rotation	253 (Kanoya fighters): withdrawn May 1943, rebuilt at Saipan, back at Tobera September 1943; disbanded 10 July 1944
Kanoya Ku S-1 [40]	withdraws 0 -> 430515; returns 0 -> 430915; return group 0 -> 812	105_ijn_rotation	
253 Ku S-1 [812]	withdraws 0 -> 440710	105_ijn_rotation	
201 Ku S-1 [813]	added, A6M3 Zero x27, arrives 9999; cloned from 6; aircraft A5M4 Claude -> A6M3 Zero; location 490 -> 992; arrival 411206 -> 9999; planes 18 -> 0; experience 65 -> 45	105_ijn_rotation	201 (Chitose fighters): withdrawn to Japan March 1943, back at Rabaul and Buin July 1943 with 34 aircraft
Chitose Ku S-1 [6]	withdraws 450505 -> 430315; returns 9999 -> 430715; return group 0 -> 813	105_ijn_rotation	
201 Ku S-1 II [814]	added, A6M5 Zero x27, arrives 9999; cloned from 201 Ku S-1; aircraft A6M3 Zero -> A6M5 Zero; location 992 -> 642	105_ijn_rotation	201: wiped out at Peleliu 29 March 1944, reformed at Davao April 1944; the kamikaze unit of October
201 Ku S-1 [813]	withdraws 0 -> 440401; returns 0 -> 440425; return group 0 -> 814	105_ijn_rotation	
201 Ku S-1 II [814]	withdraws 0 -> 450205	105_ijn_rotation	
252 Ku S-1 [815]	added, A6M3 Zero x27, arrives 9999; cloned from 10; aircraft A6M2 Zero -> A6M3 Zero; location 1433 -> 490; arrival 420401 -> 9999; experience 0 -> 45	105_ijn_rotation	252 (Genzan fighters): to the Marshalls February 1943 on the A6M3, a fresh record so the group is not frozen on the A6M2 until 1944
Genzan Ku S-1 [10]	withdraws 0 -> 430223; returns 0 -> 430301; return group 0 -> 815	105_ijn_rotation	
252 Ku S-1 II [816]	added, A6M5 Zero x27, arrives 9999; cloned from 252 Ku S-1; aircraft A6M3 Zero -> A6M5 Zero; location 490 -> 252	105_ijn_rotation	252 (Genzan fighters): destroyed on Roi 30 January 1944, reformed in Japan with a new commander and 48 aircraft, to Iwo Jima June 1944
252 Ku S-1 [815]	withdraws 0 -> 440205; returns 0 -> 440320; return group 0 -> 816	105_ijn_rotation	
252 Ku S-1 III [817]	added, A6M5 Zero x27, arrives 9999; cloned from 252 Ku S-1 II; location 252 -> 631	105_ijn_rotation	252: second re-equipment in Japan August 1944, to Mabalacat for Sho-Go
252 Ku S-1 II [816]	withdraws 0 -> 440915; returns 0 -> 441020; return group 0 -> 817	105_ijn_rotation	
3rd Ku S-1 [166]	withdraws 0 -> 440710	105_ijn_rotation	202 (3rd Ku): Kendari, then the Carolines; annihilated at Peleliu June 1944, disbanded 10 July
261 Ku S-1 [227]	withdraws 0 -> 440710	105_ijn_rotation	the First Air Fleet's groups disbanded 10 July 1944 after A-Go: 261, 263, 301, 521, 753
261 Ku S-2 [228]	withdraws 0 -> 440710	105_ijn_rotation	
263 Ku S-1 [229]	withdraws 0 -> 440710	105_ijn_rotation	
263 Ku S-2 [230]	withdraws 0 -> 440710	105_ijn_rotation	
301 Ku S-1 [234]	withdraws 0 -> 440710	105_ijn_rotation	
521 Ku K-1 [275]	withdraws 0 -> 440710	105_ijn_rotation	
Takao Ku K-1 [116]	withdraws 0 -> 440710	105_ijn_rotation	

Item [slot]	Change	Sheet	Note
4th Ku K-1 [818]	added, G4M1 Betty x27, arrives 9999; cloned from 117; location 330 -> 992; arrival 411206 -> 9999; planes 27 -> 0; experience 70 -> 45	105_ijn_rotation	702 (4th Ku): crews pulled out of Rabaul October 1942, rebuilt at Kisarazu, back May 1943 (Shortland and Ballale); disbanded 11 December 1943
Takao Ku K-1 Det [117]	withdraws 431210 -> 421015; returns 9999 -> 430515; return group 0 -> 818	105_ijn_rotation	
4th Ku K-1 [818]	withdraws 0 -> 431211	105_ijn_rotation	
751 Ku K-1 [819]	added, G4M1 Betty x27, arrives 9999; cloned from 38; location 435 -> 992; arrival 411206 -> 9999; planes 27 -> 0; experience 70 -> 45	105_ijn_rotation	751 (Kanoya): withdrawn April 1943, rebuilt at Tinian, back at Rabaul and Buin September 1943 for Ro-Go
Kanoya Ku K-1 [38]	withdraws 0 -> 430415; returns 0 -> 430915; return group 0 -> 819	105_ijn_rotation	
751 Ku K-1 II [820]	added, G4M2 Betty x27, arrives 9999; cloned from 751 Ku K-1; aircraft G4M1 Betty -> G4M2 Betty; location 992 -> 462	105_ijn_rotation	751: took 702's crews at the turn of the year and never returned south; Tinian and Truk, disbanded 10 July 1944
751 Ku K-1 [819]	withdraws 0 -> 440101; returns 0 -> 440201; return group 0 -> 820	105_ijn_rotation	
751 Ku K-1 II [820]	withdraws 0 -> 440710	105_ijn_rotation	
705 Ku K-1 [821]	added, G4M1 Betty x27, arrives 9999; cloned from 77; location 1433 -> 1140; arrival 420210 -> 9999; experience 0 -> 45	105_ijn_rotation	705 (Misawa): main body to Tinian September 1943, then Padang for the Calcutta raid of 5 December; disbanded 1 October 1944
Misawa Ku K-1 [77]	withdraws 0 -> 430915; returns 0 -> 431105; return group 0 -> 821	105_ijn_rotation	
705 Ku K-1 [821]	withdraws 0 -> 441001	105_ijn_rotation	
755 Ku K-1 [822]	added, G4M1 Betty x36, arrives 9999; cloned from 9; aircraft G3M2 Nell -> G4M1 Betty; location 435 -> 490; arrival 411206 -> 9999; planes 27 -> 0; experience 70 -> 45	105_ijn_rotation	755 (Genzan): to Japan 30 June 1942 (the fighters split off as 252), back in the Marshalls December 1942
Genzan Ku K-1 [9]	withdraws 0 -> 420630; returns 0 -> 421215; return group 355 -> 822	105_ijn_rotation	
755 Ku K-1 II [823]	added, G4M2 Betty x36, arrives 9999; cloned from 755 Ku K-1; aircraft G4M1 Betty -> G4M2 Betty; location 490 -> 462	105_ijn_rotation	755: 29 of 40 lost in the Gilberts battle, rebuilt at Tinian; all aircraft lost in the Truk and Tinian raids; disbanded 10 July 1944
755 Ku K-1 [822]	withdraws 0 -> 431215; returns 0 -> 440215; return group 0 -> 823	105_ijn_rotation	
755 Ku K-1 II [823]	withdraws 0 -> 440710	105_ijn_rotation	
752 Ku K-1 [824]	added, G4M1 Betty x36, arrives 9999; cloned from 162; aircraft G3M2 Nell -> G4M1 Betty; location 330 -> 252; arrival 411206 -> 9999; planes 27 -> 0; experience 70 -> 45	105_ijn_rotation	752 (1st Ku): converted to the G4M at Kisarazu, to Paramushiro for the Attu battle May 1943
1st Ku K-1 [162]	withdraws 0 -> 421227; returns 0 -> 430512; return group 0 -> 824	105_ijn_rotation	
752 Ku K-1 II [825]	added, G4M1 Betty x36, arrives 9999; cloned from 752 Ku K-1; location 252 -> 490	105_ijn_rotation	752: to the Marshalls 22 November 1943; ground echelon annihilated on Roi 30 January 1944
752 Ku K-1 [824]	withdraws 0 -> 430801; returns 0 -> 431122; return group 0 -> 825	105_ijn_rotation	
752 Ku K-1 III [826]	added, G4M2 Betty x36, arrives 9999; cloned from 752 Ku K-1 II; aircraft G4M1 Betty -> G4M2 Betty; location 490 -> 252	105_ijn_rotation	752: rebuilt at Toyohashi, to Iwo Jima 14 June 1944, destroyed by 4 July
752 Ku K-1 II [825]	withdraws 0 -> 440201; returns 0 -> 440614; return group 0 -> 826	105_ijn_rotation	
752 Ku K-1 IV [827]	added, P1Y1 Frances x36, arrives 9999; cloned from 752 Ku K-1 III; aircraft G4M2 Betty -> P1Y1 Frances	105_ijn_rotation	752: rebuilt on the Ginga under the Third Air Fleet, August 1944; to the war's end
752 Ku K-1 III [826]	withdraws 0 -> 440705; returns 0 -> 440801; return group 0 -> 827	105_ijn_rotation	

Item [slot]	Change	Sheet	Note
801 Ku T-1 [828]	added, H6K4 Mavis x12, arrives 9999; cloned from 149; location 486 -> 992; arrival 411206 -> 9999; planes 12 -> 0; experience 70 -> 45	105_ijn_rotation	801 (Yokohama): annihilated at Tulagi 7 August 1942, reformed at Yokohama 1 October with sixteen boats, to Rabaul and Shortland November
Yokohama Ku T-1 [149]	withdraws 0 -> 420807; returns 0 -> 421101; return group 0 -> 828	105_ijn_rotation	
851 Ku T-1 [829]	added, H8K2 Emily x18, arrives 9999; cloned from 123; aircraft H6K4 Mavis -> H8K2 Emily; location 466 -> 722; arrival 411206 -> 9999; planes 14 -> 0; experience 70 -> 45	105_ijn_rotation	851 (Toko): to Toko February 1943 to convert to the H8K, back at Singapore and Port Blair May 1943
Toko Ku T-1 [123]	withdraws 0 -> 430220; returns 0 -> 430515; return group 0 -> 829	105_ijn_rotation	
201 Ku S-1 [813]	renames to 0 -> S-305 Hikotai; rename date 0 -> 440304	118_clone_history	D68: 201 Ku S-1 returns as Chitose Ku S-1's successor and carries its later name(s)
201 Ku S-1 II [814]	renames to 0 -> S-305 Hikotai; rename date 0 -> 440425	118_clone_history	D68: 201 Ku S-1 II returns as Chitose Ku S-1's successor and carries its later name(s)
755 Ku K-1 II [823]	renames to 0 -> K-701 Hikotai; rename date 0 -> 440304	118_clone_history	D68: 755 Ku K-1 II returns as Genzan Ku K-1's successor and carries its later name(s)
252 Ku S-1 II [816]	renames to 0 -> S-302 Kokutai; rename date 0 -> 440401	118_clone_history	D68: 252 Ku S-1 II returns as Genzan Ku S-1's successor and carries its later name(s)
252 Ku S-1 III [817]	renames to 0 -> S-302 Kokutai; rename date 0 -> 441020	118_clone_history	D68: 252 Ku S-1 III returns as Genzan Ku S-1's successor and carries its later name(s)
705 Ku K-1 [821]	renames to 0 -> K-706 Hikotai; rename date 0 -> 440304	118_clone_history	D68: 705 Ku K-1 returns as Misawa Ku K-1's successor and carries its later name(s)
4th Ku K-1 [818]	renames to 0 -> 702 Ku-1; rename date 0 -> 430515	118_clone_history	D68: 4th Ku K-1 returns as Takao Ku K-1 Det's successor and carries its later name(s)
752 Ku K-1 III [826]	renames to 0 -> K-703 Hikotai; rename date 0 -> 440614	118_clone_history	D68: 752 Ku K-1 III returns as 1st Ku K-1's successor and carries its later name(s)
752 Ku K-1 IV [827]	renames to 0 -> K-703 Hikotai; rename date 0 -> 440801	118_clone_history	D68: 752 Ku K-1 IV returns as 1st Ku K-1's successor and carries its later name(s)
Shell Ku S-1 [82]	name 201 Ku S-1 -> Shell Ku S-1	118_clone_history	D68: 201 Ku S-1 is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Ku S-2 [83]	name 202 Ku S-1 -> Shell Ku S-2	118_clone_history	D68: 202 Ku S-1 is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Ku S-3 [84]	name 204 Ku S-1 -> Shell Ku S-3	118_clone_history	D68: 204 Ku S-1 is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Ku S-4 [105]	name 252 Ku S-1 -> Shell Ku S-4	118_clone_history	D68: 252 Ku S-1 is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Ku K-1 [110]	name 752 Ku K-1 -> Shell Ku K-1	118_clone_history	D68: 752 Ku K-1 is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell Ku K-3 [168]	name 705 Ku K-1 -> Shell Ku K-3	118_clone_history	D68: 705 Ku K-1 is also the name stock gives another group by rename; the empty option unit takes its stock shell name

Aircraft types (88)

Item [slot]	Change	Sheet	Note
N1K3-A George [67]	cloned from N1K2-J George; attribute 0 (mobile) -> 8 (convoy); avail month 11 -> 4; avail year 44 -> 45	35_aircraft_variants	Carrier Shiden Kai, tested 1945 and not produced because there were no decks left to fly it from; here the choice is the player's. Branch from the A6M7 for carrier groups; seed at Kobe (Kawanishi)
N1K3-A George [67]	upgrade N1K5-J George -> N1K3-A George	35_aircraft_variants	
G8N1 Renzan [70]	cloned from G4M3a Betty; max speed 292 -> 368; cruise 196 -> 230; climb 1140 -> 1200; ceiling 30250 -> 33000; manoeuvre 16 -> 6; durability 36 -> 70; load 2205 -> 8000; avail month 11 -> 10; avail year 44 -> 45; crew 2 -> 3; range 940 -> 1500; ext range 1170 -> 1900; max range 1990 -> 2400	35_aircraft_variants	Nakajima four-engine heavy bomber, four built 1944-45, cancelled for want of aluminium and engines rather than merit. Branch from the G4M3a; seed at Utsunomiya

Item [slot]	Change	Sheet	Note
G8N1 Renzan [70]	upgrade G4M3a Betty -> G8N1 Renzan	35_aircraft_variants	
A6M2 Sen Baku [604]	service rating 1 -> 2	51_intensity	A6M2 Sen Baku: service rating 1 -> 2. Every Japanese type of 1944 and 1945 takes a point: no spares, no trained mechanics, the Ki-84's hydraulics and the George's engine. Operational losses rise and the player who flies them from bare fields pays
A6M2-K Zero [607]	service rating 1 -> 2	51_intensity	
A6M5b Zero [614]	service rating 1 -> 2	51_intensity	
A6M5d-S Zero [615]	service rating 1 -> 2	51_intensity	
A6M5c Zero [616]	service rating 1 -> 2	51_intensity	
A6M7 Zero [617]	service rating 1 -> 2	51_intensity	
A6M8 Zero [619]	service rating 1 -> 2	51_intensity	
A7M2 Sam [621]	service rating 2 -> 3	51_intensity	
A7M3-J Sam [622]	service rating 3 -> 4	51_intensity	
B6N2a Jill [632]	service rating 1 -> 2	51_intensity	
B7A2 Grace [635]	service rating 2 -> 3	51_intensity	
C6N1 Myrt [639]	service rating 2 -> 3	51_intensity	
C6N1-S Myrt [640]	service rating 2 -> 3	51_intensity	
C6N2 Myrt [641]	service rating 2 -> 3	51_intensity	
D5Y1 Myojo [647]	service rating 1 -> 2	51_intensity	
D4Y2 Judy [650]	service rating 3 -> 4	51_intensity	
D4Y3 Judy [651]	service rating 1 -> 2	51_intensity	
D4Y4 Judy [652]	service rating 1 -> 2	51_intensity	
D4Y2-C Judy [656]	service rating 2 -> 3	51_intensity	
D4Y2-S Judy [658]	service rating 2 -> 3	51_intensity	
E13A1b Jake [661]	service rating 1 -> 2	51_intensity	
E16A1 Paul [665]	service rating 1 -> 2	51_intensity	
G4M2 Betty [674]	service rating 2 -> 3	51_intensity	

Item [slot]	Change	Sheet	Note
G4M2a Betty [675]	service rating 2 -> 3	51_intensity	
G4M2e Betty [677]	service rating 2 -> 3	51_intensity	
G4M3a Betty [678]	service rating 2 -> 3	51_intensity	
G4M1-L Betty [679]	service rating 2 -> 3	51_intensity	
J1N1-Sa Irving [692]	service rating 2 -> 3	51_intensity	
J2M3 Jack [695]	service rating 2 -> 3	51_intensity	
J2M5 Jack [697]	service rating 3 -> 4	51_intensity	
J7W1 Shinden [699]	service rating 3 -> 4	51_intensity	
J8M1 Shusei [701]	service rating 4 -> 5	51_intensity	
K5Y1 Willow [705]	service rating 2 -> 3	51_intensity	
K11W1 Shiragiku [707]	service rating 3 -> 4	51_intensity	
L2D2 Tabby [709]	service rating 2 -> 3	51_intensity	
M6A1 Seiran [712]	service rating 2 -> 3	51_intensity	
N1K2-J George [716]	service rating 2 -> 3	51_intensity	
N1K5-J George [718]	service rating 3 -> 4	51_intensity	
P1Y3 Frances [722]	service rating 2 -> 3	51_intensity	
P1Y2 Frances [724]	service rating 2 -> 3	51_intensity	
P1Y2-S Frances [725]	service rating 2 -> 3	51_intensity	
Q1W1 Lorna [727]	service rating 2 -> 3	51_intensity	
S1A1 Denko [732]	service rating 4 -> 5	51_intensity	
Toka [734]	service rating 1 -> 2	51_intensity	
A5M4 Claude [601]	pool 46 -> 23	51_intensity	
A6M2 Zero [603]	pool 26 -> 13	51_intensity	
B4Y1 Jean [623]	pool 71 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
B5M1 Mabel [625]	pool 11 -> 5	51_intensity	
B5N1 Kate [627]	pool 30 -> 15	51_intensity	
B5N2 Kate [628]	pool 32 -> 16	51_intensity	
C5M2 Babs [637]	pool 7 -> 3	51_intensity	
D3A1 Val [644]	pool 24 -> 12	51_intensity	
E13A1 Jake [660]	pool 25 -> 12	51_intensity	
E14Y1 Glen [663]	pool 5 -> 2	51_intensity	
E7K2 Alf [666]	pool 42 -> 21	51_intensity	
E8N2 Dave [667]	pool 70 -> 35	51_intensity	
F1M2 Pete [668]	pool 17 -> 8	51_intensity	
G3M2 Nell [670]	pool 46 -> 23	51_intensity	
H6K4 Mavis [683]	pool 6 -> 3	51_intensity	
G8N1 Renzan [70]	picture 79 -> 1	34_plane_art	side view from g8n1.png in J_PlaneSide.bmp cell 1
N1K3-A George [67]	picture 117 -> 9	34_plane_art	side view from n1k3a.png in J_PlaneSide.bmp cell 9
C5M2 Babs [637]	devices: +1x Camera, +1x Nakajima Ha-35, +1x 7.7mm Type 92 MG, +1x Camera, -1x Nakajima Ha-35, -1x 7.7mm Type 92 MG	90_reviews_sep26	
C6N1 Myrt [639]	devices: +1x 730 litre Drop Tank, +1x Camera, +1x Nakajima Ha-45, +1x 7.92mm Type 1 MG, +1x N-6 Radar, +1x 730 litre Drop Tank, x 730 litre Drop Tank -> x Camera, -1x Nakajima Ha-45, -1x 7.92mm Type 1 MG, -1x N-6 Radar, -1x 730 litre Drop Tank	90_reviews_sep26	
C6N2 Myrt [641]	devices: +1x 730 litre Drop Tank, +1x Camera, +1x Nakajima Ha-45, +1x 7.92mm Type 1 MG, +1x N-6 Radar, +1x 730 litre Drop Tank, x 730 litre Drop Tank -> x Camera, -1x Nakajima Ha-45, -1x 7.92mm Type 1 MG, -1x N-6 Radar, -1x 730 litre Drop Tank	90_reviews_sep26	
D4Y1-C Judy [655]	devices: +2x 330 litre Drop Tank, +1x Camera, +1x Aichi Ha-60, +2x 7.7mm Type 97 MG, +1x 7.92mm Type 1 MG, +2x 330 litre Drop Tank, 2x 330 litre Drop Tank -> 1x Camera, -1x Aichi Ha-60, -2x 7.7mm Type 97 MG, -1x 7.92mm Type 1 MG, -2x 330 litre Drop Tank	90_reviews_sep26	
D4Y2-C Judy [656]	devices: +2x 330 litre Drop Tank, +1x Camera, +1x Aichi Ha-60, +2x 7.7mm Type 97 MG, +1x 7.92mm Type 1 MG, +2x 330 litre Drop Tank, 2x 330 litre Drop Tank -> 1x Camera, -1x Aichi Ha-60, -2x 7.7mm Type 97 MG, -1x 7.92mm Type 1 MG, -2x 330 litre Drop Tank	90_reviews_sep26	
J1N1-C Irving [690]	devices: +2x 330 litre Drop Tank, +1x Camera, +2x Nakajima Ha-35, +1x 13mm Type 2 MG, +2x 330 litre Drop Tank, +1x Camera, -2x 330 litre Drop Tank, -2x Nakajima Ha-35, -1x 13mm Type 2 MG, -2x 330 litre Drop Tank	90_reviews_sep26	
N1K4-J George [173]	cloned from 716; max speed 369 -> 380; avail month 11 -> 4; avail year 44 -> 45	91_conversions_bases	J2: the Homare 23 Shiden Kai, prototypes early 1945

Item [slot]	Change	Sheet	Note
N1K2-J George [716]	upgrade N1K5-J George -> N1K4-J George	91_conversions_bases	J2: N1K2-J upgrades through the N1K4-J to the N1K5-J
G5N2-L Shinzan [176]	cloned from 688; max speed 261 -> 260; cruise 184 -> 200; range 1250 -> 1500; ext range 1560 -> 1900; max range 2040 -> 2000; avail month 7 -> 6; avail year 43 -> 42; pool 0 -> 6	91_conversions_bases	J3: the six Nakajima heavy bombers finished as transports for the 1021st Kokutai
G5N2-L Shinzan [176]	upgrade H8K2-L Emily -> G5N2-L Shinzan	91_conversions_bases	J3: no upgrade
J2M3a Jack [270]	cloned from 695; avail month 4 -> 6; devices: x 20mm Type 99 Cannon -> x 20mm Type 99-2 Can., x 20mm Type 99 Cannon -> x 20mm Type 99-2 Can.	97_japan_methods	J2M3a Model 21A: four Type 99-2 Model 4 cannon in place of the mixed Type 99-1/99-2 battery; a small parallel series from mid-1944, research target only
G4M2 Betty [674]	devices: +1x Type 3 Air Mine	119_aerial_mining	Japanese option: one Type 3 aircraft mine on the G4M2, G4M2a and H8K2, the types able to lift 640 kg (author's decision, 14 Sep 2026)
G4M2a Betty [675]	devices: +1x Type 3 Air Mine	119_aerial_mining	
H8K2 Emily [687]	devices: +1x Type 3 Air Mine	119_aerial_mining	
N1K1-J George [715]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
N1K2-J George [716]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
N1K4-J George [173]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
N1K3-A George [67]	service rating 2 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
B7A2 Grace [635]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
C6N1 Myrt [639]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
C6N1-S Myrt [640]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
C6N2 Myrt [641]	service rating 3 -> 4	120_register_ready	ABF-S2: the single-engine Homare types take the Ki-84's rating of 4; the engine was one airframe's problem, not nine different ones
G8N1 Renzan [70]	service rating 2 -> 5	120_register_ready	ABF-S2: the four-Homare G8N1 Renzan was rated 2, below the B-17 and B-24 at 4; a four-engine Homare bomber is the hardest airframe in the table to keep flying

Ships added (25)

Item [slot]	Change	Sheet	Note
1 x Shinano (BB)	arrive 441101: Shinano	13_japan_options	
1 x Ibuki (CA)	arrive 441201: Ibuki	13_japan_options	
2 x Taiho-kai	arrive 460301-460601: Taiho-kai (801), Taiho-kai (802)	13_japan_options	
22 x T.101 LST	arrive 440615-450415: T.101, T.102, T.103, T.104, T.105, T.106, T.107, T.108, T.109, T.110, T.111, T.112, T.113, T.114, T.115, T.116, T.117, T.118, T.119, T.120, T.121, T.122	38_auxiliaries	
1 x Heian AS	arrive 0: Rio de Janeiro Maru	38_auxiliaries	

Item [slot]	Change	Sheet	Note
4 x Tategami AT	arrive 0-420601: Tategami, Futagami, Nagaura, Shinsei	38_auxiliaries	
1 x Tsukushi AGS	arrive 0: Tsukushi	41_search_recon	
12 x Shinyo Sqn	arrive 441215-450501: Shinyo 8th Sqn, Shinyo 11th Sqn, Shinyo 12th Sqn, Shinyo 1st Sqn, Shinyo 2nd Sqn, Shinyo 3rd Sqn, Shinyo 42nd Sqn, Shinyo 22nd Sqn, Shinyo 23rd Sqn, Shinyo 24th Sqn, Shinyo 31st Sqn, Shinyo 32nd Sqn	42_command_and_quality	
1 x Unryu	arrive 451215: Kurama	42_command_and_quality	
2 x Hilfskreuzer	arrive 421009-430302: Thor, Michel	45_kriegsmarine	
1 x Dithmarschen AO	arrive 421124: Uckermark	45_kriegsmarine	
2 x Blockade Tanker AO	arrive 430805-430901: Brake, Charlotte Schliemann	45_kriegsmarine	
9 x Type IXC/40 U-boat	arrive 430717-440802: U-511, U-183, U-188, U-532, U-168, U-510, U-1062, U-843, U-537	45_kriegsmarine	
7 x Type IXD2 U-boat	arrive 430827-441228: U-178, U-181, U-196, U-862, U-861, U-219, U-195	45_kriegsmarine	
3 x Marcello (UIT)	arrive 430910-430913: UIT-23, UIT-24, UIT-25	45_kriegsmarine	
21 x Blockade Runner	arrive 0-430218: Elsa Essberger, Kulmerland, Munsterland, Bogota, Osorno, Quito, Rhakotis, Anneliese Essberger, Ramses, Regensburg, Dresden, Hohenfriedberg, Tannenfels, Doggerbank, Karin, Rio Grande, Pietro Orseolo, Burgenland, Weserland, Havelland, Alsterufer	45_kriegsmarine	
10 x Maru-ni Sqn	arrive 441201-450401: 1st Sea Raiding Bn, 2nd Sea Raiding Bn, 3rd Sea Raiding Bn, 4th Sea Raiding Bn, 5th Sea Raiding Bn, 26th Sea Raiding Bn, 27th Sea Raiding Bn, 28th Sea Raiding Bn, 30th Sea Raiding Bn, 34th Sea Raiding Bn	46_pacific_specials	
1 x Type STo	arrive 450915: I-404	52_liabilities	
40 x Wooden Sea Truck	arrive 440115-450215: Mokusen No.1, Mokusen No.2, Mokusen No.3, Mokusen No.4, Mokusen No.5, Mokusen No.6, Mokusen No.7, Mokusen No.8, Mokusen No.9, Mokusen No.10, Mokusen No.11, Mokusen No.12, Mokusen No.13, Mokusen No.14, Mokusen No.15, Mokusen No.16, Mokusen No.17, Mokusen No.18, Mokusen No.19, Mokusen No.20, Mokusen No.21, Mo	54_material	
40 x Type D Koryu	arrive 450301-450601: Ha-D-130, Ha-D-131, Ha-D-132, Ha-D-133, Ha-D-134, Ha-D-135, Ha-D-136, Ha-D-137, Ha-D-138, Ha-D-139, Ha-D-140, Ha-D-141, Ha-D-142, Ha-D-143, Ha-D-144, Ha-D-145, Ha-D-146, Ha-D-147, Ha-D-148, Ha-D-149, Ha-D-150, Ha-D-151, Ha-D-152, Ha-D-153, Ha-D-154, Ha-D-155, Ha-D-156, Ha-D-157, Ha-D-158, Ha-D-159, Ha-D-160	54_material	
70 x CHa-1	arrive 440115-450301: CHa-109, CHa-110, CHa-111, CHa-112, CHa-113, CHa-114, CHa-115, CHa-116, CHa-117, CHa-118, CHa-119, CHa-120, CHa-121, CHa-122, CHa-123, CHa-124, CHa-125, CHa-126, CHa-127, CHa-128, CHa-129, CHa-130, CHa-131, CHa-132, CHa-133, CHa-134, CHa-135, CHa-136, CHa-137, CHa-138, CHa-139, CHa-140, CHa-141, CHa-142, CH	62_ijn_ground	
18 x Type C	arrive 450605-450917: No.229, No.231, No.233, No.235, No.237, No.239, No.241, No.243, No.245, No.247, No.249, No.251, No.253, No.255, No.257, No.259, No.261, No.263	78_escort_programme	
30 x Type D	arrive 450605-451129: No.206, No.208, No.210, No.212, No.214, No.216, No.218, No.220, No.222, No.224, No.226, No.228, No.230, No.232, No.234, No.236, No.238, No.240, No.242, No.244, No.246, No.248, No.250, No.252, No.254, No.256, No.258, No.260, No.262, No.264	78_escort_programme	
2 x Type Yu-I 2001	arrive 450101-450301: Yu-2001, Yu-2002	117_submarines	

Item [slot]	Change	Sheet	Note
3 x Type Yu-I	arrive 440802-441201: Yu-3001, Yu-3002, Yu-3003	117_submarines	

Ships changed (1428)

Item [slot]	Change	Sheet	Note
Shinano [10]	record deleted (stock record that never arrived, or folded into another unit)	13_japan_options	Remove the stock Shinano (CV, arriving 441119 with carrier weapons)
Ibuki [23]	record deleted (stock record that never arrived, or folded into another unit)	13_japan_options	Remove the stock Ibuki (CVL 450415)
Hikawa Maru [2798]	class Heian Maru -> Hospital Ship (IJN)	14_hospital_ships	Reclassed from transport to hospital ship (she served as one 1941-45)
Asahi Maru [628]	class To'su Wa-1 -> Hospital Ship (IJN); wpndevid 1681 -> 1675; devices: x 13.2mm Type 93 AAMG -> x 12cm/45 10YT Gun, x 13.2mm Type 93 AAMG -> x 8cm/40 T88 Gun, x Type 95 Depth Chrg -> x 8cm/40 T88 Gun, +2x 13.2mm Type 93 AAMG, +2x 13.2mm Type 93 AAMG	14_hospital_ships	
Takasago Maru [691]	class To'su Wa-1 -> Hospital Ship (IJN); wpndevid 1681 -> 1675; devices: x 13.2mm Type 93 AAMG -> x 12cm/45 10YT Gun, x 13.2mm Type 93 AAMG -> x 8cm/40 T88 Gun, x Type 95 Depth Chrg -> x 8cm/40 T88 Gun, +2x 13.2mm Type 93 AAMG, +2x 13.2mm Type 93 AAMG	14_hospital_ships	
Yasoshima [127]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	Yasoshima (Yasoshima) to the escort command
Ioshima [128]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Amakusa [363]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Manju [364]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Kasado [365]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Miyake [368]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Awaji [369]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Kurahashi [370]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Nomi [371]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Chiburi [372]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Yashiro [373]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
Kusagaki [374]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Ukuru [375]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Hiburi [376]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Shonan [377]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Daito [378]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Okinawa [379]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Kume [380]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Ikuna [381]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Shinnan [382]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Yaku [383]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Aguni [384]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Mokuto [385]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Inagi [386]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Uku [387]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Chikubu [388]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Habushi [389]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Sakito [390]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
Kuga [391]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Oga [392]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Kozu [393]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Kanawa [394]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Shiga [395]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Amami [396]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Hodaka [397]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Habuto [398]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Io [399]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Takane [400]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Ikara [401]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Shisaka [402]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Ikino [403]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Otsu [404]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Urumi [405]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Murotsu [406]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Tomishiri [407]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.1 [419]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.2 [420]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.3 [421]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.4 [422]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.5 [423]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.6 [424]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.7 [425]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.8 [426]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.9 [427]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.10 [428]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.11 [429]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.12 [430]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.13 [431]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.14 [432]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.15 [433]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.16 [434]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.17 [435]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.18 [436]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.19 [437]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.20 [438]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.21 [439]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.22 [440]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.23 [441]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.24 [442]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.25 [443]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.26 [444]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.27 [445]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.28 [446]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.29 [447]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.30 [448]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.31 [449]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.32 [450]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.33 [451]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.34 [452]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.35 [453]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.36 [454]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.37 [455]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.38 [456]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.39 [457]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.40 [458]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.41 [459]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.42 [460]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.43 [461]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.44 [462]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.45 [463]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.46 [464]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.47 [465]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.48 [466]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.49 [467]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.50 [468]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.51 [469]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.52 [470]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.53 [471]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.54 [472]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.55 [473]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.56 [474]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.57 [475]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.58 [476]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.59 [477]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.60 [478]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.61 [479]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.62 [480]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.63 [481]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.64 [482]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.65 [483]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.66 [484]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.67 [485]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.68 [486]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.69 [487]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.70 [488]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.71 [489]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.72 [490]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.73 [491]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.74 [492]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.75 [493]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.76 [494]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.77 [495]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.78 [496]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.79 [497]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.80 [498]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.81 [499]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.82 [500]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.83 [501]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.84 [502]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.85 [503]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.87 [504]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.89 [505]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.95 [506]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.97 [507]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.102 [508]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.104 [509]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.105 [510]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.106 [511]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.112 [512]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.116 [513]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.118 [514]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.124 [515]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.126 [516]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.130 [517]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.132 [518]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.134 [519]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.138 [520]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.142 [521]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.144 [522]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.150 [523]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.154 [524]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.156 [525]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.158 [526]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.160 [527]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.186 [528]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.190 [529]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.192 [530]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.194 [531]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.196 [532]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.198 [533]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.200 [534]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.202 [535]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.204 [536]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.205 [537]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	

Item [slot]	Change	Sheet	Note
No.207 [538]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.213 [539]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.215 [540]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.217 [541]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.219 [542]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.221 [543]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.223 [544]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.225 [545]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
No.227 [546]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
W-30 [620]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
W-34 [622]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
W-38 [623]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
W-39 [624]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
W-41 [625]	attached HQ Combined -> Sea Escort Command	42_command_and_quality	
Ha-101 [1003]	attached HQ none -> 6th	50_commands_other	Ha-101: IJN submarines to Sixth Fleet
Ha-102 [1004]	attached HQ none -> 6th	50_commands_other	
Ha-103 [1005]	attached HQ none -> 6th	50_commands_other	
Ha-104 [1006]	attached HQ none -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
Ha-105 [1007]	attached HQ none -> 6th	50_commands_other	
Ha-106 [1008]	attached HQ none -> 6th	50_commands_other	
Ha-107 [1009]	attached HQ none -> 6th	50_commands_other	
Ha-108 [1010]	attached HQ none -> 6th	50_commands_other	
Ha-109 [1011]	attached HQ none -> 6th	50_commands_other	
Ha-110 [1012]	attached HQ none -> 6th	50_commands_other	
Ha-111 [1013]	attached HQ none -> 6th	50_commands_other	
Ha-112 [1014]	attached HQ none -> 6th	50_commands_other	
Yu-1 [1015]	attached HQ none -> 6th	50_commands_other	
Yu-2 [1016]	attached HQ none -> 6th	50_commands_other	
Yu-3 [1017]	attached HQ none -> 6th	50_commands_other	
Yu-4 [1018]	attached HQ none -> 6th	50_commands_other	
Yu-5 [1019]	attached HQ none -> 6th	50_commands_other	
Yu-6 [1020]	attached HQ none -> 6th	50_commands_other	
Yu-7 [1021]	attached HQ none -> 6th	50_commands_other	
Yu-8 [1022]	attached HQ none -> 6th	50_commands_other	
Yu-9 [1023]	attached HQ none -> 6th	50_commands_other	
Yu-10 [1024]	attached HQ none -> 6th	50_commands_other	
I-1 [1025]	attached HQ Combined -> 6th	50_commands_other	
I-2 [1026]	attached HQ Combined -> 6th	50_commands_other	
I-3 [1027]	attached HQ Combined -> 6th	50_commands_other	
I-4 [1028]	attached HQ Combined -> 6th	50_commands_other	
I-5 [1029]	attached HQ Combined -> 6th	50_commands_other	
I-6 [1030]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
I-7 [1031]	attached HQ Combined -> 6th	50_commands_other	
I-8 [1032]	attached HQ Combined -> 6th	50_commands_other	
I-9 [1033]	attached HQ Combined -> 6th	50_commands_other	
I-10 [1034]	attached HQ Combined -> 6th	50_commands_other	
I-11 [1035]	attached HQ Combined -> 6th	50_commands_other	
I-12 [1036]	attached HQ Combined -> 6th	50_commands_other	
I-13 [1037]	attached HQ Combined -> 6th	50_commands_other	
I-14 [1038]	attached HQ Combined -> 6th	50_commands_other	
I-15 [1039]	attached HQ Combined -> 6th	50_commands_other	
I-16 [1040]	attached HQ Combined -> 6th	50_commands_other	
I-17 [1041]	attached HQ Combined -> 6th	50_commands_other	
I-18 [1042]	attached HQ Combined -> 6th	50_commands_other	
I-19 [1043]	attached HQ Combined -> 6th	50_commands_other	
I-20 [1044]	attached HQ Combined -> 6th	50_commands_other	
I-21 [1045]	attached HQ Combined -> 6th	50_commands_other	
I-22 [1046]	attached HQ Combined -> 6th	50_commands_other	
I-23 [1047]	attached HQ Combined -> 6th	50_commands_other	
I-24 [1048]	attached HQ Combined -> 6th	50_commands_other	
I-25 [1049]	attached HQ Combined -> 6th	50_commands_other	
I-26 [1050]	attached HQ Combined -> 6th	50_commands_other	
I-27 [1051]	attached HQ Combined -> 6th	50_commands_other	
I-28 [1052]	attached HQ Combined -> 6th	50_commands_other	
I-29 [1053]	attached HQ Combined -> 6th	50_commands_other	
I-30 [1054]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
I-31 [1055]	attached HQ Combined -> 6th	50_commands_other	
I-32 [1056]	attached HQ Combined -> 6th	50_commands_other	
I-33 [1057]	attached HQ Combined -> 6th	50_commands_other	
I-34 [1058]	attached HQ Combined -> 6th	50_commands_other	
I-35 [1059]	attached HQ Combined -> 6th	50_commands_other	
I-36 [1060]	attached HQ Combined -> 6th	50_commands_other	
I-37 [1061]	attached HQ Combined -> 6th	50_commands_other	
I-38 [1062]	attached HQ Combined -> 6th	50_commands_other	
I-39 [1063]	attached HQ Combined -> 6th	50_commands_other	
I-40 [1064]	attached HQ Combined -> 6th	50_commands_other	
I-41 [1065]	attached HQ Combined -> 6th	50_commands_other	
I-42 [1066]	attached HQ Combined -> 6th	50_commands_other	
I-43 [1067]	attached HQ Combined -> 6th	50_commands_other	
I-44 [1068]	attached HQ Combined -> 6th	50_commands_other	
I-45 [1069]	attached HQ Combined -> 6th	50_commands_other	
I-46 [1070]	attached HQ Combined -> 6th	50_commands_other	
I-47 [1071]	attached HQ Combined -> 6th	50_commands_other	
I-48 [1072]	attached HQ Combined -> 6th	50_commands_other	
I-52 [1074]	attached HQ Combined -> 6th	50_commands_other	
I-53 [1075]	attached HQ Combined -> 6th	50_commands_other	
I-55 [1076]	attached HQ Combined -> 6th	50_commands_other	
I-54 [1078]	attached HQ Combined -> 6th	50_commands_other	
I-56 [1079]	attached HQ Combined -> 6th	50_commands_other	
I-58 [1080]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
I-121 [1082]	attached HQ Combined -> 6th	50_commands_other	
I-122 [1083]	attached HQ Combined -> 6th	50_commands_other	
I-123 [1084]	attached HQ Combined -> 6th	50_commands_other	
I-124 [1085]	attached HQ Combined -> 6th	50_commands_other	
I-153 [1089]	attached HQ Combined -> 6th	50_commands_other	
I-154 [1090]	attached HQ Combined -> 6th	50_commands_other	
I-155 [1091]	attached HQ Combined -> 6th	50_commands_other	
I-156 [1092]	attached HQ Combined -> 6th	50_commands_other	
I-157 [1093]	attached HQ Combined -> 6th	50_commands_other	
I-158 [1094]	attached HQ Combined -> 6th	50_commands_other	
I-159 [1095]	attached HQ Combined -> 6th	50_commands_other	
I-160 [1096]	attached HQ Combined -> 6th	50_commands_other	
I-162 [1097]	attached HQ Combined -> 6th	50_commands_other	
I-164 [1098]	attached HQ Combined -> 6th	50_commands_other	
I-165 [1099]	attached HQ Combined -> 6th	50_commands_other	
I-166 [1100]	attached HQ Combined -> 6th	50_commands_other	
I-168 [1101]	attached HQ Combined -> 6th	50_commands_other	
I-169 [1102]	attached HQ Combined -> 6th	50_commands_other	
I-170 [1103]	attached HQ Combined -> 6th	50_commands_other	
I-171 [1104]	attached HQ Combined -> 6th	50_commands_other	
I-172 [1105]	attached HQ Combined -> 6th	50_commands_other	
I-173 [1106]	attached HQ Combined -> 6th	50_commands_other	
I-174 [1107]	attached HQ Combined -> 6th	50_commands_other	
I-175 [1108]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
I-176 [1110]	attached HQ Combined -> 6th	50_commands_other	
I-177 [1111]	attached HQ Combined -> 6th	50_commands_other	
I-178 [1112]	attached HQ Combined -> 6th	50_commands_other	
I-179 [1113]	attached HQ Combined -> 6th	50_commands_other	
I-180 [1114]	attached HQ Combined -> 6th	50_commands_other	
I-181 [1115]	attached HQ Combined -> 6th	50_commands_other	
I-182 [1116]	attached HQ Combined -> 6th	50_commands_other	
I-183 [1117]	attached HQ Combined -> 6th	50_commands_other	
I-184 [1118]	attached HQ Combined -> 6th	50_commands_other	
I-185 [1119]	attached HQ Combined -> 6th	50_commands_other	
I-201 [1121]	attached HQ Combined -> 6th	50_commands_other	
I-202 [1122]	attached HQ Combined -> 6th	50_commands_other	
I-203 [1123]	attached HQ Combined -> 6th	50_commands_other	
I-400 [1125]	attached HQ Combined -> 6th	50_commands_other	
I-401 [1126]	attached HQ Combined -> 6th	50_commands_other	
I-402 [1127]	attached HQ Combined -> 6th	50_commands_other	
RO-33 [1129]	attached HQ Combined -> 6th	50_commands_other	
RO-34 [1130]	attached HQ Combined -> 6th	50_commands_other	
RO-35 [1132]	attached HQ Combined -> 6th	50_commands_other	
RO-36 [1133]	attached HQ Combined -> 6th	50_commands_other	
RO-37 [1134]	attached HQ Combined -> 6th	50_commands_other	
RO-38 [1135]	attached HQ Combined -> 6th	50_commands_other	
RO-39 [1136]	attached HQ Combined -> 6th	50_commands_other	
RO-40 [1137]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
RO-41 [1138]	attached HQ Combined -> 6th	50_commands_other	
RO-42 [1139]	attached HQ Combined -> 6th	50_commands_other	
RO-43 [1140]	attached HQ Combined -> 6th	50_commands_other	
RO-44 [1141]	attached HQ Combined -> 6th	50_commands_other	
RO-45 [1142]	attached HQ Combined -> 6th	50_commands_other	
RO-46 [1143]	attached HQ Combined -> 6th	50_commands_other	
RO-47 [1144]	attached HQ Combined -> 6th	50_commands_other	
RO-48 [1145]	attached HQ Combined -> 6th	50_commands_other	
RO-49 [1146]	attached HQ Combined -> 6th	50_commands_other	
RO-50 [1147]	attached HQ Combined -> 6th	50_commands_other	
RO-55 [1148]	attached HQ Combined -> 6th	50_commands_other	
RO-60 [1149]	attached HQ Combined -> 6th	50_commands_other	
RO-61 [1150]	attached HQ Combined -> 6th	50_commands_other	
RO-62 [1151]	attached HQ Combined -> 6th	50_commands_other	
RO-63 [1152]	attached HQ Combined -> 6th	50_commands_other	
RO-64 [1153]	attached HQ Combined -> 6th	50_commands_other	
RO-65 [1154]	attached HQ Combined -> 6th	50_commands_other	
RO-66 [1155]	attached HQ Combined -> 6th	50_commands_other	
RO-67 [1156]	attached HQ Combined -> 6th	50_commands_other	
RO-68 [1157]	attached HQ Combined -> 6th	50_commands_other	
RO-56 [1158]	attached HQ Combined -> 6th	50_commands_other	
RO-100 [1159]	attached HQ Combined -> 6th	50_commands_other	
RO-101 [1160]	attached HQ Combined -> 6th	50_commands_other	
RO-102 [1161]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
RO-103 [1162]	attached HQ Combined -> 6th	50_commands_other	
RO-104 [1163]	attached HQ Combined -> 6th	50_commands_other	
RO-105 [1164]	attached HQ Combined -> 6th	50_commands_other	
RO-106 [1165]	attached HQ Combined -> 6th	50_commands_other	
RO-107 [1166]	attached HQ Combined -> 6th	50_commands_other	
RO-108 [1167]	attached HQ Combined -> 6th	50_commands_other	
RO-109 [1168]	attached HQ Combined -> 6th	50_commands_other	
RO-110 [1169]	attached HQ Combined -> 6th	50_commands_other	
RO-111 [1170]	attached HQ Combined -> 6th	50_commands_other	
RO-112 [1171]	attached HQ Combined -> 6th	50_commands_other	
RO-113 [1172]	attached HQ Combined -> 6th	50_commands_other	
RO-114 [1173]	attached HQ Combined -> 6th	50_commands_other	
RO-115 [1174]	attached HQ Combined -> 6th	50_commands_other	
RO-116 [1175]	attached HQ Combined -> 6th	50_commands_other	
RO-117 [1176]	attached HQ Combined -> 6th	50_commands_other	
Ha-201 [1177]	attached HQ Combined -> 6th	50_commands_other	
Ha-202 [1178]	attached HQ Combined -> 6th	50_commands_other	
Ha-203 [1179]	attached HQ Combined -> 6th	50_commands_other	
Ha-204 [1180]	attached HQ Combined -> 6th	50_commands_other	
Ha-205 [1181]	attached HQ Combined -> 6th	50_commands_other	
Ha-207 [1182]	attached HQ Combined -> 6th	50_commands_other	
Ha-208 [1183]	attached HQ Combined -> 6th	50_commands_other	
Ha-209 [1184]	attached HQ Combined -> 6th	50_commands_other	
Ha-210 [1185]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
Ha-216 [1186]	attached HQ Combined -> 6th	50_commands_other	
I-361 [1187]	attached HQ Combined -> 6th	50_commands_other	
I-362 [1188]	attached HQ Combined -> 6th	50_commands_other	
I-363 [1189]	attached HQ Combined -> 6th	50_commands_other	
I-364 [1190]	attached HQ Combined -> 6th	50_commands_other	
I-365 [1191]	attached HQ Combined -> 6th	50_commands_other	
I-366 [1192]	attached HQ Combined -> 6th	50_commands_other	
I-367 [1193]	attached HQ Combined -> 6th	50_commands_other	
I-368 [1194]	attached HQ Combined -> 6th	50_commands_other	
I-369 [1195]	attached HQ Combined -> 6th	50_commands_other	
I-370 [1196]	attached HQ Combined -> 6th	50_commands_other	
I-371 [1197]	attached HQ Combined -> 6th	50_commands_other	
I-372 [1198]	attached HQ Combined -> 6th	50_commands_other	
I-373 [1199]	attached HQ Combined -> 6th	50_commands_other	
I-351 [1200]	attached HQ Combined -> 6th	50_commands_other	
I-352 [1201]	attached HQ Combined -> 6th	50_commands_other	
I-204 [14047]	attached HQ Combined -> 6th	50_commands_other	
I-205 [14048]	attached HQ Combined -> 6th	50_commands_other	
I-206 [14049]	attached HQ Combined -> 6th	50_commands_other	
I-207 [14050]	attached HQ Combined -> 6th	50_commands_other	
I-208 [14051]	attached HQ Combined -> 6th	50_commands_other	
I-209 [14052]	attached HQ Combined -> 6th	50_commands_other	
I-210 [14053]	attached HQ Combined -> 6th	50_commands_other	
I-211 [14054]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
Ha-217 [14055]	attached HQ Combined -> 6th	50_commands_other	
Ha-218 [14056]	attached HQ Combined -> 6th	50_commands_other	
Ha-219 [14057]	attached HQ Combined -> 6th	50_commands_other	
Ha-220 [14058]	attached HQ Combined -> 6th	50_commands_other	
Ha-221 [14059]	attached HQ Combined -> 6th	50_commands_other	
Ha-222 [14060]	attached HQ Combined -> 6th	50_commands_other	
Ha-223 [14061]	attached HQ Combined -> 6th	50_commands_other	
Ha-224 [14062]	attached HQ Combined -> 6th	50_commands_other	
Ha-225 [14063]	attached HQ Combined -> 6th	50_commands_other	
Ha-226 [14064]	attached HQ Combined -> 6th	50_commands_other	
Ha-227 [14065]	attached HQ Combined -> 6th	50_commands_other	
Ha-228 [14066]	attached HQ Combined -> 6th	50_commands_other	
Ha-229 [14067]	attached HQ Combined -> 6th	50_commands_other	
Ha-230 [14068]	attached HQ Combined -> 6th	50_commands_other	
Ha-231 [14069]	attached HQ Combined -> 6th	50_commands_other	
Ha-232 [14070]	attached HQ Combined -> 6th	50_commands_other	
Ha-233 [14071]	attached HQ Combined -> 6th	50_commands_other	
Ha-234 [14072]	attached HQ Combined -> 6th	50_commands_other	
Ha-235 [14073]	attached HQ Combined -> 6th	50_commands_other	
Ha-236 [14074]	attached HQ Combined -> 6th	50_commands_other	
Ha-237 [14075]	attached HQ Combined -> 6th	50_commands_other	
Ha-238 [14076]	attached HQ Combined -> 6th	50_commands_other	
Ha-239 [14077]	attached HQ Combined -> 6th	50_commands_other	
Ha-240 [14078]	attached HQ Combined -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
Ha-241 [14079]	attached HQ Combined -> 6th	50_commands_other	
Yu-11 [17001]	attached HQ none -> 6th	50_commands_other	
Yu-12 [17002]	attached HQ none -> 6th	50_commands_other	
Yu-13 [17003]	attached HQ none -> 6th	50_commands_other	
Yu-14 [17004]	attached HQ none -> 6th	50_commands_other	
Yu-15 [17005]	attached HQ none -> 6th	50_commands_other	
Yu-16 [17006]	attached HQ none -> 6th	50_commands_other	
Yu-17 [17007]	attached HQ none -> 6th	50_commands_other	
Yu-18 [17008]	attached HQ none -> 6th	50_commands_other	
Yu-19 [17009]	attached HQ none -> 6th	50_commands_other	
Yu-20 [17010]	attached HQ none -> 6th	50_commands_other	
Yu-21 [17011]	attached HQ none -> 6th	50_commands_other	
Yu-22 [17012]	attached HQ none -> 6th	50_commands_other	
Yu-23 [17013]	attached HQ none -> 6th	50_commands_other	
Yu-24 [17014]	attached HQ none -> 6th	50_commands_other	
Yu-25 [17015]	attached HQ none -> 6th	50_commands_other	
Yu-1001 [17016]	attached HQ none -> 6th	50_commands_other	
Yu-1002 [17017]	attached HQ none -> 6th	50_commands_other	
Yu-1003 [17018]	attached HQ none -> 6th	50_commands_other	
Yu-1004 [17019]	attached HQ none -> 6th	50_commands_other	
Yu-1005 [17020]	attached HQ none -> 6th	50_commands_other	
Yu-1006 [17021]	attached HQ none -> 6th	50_commands_other	
Yu-1007 [17022]	attached HQ none -> 6th	50_commands_other	
Yu-1008 [17023]	attached HQ none -> 6th	50_commands_other	

Item [slot]	Change	Sheet	Note
Yu-1009 [17024]	attached HQ none -> 6th	50_commands_other	
Yu-1010 [17025]	attached HQ none -> 6th	50_commands_other	
Yu-1011 [17026]	attached HQ none -> 6th	50_commands_other	
Yu-1012 [17027]	attached HQ none -> 6th	50_commands_other	
Yu-1013 [17028]	attached HQ none -> 6th	50_commands_other	
Yu-1014 [17029]	attached HQ none -> 6th	50_commands_other	
Kaga [2]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	Kaga: explicit crew experience for every warship afloat on 7 December 1941 (stock leaves all at 0 for the engine to fill). IJN cruisers and destroyers 60 by day and 78 by night, the capital ships 60/65; Allied warships 55/35, Dutch 50/30. Savo and Tassafaronga
Hiryu [3]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Soryu [4]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Shokaku [5]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Zuikaku [6]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Akagi [17]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Ryujo [18]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Zuiho [20]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Kongo [41]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Haruna [42]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Hiei [43]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Kirishima [44]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Nagato [45]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Mutsu [46]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Fuso [49]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Yamashiro [50]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Ise [51]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	
Hyuga [52]	experience (day) 0 -> 60; experience (night) 0 -> 65	51_intensity	

Item [slot]	Change	Sheet	Note
Tone [67]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Chikuma [68]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Takao [69]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Atago [70]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Maya [71]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Chokai [72]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Myoko [73]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Haguro [74]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Nachi [75]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Ashigara [76]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Mogami [77]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Mikuma [78]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Suzuya [79]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kumano [80]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Aoba [81]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kinugasa [82]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Furutaka [83]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kako [84]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Katori [86]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kashima [87]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kashii [88]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Sendai [110]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Naka [111]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Jintsu [112]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	

Item [slot]	Change	Sheet	Note
Nagara [113]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Isuzu [114]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Natori [115]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yura [116]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kinu [117]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Abukuma [118]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kuma [119]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tama [120]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kiso [121]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kitakami [122]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Oi [123]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tenryu [124]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tatsuta [125]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yubari [126]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yugumo [145]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Akigumo [146]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kagero [168]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kuroshio [169]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Oyashio [170]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hatsukaze [171]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Natsushio [172]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yukikaze [173]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hayashio [174]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Maikaze [175]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	

Item [slot]	Change	Sheet	Note
Isokaze [176]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shiranui [177]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Amatsukaze [178]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tokitsukaze [179]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Urakaze [180]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hamakaze [181]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Nowaki [182]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Arashi [183]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hagikaze [184]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tanikaze [185]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Asashio [187]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Oshio [188]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Michishio [189]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Arashio [190]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Natsugumo [191]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yamagumo [192]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Minegumo [193]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Asagumo [194]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Arare [195]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kasumi [196]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shiratsuyu [198]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shigure [199]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Murasame [200]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Harusame [201]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	

Item [slot]	Change	Sheet	Note
Yudachi [202]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Samidare [203]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yamakaze [205]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kawakaze [206]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Umikaze [207]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Suzukaze [208]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hatsuharu [210]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Nenohi [211]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hatsushimo [212]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Wakaba [213]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yugure [214]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Ariake [215]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Akatsuki [217]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hibiki [218]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Ikazuchi [219]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Inazuma [220]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Fubuki [222]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shinonome [223]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Usugumo [224]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shirakumo [225]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Isonami [226]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shirayuki [227]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hatsuyuki [228]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Murakumo [229]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	

Item [slot]	Change	Sheet	Note
Uranami [230]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shikinami [231]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Ayanami [232]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Asagiri [233]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Sagiri [234]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yugiri [235]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Amagiri [236]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Oboro [237]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Akebono [238]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Sazanami [239]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Ushio [240]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Mutsuki [285]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kisaragi [286]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yayoi [287]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Uzuki [288]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Satsuki [289]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Minazuki [290]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Fumizuki [291]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kikuzuki [292]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Nagatsuki [293]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Mikazuki [294]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Mochizuki [295]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yuzuki [296]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kamikaze [298]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	

Item [slot]	Change	Sheet	Note
Asakaze [299]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Harukaze [300]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Matsukaze [301]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hatakaze [302]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Oite [303]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hayate [304]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Asanagi [305]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yunagi [306]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Minekaze [308]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Sawakaze [309]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Okikaze [310]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hakaze [311]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Akikaze [312]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Shiokaze [313]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yakaze [314]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yukaze [315]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hokaze [316]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tachikaze [317]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Nokaze [318]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Namikaze [319]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Numakaze [320]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Wakatake [323]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kuretake [324]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Sanae [325]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	

Item [slot]	Change	Sheet	Note
Asagao [326]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Fuyo [327]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Karukaya [328]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yugao [329]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hasu [330]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kuri [331]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tsuga [332]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Hishu [341]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Kiku [342]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Susuki [343]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Tsuta [345]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yomogi [346]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Karii [347]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Yanagi [348]	experience (day) 0 -> 60; experience (night) 0 -> 78	51_intensity	
Mutsu [46]	location 252 -> 228	90_reviews_sep26	N1: with the Main Body at Hashirajima
Yamashiro [50]	location 257 -> 228	90_reviews_sep26	
Kiso [121]	location 229 -> 223	90_reviews_sep26	N2: the 21st Cruiser Squadron, 5th Fleet
Tama [120]	location 242 -> 223	90_reviews_sep26	
Shimane Maru [30]	record deleted (stock record that never arrived, or folded into another unit)	91_conversions_bases	S4: Shimane Maru no longer arrives built; the player converts a tanker or does not
Otakisan Maru [31]	record deleted (stock record that never arrived, or folded into another unit)	91_conversions_bases	
Yamashiro Maru [32]	record deleted (stock record that never arrived, or folded into another unit)	91_conversions_bases	
Chigusa Maru [33]	record deleted (stock record that never arrived, or folded into another unit)	91_conversions_bases	

Item [slot]	Change	Sheet	Note
Unyo [25]	class Taiyo -> Nitta Maru; arrival 420531 -> 411206; location 242 -> 257; wpndevid 1674 -> 1675; wpnnumber 4 -> 1; wpnfacing 4 -> 2; wpnturrent 2 -> 1; wpnammo 15 -> 12; fuel 0 -> 2890; devices: 4x 12.7cm/40 T89 AA -> 1x 8cm/40 T88 Gun, 4x 25mm Type 96 AA Gun -> 1x 8cm/40 T88 Gun, 4x 25mm Type 96 AA Gun -> 1x 8cm/40 T88 Gun, +2x	91_conversions_bases	S6: Unyo begins the war as the liner Yawata Maru at Yokohama; the carrier is the player's conversion
Chuyo [26]	class Taiyo -> Nitta Maru; arrival 421125 -> 411206; location 242 -> 257; wpndevid 1674 -> 1675; wpnnumber 4 -> 1; wpnfacing 4 -> 2; wpnturrent 2 -> 1; wpnammo 15 -> 12; fuel 0 -> 2890; devices: 4x 12.7cm/40 T89 AA -> 1x 8cm/40 T88 Gun, 4x 25mm Type 96 AA Gun -> 1x 8cm/40 T88 Gun, 4x 25mm Type 96 AA Gun -> 1x 8cm/40 T88 Gun, +2x	91_conversions_bases	S6: Chuyo begins the war as the liner Nitta Maru at Yokohama; the carrier is the player's conversion
Choran Maru [917]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	Choran Maru: Std-CT TK hull completing 01/44, built to the second programme
Eiho Maru [918]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	Eiho Maru: Std-CT TK hull completing 04/44, built to the second programme
Enoshima Maru [920]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	Enoshima Maru: Std-CT TK hull completing 08/44, built to the second programme
Koryu Maru [936]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	Koryu Maru: Std-CT TK hull completing 02/44, built to the second programme
Genbu Maru [2251]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	Genbu Maru: Std-A Cargo hull completing 01/44, built to the second programme
Miyazaki Maru [2263]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	Miyazaki Maru: Std-A Cargo hull completing 01/44, built to the second programme
Mitakesan Maru [2265]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kashimasan Maru [2285]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kainan Maru [2290]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nitcho Maru [2292]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tenryugawa Maru [2294]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tatsutagawa Maru [2297]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Minyu Maru [2301]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Genyo Maru [2302]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hibi Maru [2303]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Seiyo Maru [2304]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nikkin Maru [2312]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Gyoyu Maru [2314]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Nitto Maru [2316]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Asukazan Maru [2317]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Shima Maru [2318]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Setsuzan Maru [2323]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Iyang Maru [2325]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Sainei Maru [2328]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Janbi Maru [2329]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nisshu Maru [2330]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Koshu Maru [2337]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shiroganesan Maru [2341]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tokuyusan Maru [2344]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kojun Maru [2351]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Miikesan Maru [2352]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Zuisho Maru [2354]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eishin Maru [2356]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Teeia Maru [2357]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Fukurei Maru [2361]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Iwaishima Maru [2365]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Fengyang Maru [2367]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Sekino Maru [2372]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kokka Maru [2376]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Nichian Maru [2377]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Shinten Maru [2379]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Shokei Maru [2380]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Mihara Maru [2385]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hassho Maru [2392]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Bugen Maru [2394]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hakumi Maru [2396]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kachidoki Maru [2397]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Keian Maru [2398]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Seian Maru [2400]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tokushima Maru [2404]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Junyo Maru [2406]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hioki Maru [2408]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Rizan Maru [2412]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Surakaruta Maru [2415]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ekkai Maru [2421]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Siberia Maru [2425]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nissei Maru [2427]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Koetsu Maru [2429]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kokusei Maru [2435]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Taibin Maru [2437]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kohoku Maru [2441]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hato Maru [2442]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Fukuura Maru [2447]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nanyo Maru [2450]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nisshi Maru [2451]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Bujo Maru [2454]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shirotae Maru [2459]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Teisho Maru [2460]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Chinzei Maru [2466]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hakushika Maru [2467]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Doko Maru [2475]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Ryochi Maru [2476]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tatsuju Maru [2479]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Toun Maru [2480]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Wakatake Maru [2481]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ikutagawa Maru [2483]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Dowa Maru [2486]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shikisan Maru [2487]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Seito Maru [2490]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Taihaku Maru [2491]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Goshun Maru [2493]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Takatsu Maru [2503]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Mikasa Maru [2504]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tatsuaki Maru [2508]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Aoki Maru [2509]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hatsu Maru [2512]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kakogawa [2513]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Myogi Maru [2514]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Sekiho Maru [2517]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Teiyu Maru [2518]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Gyokuyo Maru [2520]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yutaka Maru [2522]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Edogawa Maru [2524]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Shunten Maru [2526]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Aisakasan Maru [2527]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Esashi Maru [2529]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daichi Maru [2531]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Gyosan Maru [2532]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kasagisan Maru [2533]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shuyo Maru [2535]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Jinyo Maru [2537]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kenjo Maru [2538]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hakuba Maru [2539]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nichiyo Maru [2540]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Mino Maru [2541]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kenzui Maru [2548]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Daicho Maru [2550]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Unryu Maru [2552]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hishigata Maru [2553]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Iwato Maru [2554]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shibasono Maru [2555]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yaei Maru [2556]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daigo Maru [2558]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hisagawa Maru [2559]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Daikyu Maru [2561]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kensei Maru [2563]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Otsuyama Maru [2564]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shingi Maru [2566]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Taipo Maru [2567]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tatebe Maru [2568]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tatsubato Maru [2569]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yoshu Maru [2570]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yusei Maru [2571]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Dosei Maru [2572]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Reizan Maru [2574]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Haruta Maru [2575]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Teifu Maru [2577]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yamazawa Maru [2578]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nikkaku Maru [2579]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Malay Maru [2581]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hsin Yang Maru [2582]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Issei Maru [2583]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Enki Maru [2584]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Taietsu Maru [2585]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Katsuura Maru [2586]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Engen Maru [2587]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tairai Maru [2589]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Okinoyama Maru [2590]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hekisui Maru [2592]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Waka Maru [2593]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Yamanami Maru [2594]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Iida Maru [2595]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yamashita Maru [2597]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Daizen Maru [2598]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tairiku Maru [2599]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kyuryu Maru [2600]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tatsumomo Maru [2601]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Usuki Maru [2602]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yulin Maru [2603]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eijo Maru [2605]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kinzan Maru [2606]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Luzon Maru [2607]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Sekiyo Maru [2609]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Taiken Maru [2610]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kasei Maru [2612]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Suitgen Maru [2613]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hokusui Maru [2616]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Ishima Maru [2617]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tangyang Maru [2618]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Dokan Maru [2619]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Sanka Maru [2620]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Seishin Maru [2621]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Koko Maru [2622]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Masashima Maru [2624]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Bansei Maru [2625]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ikomasan Maru [2626]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Nanking Maru [2627]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Sarawak Maru [2628]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Heishin Maru [2629]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hosen Maru [2630]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Doryo Maru [2631]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kachaosan Maru [2632]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Peihua Maru [2633]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Soka Maru [2634]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Houlee [2635]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Daia Maru [2636]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Enoura Maru [2637]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Risui Maru [2639]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Asokawa Maru [2640]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Meiho Maru [2641]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nase Maru [2642]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Taijo Maru [2643]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Heikei Maru [2644]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Imari Maru [2645]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kine Maru [2646]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Araosan Maru [2647]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hsing Yun Maru [2648]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hatsukari Maru [2649]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Hosei Maru [2651]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Maruko Maru [2652]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Shinro Maru [2653]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Juzan Maru [2654]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kako Maru [2655]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hagane Maru [2656]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Gakujo Maru [2657]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yuno Maru [2658]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Komadori Maru [2659]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nakagawa Maru [2660]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Sagamigawa Maru [2661]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tatsuchiyo Maru [2662]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Teika Maru [2663]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kotobuki Maru [2664]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kitsurin Maru [2665]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Manbo Maru [2666]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Gyoryu Maru [2667]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yosei Maru [2668]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kurokamisan Maru [2669]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Samukaze Maru [2670]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Keiun Maru [2671]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Mishima Maru [2672]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Chosan Maru [2673]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Mikazuki Maru [2674]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Kanagawa Maru [2675]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nikkosan Maru [2676]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kimigayo Maru [2677]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Amoy Maru [2678]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Ginsei Maru [2679]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hiwaka Maru [2680]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Shinragi Maru [2681]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kunuki Maru [2682]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shiokubi Maru [2683]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yoshin Maru [2684]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Etsunan Maru [2685]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Uwatsu Maru [2686]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hakuun Maru [2687]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Jindai Maru [2688]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Goko Maru [2689]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Myosei Maru [2690]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eika Maru [2691]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Mikamisan Maru [2692]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Angthon Maru [2693]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kifune Maru [2694]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Suddhadib Maru [2695]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Inaura Maru [2696]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Daiki Maru [2697]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hakuju Maru [2698]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Meissei Maru [2699]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Keito Maru [2700]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Shimonoseki Maru [2701]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Koun Maru [2702]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Oshikayama Maru [2703]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Wakamiyasan Maru [2704]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Taikyu Maru [2705]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hakuai Maru [2706]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kaisei Maru [2707]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Huashan Maru [2708]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shimotsuki Maru [2709]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yubu Maru [2710]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Pluto Go [2711]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Wakamatsu Maru [2712]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ungatsu Maru [2713]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kisei Maru [2714]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Mifuku Maru [2715]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Reian Maru [2716]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hokushin Maru [2717]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eijun Maru [2718]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Konri Maru [2719]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yamamichi Maru [2720]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hoei Maru [2721]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Toyokawa Maru [2722]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Ujina Maru [2723]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tairi Maru [2724]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Mikunisan Maru [2725]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Saitsu Maru [2726]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Michi Maru [2727]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Mitsu Maru [2728]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tatsutsuyu Maru [2729]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eireki Maru [2730]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kyuko Maru [2731]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hirano Maru [2732]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nachi Maru [2733]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Nannin Maru [2734]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Shintai Maru [2735]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daikoku Maru [2736]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tatsutakawa Maru [2737]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yuyo Maru [2738]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Himekawa Maru [2739]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kanetsu Maru [2740]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Koichi Maru [2741]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Sabang Maru [2742]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shokai Maru [2743]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eian Maru [2744]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kaisoku Maru [2745]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Anatawa Maru [2746]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Seria Maru [2747]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Chikuzen Maru [2748]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Unten Maru [2749]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hakuei Maru [2750]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kiyotada Maru [2751]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Teiritsu Maru [2752]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kasado Maru [2753]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Rashin Maru [2754]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Minko Maru [2755]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Rakuzan Maru [2756]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Teihoku Maru [2757]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daiko Maru [2986]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daitoku Maru [2987]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eiji Maru #5 [2988]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Arigawa Maru [2989]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nichiyu Maru #3 [2990]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Eiman Maru [2991]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daibin Maru [2992]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kizan Maru #4 [2993]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yamazumi Maru #3 [2994]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Miyatama Maru #2 [2995]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Inaura Maru [7872]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Jozo Maru [7873]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kaicho Maru [7874]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Kaiho Maru [7875]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kaino Maru [7876]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kashima Maru [7877]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kinokawa Maru [7878]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kaneyama Maru [7879]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Hiroki Maru [7880]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Kyodo Maru [7882]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Minatogawa Maru [7885]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Miyakawa Maru #4 [7887]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Miyakawa Maru #7 [7888]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Nachigawa Maru [7889]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Naikesan Maru [7890]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Naoshima Maru [7891]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Oga Maru [7892]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Ozo Maru [7893]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Takejima Maru [7894]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Okazima Maru [7896]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Ling Maru [7897]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tatsukari Maru [7899]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tatsumaki Maru [7900]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tatsutagawa Maru [7901]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tokai Maru #11 [7902]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Tsubame Maru [7903]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	
Yurishima Maru [7905]	class Std-E Cargo -> Std-2E Cargo; fuel 0 -> 142; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Eiwa Maru #4 [14080]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tamon Maru #15 [14081]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ebara Maru [14082]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Asokawa Maru #2 [14083]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yamamura Maru [14084]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Asakaza Maru [14085]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Enkiko Maru [14086]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daito Maru #3 [14087]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yamazono Maru [14088]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Awakawa Maru [14089]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daietsu Maru #5 [14090]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ohtsusan Maru [14091]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Akikawa Maru [14092]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Dairetsu Maru [14093]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shinyu Maru [14094]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Enkei Maru [14095]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Engyen Maru [14096]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daigyo Maru [14097]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Encho Maru [14098]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kenjo Maru [14099]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hikyo Maru [14100]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daimei Maru #6 [14101]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Dofushu Maru [14102]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shingyo Maru [14103]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Tamon Maru #16 [14104]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yamazaga Maru [14105]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Dainan Maru [14106]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Toyohi Maru #2 [14107]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tatsuyo Maru [14108]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yamanami Maru #3 [14109]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Daiha Maru [14110]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Seiko Maru #4 [14111]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yabiko Maru [14112]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Seiki Maru [14113]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nagasaki Maru [14114]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kawa Maru [14116]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Matsu Maru [14117]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yama Maru [14118]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Moto Maru [14119]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kanoyo Maru [14120]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kurume Maru [14121]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kanoya Maru [14122]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tottoro Maru [14123]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Niigata Maru [14125]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Iwaki Maru [14126]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yamagota Maru [14127]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Matuie Maru [14128]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hiroshima Maru [14129]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Kochi Maru [14130]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tsu Maru [14131]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Dogo Maru [14133]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Uwajima Maru [14134]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Nagahama Maru [14135]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Gotsu Maru [14136]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hagi Maru [14137]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hitado Maru [14138]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Omura Maru [14139]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kanoya Maru [14141]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Fukuie Maru [14142]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Sakata Maru [14143]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Osaka Maru [14144]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Joetsu Maru [14145]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Takefu Maru [14146]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Soma Maru [14148]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Chosi Maru [14149]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Honjo Maru [14150]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Komatsu Maru [14151]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tamano Maru [14152]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Miyoshi Maru [14153]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Awaji Maru [14154]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Seto Maru [14155]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kii Maru [14156]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Totokawa Maru [14157]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Fujiyo Maru [14158]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Onomichi Maru [14159]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Seijin Maru [14160]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Oda Maru [14161]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kaka Maru [14162]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Kake Maru [14163]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Sukumo Maru [14164]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shiogama Maru [14165]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Sakate Maru [14166]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Tsuroka Maru [14167]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Murakami Maru [14168]	class Std-D Cargo -> Std-2D Cargo; fuel 0 -> 229; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Otunato Maru [14169]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shinjo Maru [14170]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Yuzawa Maru [14171]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Hagi Maru [14172]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Sasumo Maru [14173]	class Std-C Cargo -> Std-2C Cargo; fuel 0 -> 570; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shobara Maru [14174]	class Std-A Cargo -> Std-2A Cargo; fuel 0 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Heinin Maru [14175]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Domon Maru [14176]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Omu Maru [14177]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Teshio Maru [14180]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shakoten Maru [14181]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ikeda Maru [14184]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	

Item [slot]	Change	Sheet	Note
Dolinski Maru [14185]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Ashoro Maru [14188]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Furano Maru [14189]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Mashikei Maru [14192]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Suttsu Maru [14193]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Takikawa Maru [14196]	class Std-CT TK -> Std-2CT TK; fuel 0 -> 470; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
Shibetsu Maru [14197]	class Std-AT TK -> Std-2AT TK; fuel 0 -> 760; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	
U-511 [3674]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-183 [3686]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-188 [3687]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-532 [3696]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-168 [3698]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-510 [3699]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-1062 [3710]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-843 [3798]	WpnTurrent4: '2'->'1'	116_editor_compliance	
U-537 [3799]	WpnTurrent4: '2'->'1'	116_editor_compliance	
Ibuki [10]	taskforce 8011 -> 0	116_editor_compliance	Editor 3.3.1: one of Base or TF; Ibuki inherited its template ship's at-start task force
Tategami [2108]	taskforce 8116 -> 0	116_editor_compliance	Editor 3.3.1: one of Base or TF; Tategami inherited its template ship's at-start task force
Futagami [2109]	taskforce 8116 -> 0	116_editor_compliance	Editor 3.3.1: one of Base or TF; Futagami inherited its template ship's at-start task force

Item [slot]	Change	Sheet	Note
Nagaura [2247]	taskforce 8116 -> 0	116_editor_compliance	Editor 3.3.1: one of Base or TF; Nagaura inherited its template ship's at-start task force
Shinsei [2543]	taskforce 8116 -> 0	116_editor_compliance	Editor 3.3.1: one of Base or TF; Shinsei inherited its template ship's at-start task force
Shinano [1]		116_editor_compliance	Editor 3.8: Takayanagi, Gihachi commands Yamato; this record copied him from its template, the game assigns its own leader
Taiho-kai (801) [23]		116_editor_compliance	Editor 3.8: Yamamori, A. commands Taiho; this record copied him from its template, the game assigns its own leader
Taiho-kai (802) [29]		116_editor_compliance	Editor 3.8: Yamamori, A. commands Taiho; this record copied him from its template, the game assigns its own leader
Ibuki [10]		116_editor_compliance	Editor 3.8: Sone, Akira commands Mogami; this record copied him from its template, the game assigns its own leader
Tategami [2108]		116_editor_compliance	Editor 3.8: Kawano, T. commands Toyotsu Maru; this record copied him from its template, the game assigns its own leader
Futagami [2109]		116_editor_compliance	Editor 3.8: Kawano, T. commands Toyotsu Maru; this record copied him from its template, the game assigns its own leader
Nagaura [2247]		116_editor_compliance	Editor 3.8: Kawano, T. commands Toyotsu Maru; this record copied him from its template, the game assigns its own leader
Shinsei [2543]		116_editor_compliance	Editor 3.8: Kawano, T. commands Toyotsu Maru; this record copied him from its template, the game assigns its own leader
Rio de Janeiro Maru [1128]		116_editor_compliance	Editor 3.8: Hiroyoshi, Y. commands Heian Maru; this record copied him from its template, the game assigns its own leader
I-8 [1032]	class Type A1 -> Type J3; wpnammo 3 -> 4; devices: 1x 14cm/40 11YT Gun -> 4x 13.2mm Type 93 AAMG, 4x 25mm Type 96 AA Gun -> 1x 13.2mm Type 93 AAMG, +1x 14cm/40 11YT Gun	117_submarines	A1: I-8 was the second Junsen 3 boat (Kobe, December 1938), not Type A1; she takes the J3 armament and refits
Ha-49 [10051]	arrival 0 -> 430501; location 0 -> 228; name Ha-28 -> Ha-49	117_submarines	A5: Type B, five boats, the prototype Ha-53 finished May 1943
Ha-50 [10052]	arrival 0 -> 430501; location 0 -> 228; name Ha-29 -> Ha-50	117_submarines	
Ha-51 [10053]	arrival 0 -> 430501; location 0 -> 228; name Ha-30 -> Ha-51	117_submarines	
Ha-52 [10054]	arrival 0 -> 430501; location 0 -> 228; name Ha-31 -> Ha-52	117_submarines	
Ha-53 [10055]	arrival 0 -> 430501; location 0 -> 228; name Ha-32 -> Ha-53	117_submarines	
Ha-33 [10056]	arrival 0 -> 9999	117_submarines	A5: only five Type B boats were built
Ha-34 [10057]	arrival 0 -> 9999	117_submarines	

Item [slot]	Change	Sheet	Note
Ha-35 [10058]	arrival 0 -> 9999	117_submarines	
Ha-36 [10059]	arrival 0 -> 9999	117_submarines	
Ha-37 [10060]	arrival 0 -> 9999	117_submarines	
Ha-38 [10061]	arrival 0 -> 9999	117_submarines	
Ha-39 [10062]	arrival 0 -> 9999	117_submarines	
Ha-40 [10063]	arrival 0 -> 9999	117_submarines	
Ha-41 [10064]	arrival 0 -> 9999	117_submarines	
Ha-42 [10065]	arrival 0 -> 9999	117_submarines	
Ha-43 [10066]	arrival 0 -> 9999	117_submarines	
Ha-44 [10067]	arrival 0 -> 9999	117_submarines	
Ha-45 [10068]	arrival 0 -> 9999	117_submarines	
Ha-46 [10069]	arrival 0 -> 9999	117_submarines	
Ha-47 [10070]	arrival 0 -> 9999	117_submarines	
Ha-54 [10071]	arrival 0 -> 440101; location 0 -> 228; name Ha-50 -> Ha-54	117_submarines	A5: Type C, Ha-54 onward, completed January to August 1944
Ha-55 [10072]	arrival 0 -> 440101; location 0 -> 228; name Ha-51 -> Ha-55	117_submarines	
Ha-56 [10073]	arrival 0 -> 440201; location 0 -> 228; name Ha-52 -> Ha-56	117_submarines	
Ha-57 [10074]	arrival 0 -> 440201; location 0 -> 228; name Ha-53 -> Ha-57	117_submarines	
Ha-58 [10075]	arrival 0 -> 440301; location 0 -> 228; name Ha-54 -> Ha-58	117_submarines	
Ha-59 [10076]	arrival 0 -> 440301; location 0 -> 228; name Ha-55 -> Ha-59	117_submarines	
Ha-60 [10077]	arrival 0 -> 440401; location 0 -> 228; name Ha-56 -> Ha-60	117_submarines	
Ha-61 [10078]	arrival 0 -> 440401; location 0 -> 228; name Ha-57 -> Ha-61	117_submarines	
Ha-62 [10079]	arrival 0 -> 440501; location 0 -> 228; name Ha-58 -> Ha-62	117_submarines	
Ha-63 [10080]	arrival 0 -> 440501; location 0 -> 228; name Ha-59 -> Ha-63	117_submarines	
Ha-64 [10081]	arrival 0 -> 440601; location 0 -> 228; name Ha-60 -> Ha-64	117_submarines	

Item [slot]	Change	Sheet	Note
Ha-65 [10082]	arrival 0 -> 440601; location 0 -> 228; name Ha-61 -> Ha-65	117_submarines	
Ha-66 [10083]	arrival 0 -> 440701; location 0 -> 228; name Ha-62 -> Ha-66	117_submarines	
Ha-67 [10084]	arrival 0 -> 440701; location 0 -> 228; name Ha-63 -> Ha-67	117_submarines	
Ha-68 [10085]	arrival 0 -> 440801; location 0 -> 228; name Ha-64 -> Ha-68	117_submarines	
Ha-D-101 [10086]	arrival 0 -> 450101; location 0 -> 228	117_submarines	A5: Koryu from January 1945 (first boats to Okinawa), not from the start
Ha-D-102 [10087]	arrival 0 -> 450101; location 0 -> 228	117_submarines	
Ha-D-103 [10088]	arrival 0 -> 450101; location 0 -> 228	117_submarines	
Ha-D-104 [10089]	arrival 0 -> 450101; location 0 -> 228	117_submarines	
Ha-D-105 [10090]	arrival 0 -> 450101; location 0 -> 228	117_submarines	
Ha-D-106 [10091]	arrival 0 -> 450101; location 0 -> 228	117_submarines	
Ha-D-107 [10092]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-108 [10093]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-109 [10094]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-110 [10095]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-111 [10096]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-112 [10097]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-113 [10098]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-114 [10099]	arrival 0 -> 450301; location 0 -> 228	117_submarines	
Ha-D-115 [10100]	arrival 0 -> 450501; location 0 -> 228	117_submarines	
Ha-D-116 [10101]	arrival 0 -> 450501; location 0 -> 228	117_submarines	
Ha-D-117 [10102]	arrival 0 -> 450501; location 0 -> 228	117_submarines	
Ha-D-118 [10103]	arrival 0 -> 450501; location 0 -> 228	117_submarines	
Ha-D-119 [10104]	arrival 0 -> 450501; location 0 -> 228	117_submarines	
Ha-D-120 [10105]	arrival 0 -> 450501; location 0 -> 228	117_submarines	

Item [slot]	Change	Sheet	Note
Ha-D-121 [10106]	arrival 0 -> 450501; location 0 -> 228	117_submarines	
Ha-D-122 [10107]	arrival 0 -> 450501; location 0 -> 228	117_submarines	
Ha-D-123 [10108]	arrival 0 -> 450701; location 0 -> 228	117_submarines	
Ha-D-124 [10109]	arrival 0 -> 450701; location 0 -> 228	117_submarines	
Ha-D-125 [10110]	arrival 0 -> 450701; location 0 -> 228	117_submarines	
Ha-D-126 [10111]	arrival 0 -> 450701; location 0 -> 228	117_submarines	
Ha-D-127 [10112]	arrival 0 -> 450701; location 0 -> 228	117_submarines	
Ha-D-128 [10113]	arrival 0 -> 450701; location 0 -> 228	117_submarines	
Ha-D-129 [10114]	arrival 0 -> 450701; location 0 -> 228	117_submarines	
Yu-25 [17015]	arrival 450815 -> 9999	117_submarines	A6: Yu-25 was never completed
Yu-1001 [17016]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 440627; location 240 -> 228; fuel 0 -> 70	117_submarines	A6: Yu-1001 type, Japan Steel Works, Kaita, from 27 June 1944
Yu-1002 [17017]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 440801; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1003 [17018]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 440901; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1004 [17019]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 441001; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1005 [17020]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 441101; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1006 [17021]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 441201; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1007 [17022]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 450201; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1008 [17023]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 450401; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1009 [17024]	class Type Yu-I 2001 -> Type Yu-I 1001; arrival 450815 -> 450601; location 240 -> 228; fuel 0 -> 70	117_submarines	
Yu-1010 [17025]	arrival 450815 -> 9999	117_submarines	A6: nine Yu-1001 boats were built
Yu-1011 [17026]	arrival 450815 -> 9999	117_submarines	
Yu-1012 [17027]	arrival 450815 -> 9999	117_submarines	
Yu-1013 [17028]	arrival 450815 -> 9999	117_submarines	
Yu-1014 [17029]	arrival 450815 -> 9999	117_submarines	

Item [slot]	Change	Sheet	Note
I-201 [1121]	location 231 -> 228	117_submarines	A7: I-201 class, all eight laid down at Kure; I-204 90% (bombed June 1945), I-205 80%, I-206 85% with work stopped, I-207 20%; I-208 barely begun; I-209 to I-211 never laid down
I-202 [1122]	location 242 -> 228	117_submarines	
I-203 [1123]	location 257 -> 228	117_submarines	
I-204 [14047]	arrival 450915 -> 450801	117_submarines	
I-205 [14048]	arrival 450930 -> 451001; location 257 -> 228	117_submarines	
I-206 [14049]	arrival 451015 -> 460101	117_submarines	
I-207 [14050]	arrival 451030 -> 460301; location 257 -> 228	117_submarines	
I-208 [14051]	arrival 451201 -> 9999	117_submarines	
I-209 [14052]	arrival 460101 -> 9999; location 257 -> 228	117_submarines	
I-210 [14053]	arrival 460201 -> 9999	117_submarines	
I-211 [14054]	arrival 460301 -> 9999; location 257 -> 228	117_submarines	
Ha-218 [14056]	arrival 450930 -> 450915	117_submarines	
Ha-221 [14059]	arrival 451030 -> 451001	117_submarines	
Ha-228 [14066]	arrival 460110 -> 451015	117_submarines	
Ha-206 [14055]	arrival 450916 -> 450901; name Ha-217 -> Ha-206	117_submarines	A7: Ha-201 class, the eleven hulls laid down and unfinished at the surrender (Ha-206, 212, 215 at 95%; 213 93%; 218 90%; 221 85%; 214 and 228 75%; 211 40%; 246 and 247 5%)
Ha-212 [14057]	arrival 451010 -> 450901; name Ha-219 -> Ha-212	117_submarines	
Ha-215 [14058]	arrival 451020 -> 450901; name Ha-220 -> Ha-215	117_submarines	
Ha-213 [14060]	arrival 451110 -> 450915; name Ha-222 -> Ha-213	117_submarines	
Ha-214 [14061]	arrival 451120 -> 451015; name Ha-223 -> Ha-214	117_submarines	
Ha-211 [14062]	arrival 451130 -> 451201; name Ha-224 -> Ha-211	117_submarines	
Ha-246 [14063]	arrival 451210 -> 460301; name Ha-225 -> Ha-246	117_submarines	
Ha-247 [14064]	arrival 451220 -> 460301; name Ha-226 -> Ha-247	117_submarines	
Ha-227 [14065]	arrival 451230 -> 9999	117_submarines	A7: Ha-229 to Ha-241 were never laid down
Ha-229 [14067]	arrival 460120 -> 9999	117_submarines	

Item [slot]	Change	Sheet	Note
Ha-230 [14068]	arrival 460130 -> 9999	117_submarines	
Ha-231 [14069]	arrival 460215 -> 9999	117_submarines	
Ha-232 [14070]	arrival 460228 -> 9999	117_submarines	
Ha-233 [14071]	arrival 460315 -> 9999	117_submarines	
Ha-234 [14072]	arrival 460325 -> 9999	117_submarines	
Ha-235 [14073]	arrival 460405 -> 9999	117_submarines	
Ha-236 [14074]	arrival 460415 -> 9999	117_submarines	
Ha-237 [14075]	arrival 460430 -> 9999	117_submarines	
Ha-238 [14076]	arrival 460415 -> 9999	117_submarines	
Ha-239 [14077]	arrival 460419 -> 9999	117_submarines	
Ha-240 [14078]	arrival 460430 -> 9999	117_submarines	
Ha-241 [14079]	arrival 460430 -> 9999	117_submarines	
Ha-107 [1009]	arrival 450207 -> 450320	117_submarines	A7: Ha-107 completed 20 March 1945
Ha-110 [1012]	arrival 450220 -> 450901	117_submarines	A7: Ha-110 95% at the surrender
Ha-112 [1014]	arrival 450601 -> 450901	117_submarines	A7: Ha-112 95% at the surrender
I-351 [1200]	arrival 450115 -> 450128	117_submarines	A7: I-351 completed 28 January 1945
I-352 [1201]	arrival 450115 -> 450901	117_submarines	A7: I-352 90% when bombed at Kure, 22 June 1945
I-12 [1036]	arrival 440425 -> 440525	117_submarines	A7: I-12 completed 25 May 1944
I-52 [1074]	arrival 431218 -> 431228	117_submarines	A7: I-52 completed 28 December 1943
I-46 [1070]	location 422 -> 228	117_submarines	A7: boats built in Japan work up in the Inland Sea at Kure; none was completed at a forward port
I-48 [1072]	location 422 -> 228	117_submarines	
RO-41 [1138]	location 422 -> 228	117_submarines	
I-11 [1035]	location 419 -> 228	117_submarines	
I-32 [1056]	location 419 -> 228	117_submarines	

Item [slot]	Change	Sheet	Note
RO-43 [1140]	location 419 -> 228	117_submarines	
I-29 [1053]	location 356 -> 228	117_submarines	
I-30 [1054]	location 356 -> 228	117_submarines	
I-36 [1060]	location 356 -> 228	117_submarines	
RO-37 [1134]	location 356 -> 228	117_submarines	
RO-38 [1135]	location 356 -> 228	117_submarines	
U-178 [3685]	withdraws 0 -> 431127	117_submarines	A8: U-178 sailed for France
U-188 [3687]	withdraws 0 -> 440109	117_submarines	A8: U-188 sailed for France
U-1062 [3710]	withdraws 0 -> 440706	117_submarines	A8: U-1062 sailed for Europe, sunk in the Atlantic
U-843 [3798]	withdraws 0 -> 441210	117_submarines	A8: U-843 sailed for Norway
U-510 [3699]	withdraws 0 -> 450106	117_submarines	A8: U-510 sailed for Europe
U-532 [3696]	withdraws 0 -> 450113	117_submarines	A8: U-532 sailed for Europe
U-861 [3956]	withdraws 0 -> 450114	117_submarines	A8: U-861 sailed for Norway
U-511 [3674]	withdraws 0 -> 430807	117_submarines	A8: U-511 handed to Japan at Kure, RO-500, training and trials only
U-181 [3843]	withdraws 0 -> 450510	117_submarines	A8: U-181 seized at Singapore as I-501, no patrol
U-862 [3919]	withdraws 0 -> 450510	117_submarines	A8: U-862 seized at Singapore as I-502, no patrol
U-219 [3957]	withdraws 0 -> 450510	117_submarines	A8: U-219 seized at Batavia as I-505, no patrol
U-195 [3986]	withdraws 0 -> 450510	117_submarines	A8: U-195 seized at Surabaya as I-506, no patrol
UIT-24 [4039]	withdraws 0 -> 450510	117_submarines	A8: UIT-24 seized at Kobe as I-503, no patrol
UIT-25 [4040]	withdraws 0 -> 450510	117_submarines	A8: UIT-25 seized at Kobe as I-504, no patrol
UIT-23 [3987]	arrival 430830 -> 430910	117_submarines	A8: the Italian boats serve Germany from the armistice of 8 September 1943
UIT-25 [4040]	arrival 430831 -> 430910	117_submarines	
U-183 [3686]	arrival 431030 -> 431027	117_submarines	
U-188 [3687]	arrival 431030 -> 431031	117_submarines	

Item [slot]	Change	Sheet	Note
U-532 [3696]	arrival 431030 -> 431031	117_submarines	
U-843 [3798]	location 715 -> 1152	117_submarines	
U-537 [3799]	location 715 -> 1152	117_submarines	
U-861 [3956]	location 715 -> 1160	117_submarines	
I-121 [1082]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-122 [1083]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-123 [1084]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-124 [1085]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-1 [1025]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-2 [1026]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-3 [1027]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-4 [1028]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-5 [1029]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-6 [1030]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-153 [1089]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-154 [1090]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-155 [1091]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-156 [1092]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-157 [1093]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-158 [1094]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-159 [1095]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-160 [1096]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-162 [1097]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-164 [1098]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	

Item [slot]	Change	Sheet	Note
I-165 [1099]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-166 [1100]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-168 [1101]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-169 [1102]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-170 [1103]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-171 [1104]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-172 [1105]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-173 [1106]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-174 [1107]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-175 [1108]	wpndevid 1687 -> 1704; devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp, x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
I-8 [1032]		117_submarines	
Yu-1001 [17016]		117_submarines	
Yu-1002 [17017]		117_submarines	
Yu-1003 [17018]		117_submarines	
Yu-1004 [17019]		117_submarines	
Yu-1005 [17020]		117_submarines	
Yu-1006 [17021]		117_submarines	
Yu-1007 [17022]		117_submarines	
Yu-1008 [17023]		117_submarines	
Yu-1009 [17024]		117_submarines	
Yu-2001 [30]		117_submarines	
Yu-2002 [31]		117_submarines	
Yu-3001 [32]		117_submarines	
Yu-3002 [33]		117_submarines	

Item [slot]	Change	Sheet	Note
Yu-3003 [11540]		117_submarines	
Karii [347]	arrival 411206 -> 420629	120_register_ready	ASW-A2: Kaii (CRS "Karii"), the former Kashi, was in the Manchukuo navy as Hai Wei from 1 May 1937 and returned to the Imperial Navy on 29 June 1942
Yanagi [348]	arrival 411206 -> 9999	120_register_ready	ASW-A2: the Momo-class Yanagi was retired on 1 May 1940 and spent the war as a stationary training hulk; she was never an escort
Kishinami [156]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	SYNC: the ship takes its class's refitted weapon rows (sheet 120 changed the class records only)
Kishinami [156]	fuel 400 -> 0	126_class_sync	
Okinami [159]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Okinami [159]	fuel 400 -> 0	126_class_sync	
Kiyoshimo [162]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Kiyoshimo [162]	fuel 400 -> 0	126_class_sync	
Hayashimo [163]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Hayashimo [163]	fuel 400 -> 0	126_class_sync	
Akishimo [164]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Akishimo [164]	fuel 400 -> 0	126_class_sync	
Fubuki [222]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Fubuki [222]		126_class_sync	
Shinonome [223]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Shinonome [223]		126_class_sync	
Usugumo [224]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Usugumo [224]		126_class_sync	
Shirakumo [225]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Shirakumo [225]		126_class_sync	
Isonami [226]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Isonami [226]		126_class_sync	
Shirayuki [227]	devices: +2x Type 95 Depth Chrg	126_class_sync	

Item [slot]	Change	Sheet	Note
Shirayuki [227]		126_class_sync	
Hatsuyuki [228]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Hatsuyuki [228]		126_class_sync	
Murakumo [229]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Murakumo [229]		126_class_sync	
Uranami [230]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Uranami [230]		126_class_sync	
Mutsuki [285]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Mutsuki [285]		126_class_sync	
Kisaragi [286]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Kisaragi [286]		126_class_sync	
Yayoi [287]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Yayoi [287]		126_class_sync	
Uzuki [288]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Uzuki [288]		126_class_sync	
Satsuki [289]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Satsuki [289]		126_class_sync	
Minazuki [290]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Minazuki [290]		126_class_sync	
Fumizuki [291]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Fumizuki [291]		126_class_sync	
Kikuzuki [292]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Kikuzuki [292]		126_class_sync	
Nagatsuki [293]	devices: +2x Type 95 Depth Chrg	126_class_sync	

Item [slot]	Change	Sheet	Note
Nagatsuki [293]		126_class_sync	
Mikazuki [294]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Mikazuki [294]		126_class_sync	
Mochizuki [295]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Mochizuki [295]		126_class_sync	
Yuzuki [296]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Yuzuki [296]		126_class_sync	
Nire [333]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Nire [333]		126_class_sync	
Take [334]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Take [334]		126_class_sync	
Kaki [335]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Kaki [335]		126_class_sync	
Ashi [336]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Ashi [336]		126_class_sync	
Sumire [337]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Sumire [337]		126_class_sync	
Karii [347]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Karii [347]		126_class_sync	
Yanagi [348]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Yanagi [348]		126_class_sync	
No.48 [466]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_sync	
No.48 [466]	fuel 200 -> 0	126_class_sync	
No.58 [476]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_sync	

Item [slot]	Change	Sheet	Note
No.58 [476]	fuel 200 -> 0	126_class_	
		sync	
No.62 [480]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.62 [480]	fuel 200 -> 0	126_class_	
		sync	
No.70 [488]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.70 [488]	fuel 200 -> 0	126_class_	
		sync	
No.78 [496]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.78 [496]	fuel 200 -> 0	126_class_	
		sync	
No.80 [498]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.80 [498]	fuel 200 -> 0	126_class_	
		sync	
No.102 [508]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.102 [508]	fuel 200 -> 0	126_class_	
		sync	
No.104 [509]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.104 [509]	fuel 200 -> 0	126_class_	
		sync	
No.106 [511]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.106 [511]	fuel 200 -> 0	126_class_	
		sync	
No.116 [513]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.116 [513]	fuel 200 -> 0	126_class_	
		sync	
No.124 [515]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.124 [515]	fuel 200 -> 0	126_class_	
		sync	
No.126 [516]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.126 [516]	fuel 200 -> 0	126_class_	
		sync	
No.142 [521]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.142 [521]	fuel 200 -> 0	126_class_	
		sync	
No.154 [524]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	

Item [slot]	Change	Sheet	Note
No.154 [524]	fuel 200 -> 0	126_class_	
		sync	
No.156 [525]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.156 [525]	fuel 200 -> 0	126_class_	
		sync	
No.158 [526]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.158 [526]	fuel 200 -> 0	126_class_	
		sync	
No.160 [527]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.160 [527]	fuel 200 -> 0	126_class_	
		sync	
No.186 [528]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.186 [528]	fuel 200 -> 0	126_class_	
		sync	
No.190 [529]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.190 [529]	fuel 200 -> 0	126_class_	
		sync	
No.192 [530]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.192 [530]	fuel 200 -> 0	126_class_	
		sync	
No.194 [531]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.194 [531]	fuel 200 -> 0	126_class_	
		sync	
No.196 [532]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.196 [532]	fuel 200 -> 0	126_class_	
		sync	
No.198 [533]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.198 [533]	fuel 200 -> 0	126_class_	
		sync	
No.200 [534]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.200 [534]	fuel 200 -> 0	126_class_	
		sync	
No.202 [535]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	
No.202 [535]	fuel 200 -> 0	126_class_	
		sync	
No.204 [536]	fuel 0 -> 200; devices: +1x Type 13 Radar	126_class_	
		sync	

Item [slot]	Change	Sheet	Note
No.204 [536]	fuel 200 -> 0	126_class_sync	
Otori [551]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Otori [551]		126_class_sync	
Kasasagi [552]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Kasasagi [552]		126_class_sync	
Hiyodori [553]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Hiyodori [553]		126_class_sync	
Hayabusa [554]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Hayabusa [554]		126_class_sync	
Hato [555]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Hato [555]		126_class_sync	
Sagi [556]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Sagi [556]		126_class_sync	
Kari [557]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Kari [557]		126_class_sync	
Kiji [558]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Kiji [558]		126_class_sync	
Kamo [559]	devices: +2x Type 95 Depth Chrg	126_class_sync	
Kamo [559]		126_class_sync	
Kawagiri [14037]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Kawagiri [14037]	fuel 400 -> 0	126_class_sync	
Kiyokaze [14038]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Kiyokaze [14038]	fuel 400 -> 0	126_class_sync	
Murakaze [14039]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	

Item [slot]	Change	Sheet	Note
Murakaze [14039]	fuel 400 -> 0	126_class_sync	
Satokaze [14040]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Satokaze [14040]	fuel 400 -> 0	126_class_sync	
Taekaze [14041]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Taekaze [14041]	fuel 400 -> 0	126_class_sync	
Tanigiri [14042]	fuel 0 -> 400; devices: none 2->4, none 5->8, none 5->8	126_class_sync	
Tanigiri [14042]	fuel 400 -> 0	126_class_sync	

Ship classes (586)

Item [slot]	Change	Sheet	Note
Shinano (BB) [297]	cloned from 1729; upgrade class 1730 -> 1855	13_japan_options	Third Yamato completed as a battleship (18.1in x 9). Upgrade path -> Shinano CV class (1855, available 11/44): the player DECLINES the upgrade to keep the battleship
Ibuki (CA) [298]	cloned from 1138; avail year 41 -> 44; upgrade class 1134 -> 1857; conversion family 106 -> 0; special 16 -> 0	13_japan_options	Ibuki completed as a Mogami-type heavy cruiser; upgrade path -> Ibuki CVL (1857, 4/45), declinable
Taiho-kai [299]	cloned from 1846; avail month 12 -> 3; avail year 44 -> 46	13_japan_options	Improved Taiho (G15 programme, five planned 1942, none laid down): the fleet-carrier alternative to the Unryu series. Two hulls at 3/46 and 6/46; the player accelerates them at shipyard-point cost or halts the Unryus
Brazil Maru [2029]	conversion family 0 -> 9210; special 0 -> 16	13_japan_options	Brazil Maru (liner) -> Kaiyo-type CVE: the planned second Argentina Maru conversion
Kaiyo [1862]	conversion family 0 -> 9210; special 0 -> 8	13_japan_options	
Kaiyo [1863]	conversion family 0 -> 9210; special 0 -> 8	13_japan_options	
Hospital Ship (IJN) [378]	cloned from 2031; troops 3600 -> 300; bulk 2200 -> 0; max speed 18 -> 17; upgrade class 2078 -> 0	14_hospital_ships	Cloned from Heian Maru (Hikawa Maru's class)
Tenryu [1002]	max speed 31 -> 33	32_ship_speeds	Tenryu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Tenryu [1003]	max speed 31 -> 33	32_ship_speeds	Tenryu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Tenryu [1004]	max speed 31 -> 33	32_ship_speeds	Tenryu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Tenryu [1005]	max speed 31 -> 33	32_ship_speeds	Tenryu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Tenryu [1008]	max speed 31 -> 33	32_ship_speeds	Tenryu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Tenryu [1009]	max speed 31 -> 33	32_ship_speeds	Tenryu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Tenryu [1010]	max speed 31 -> 33	32_ship_speeds	Tenryu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Yubari [1012]	max speed 32 -> 35	32_ship_speeds	Yubari: 32 -> 35 kt (trial speed after last pre-war refit; section 09c)

Item [slot]	Change	Sheet	Note
Yubari [1013]	max speed 31 -> 35	32_ship_speeds	Yubari: 31 -> 35 kt (trial speed after last pre-war refit; section 09c)
Yubari [1014]	max speed 31 -> 35	32_ship_speeds	Yubari: 31 -> 35 kt (trial speed after last pre-war refit; section 09c)
Kuma [1016]	max speed 31 -> 34	32_ship_speeds	Kuma: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Kuma [1017]	max speed 31 -> 34	32_ship_speeds	Kuma: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Kuma [1018]	max speed 31 -> 34	32_ship_speeds	Kuma: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Kuma [1019]	max speed 31 -> 34	32_ship_speeds	Kuma: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Nagara [1032]	max speed 31 -> 34	32_ship_speeds	Nagara: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Nagara [1033]	max speed 31 -> 34	32_ship_speeds	Nagara: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Nagara [1034]	max speed 31 -> 34	32_ship_speeds	Nagara: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Nagara [1035]	max speed 31 -> 34	32_ship_speeds	Nagara: 31 -> 34 kt (trial speed after last pre-war refit; section 09c)
Sendai [1042]	max speed 32 -> 35	32_ship_speeds	Sendai: 32 -> 35 kt (trial speed after last pre-war refit; section 09c)
Sendai [1043]	max speed 32 -> 35	32_ship_speeds	Sendai: 32 -> 35 kt (trial speed after last pre-war refit; section 09c)
Sendai [1044]	max speed 32 -> 35	32_ship_speeds	Sendai: 32 -> 35 kt (trial speed after last pre-war refit; section 09c)
Sendai [1045]	max speed 32 -> 35	32_ship_speeds	Sendai: 32 -> 35 kt (trial speed after last pre-war refit; section 09c)
Sendai [1046]	max speed 32 -> 35	32_ship_speeds	Sendai: 32 -> 35 kt (trial speed after last pre-war refit; section 09c)
Agano [1062]	max speed 33 -> 35	32_ship_speeds	Agano: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Agano [1063]	max speed 33 -> 35	32_ship_speeds	Agano: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Agano [1064]	max speed 33 -> 35	32_ship_speeds	Agano: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Agano [1065]	max speed 33 -> 35	32_ship_speeds	Agano: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Agano [1066]	max speed 33 -> 35	32_ship_speeds	Agano: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Furutaka [1102]	max speed 31 -> 33	32_ship_speeds	Furutaka: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Furutaka [1103]	max speed 31 -> 33	32_ship_speeds	Furutaka: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Furutaka [1104]	max speed 31 -> 33	32_ship_speeds	Furutaka: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Aoba [1107]	max speed 31 -> 33	32_ship_speeds	Aoba: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)

Item [slot]	Change	Sheet	Note
Aoba [1108]	max speed 31 -> 33	32_ship_speeds	Aoba: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Aoba [1109]	max speed 31 -> 33	32_ship_speeds	Aoba: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Myoko [1112]	max speed 31 -> 33	32_ship_speeds	Myoko: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Myoko [1113]	max speed 31 -> 33	32_ship_speeds	Myoko: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Myoko [1114]	max speed 31 -> 33	32_ship_speeds	Myoko: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Myoko [1115]	max speed 31 -> 33	32_ship_speeds	Myoko: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Takao [1122]	max speed 32 -> 34	32_ship_speeds	Takao: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Takao [1123]	max speed 32 -> 34	32_ship_speeds	Takao: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Takao [1124]	max speed 32 -> 34	32_ship_speeds	Takao: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Takao [1125]	max speed 32 -> 34	32_ship_speeds	Takao: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Takao [1126]	max speed 32 -> 34	32_ship_speeds	Takao: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Mogami [1133]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Mogami [1134]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Mogami [1135]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Mogami [1136]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Mogami [1138]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Mogami [1139]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Mogami [1140]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Mogami [1141]	max speed 33 -> 35	32_ship_speeds	Mogami: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Minekaze [1402]	max speed 35 -> 36	32_ship_speeds	Minekaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Minekaze [1403]	max speed 35 -> 36	32_ship_speeds	Minekaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Minekaze [1404]	max speed 35 -> 36	32_ship_speeds	Minekaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Minekaze [1405]	max speed 35 -> 36	32_ship_speeds	Minekaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Minekaze [1407]	max speed 29 -> 36	32_ship_speeds	Minekaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)

Item [slot]	Change	Sheet	Note
Minekaze [1408]	max speed 29 -> 36	32_ship_speeds	Minekaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Minekaze [1409]	max speed 29 -> 36	32_ship_speeds	Minekaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Minekaze [1410]	max speed 29 -> 36	32_ship_speeds	Minekaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1412]	max speed 35 -> 36	32_ship_speeds	Mutsuki: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1413]	max speed 33 -> 36	32_ship_speeds	Mutsuki: 33 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1414]	max speed 33 -> 36	32_ship_speeds	Mutsuki: 33 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1415]	max speed 33 -> 36	32_ship_speeds	Mutsuki: 33 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1417]	max speed 29 -> 36	32_ship_speeds	Mutsuki: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1418]	max speed 29 -> 36	32_ship_speeds	Mutsuki: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1419]	max speed 29 -> 36	32_ship_speeds	Mutsuki: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mutsuki [1420]	max speed 29 -> 36	32_ship_speeds	Mutsuki: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1422]	max speed 35 -> 36	32_ship_speeds	Kamikaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1423]	max speed 35 -> 36	32_ship_speeds	Kamikaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1424]	max speed 35 -> 36	32_ship_speeds	Kamikaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1425]	max speed 35 -> 36	32_ship_speeds	Kamikaze: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1427]	max speed 29 -> 36	32_ship_speeds	Kamikaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1428]	max speed 29 -> 36	32_ship_speeds	Kamikaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1429]	max speed 29 -> 36	32_ship_speeds	Kamikaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Kamikaze [1430]	max speed 29 -> 36	32_ship_speeds	Kamikaze: 29 -> 36 kt (trial speed after last pre-war refit; section 09c)
Fubuki(I) [1432]	max speed 33 -> 34	32_ship_speeds	Fubuki(I): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(I) [1433]	max speed 33 -> 34	32_ship_speeds	Fubuki(I): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(I) [1434]	max speed 33 -> 34	32_ship_speeds	Fubuki(I): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(I) [1435]	max speed 33 -> 34	32_ship_speeds	Fubuki(I): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(I) [1436]	max speed 33 -> 34	32_ship_speeds	Fubuki(I): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)

Item [slot]	Change	Sheet	Note
Fubuki(II) [1438]	max speed 33 -> 34	32_ship_speeds	Fubuki(II): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(II) [1439]	max speed 33 -> 34	32_ship_speeds	Fubuki(II): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(II) [1440]	max speed 33 -> 34	32_ship_speeds	Fubuki(II): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(II) [1441]	max speed 33 -> 34	32_ship_speeds	Fubuki(II): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(III) [1443]	max speed 33 -> 34	32_ship_speeds	Fubuki(III): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(III) [1444]	max speed 33 -> 34	32_ship_speeds	Fubuki(III): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(III) [1445]	max speed 33 -> 34	32_ship_speeds	Fubuki(III): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Fubuki(III) [1446]	max speed 33 -> 34	32_ship_speeds	Fubuki(III): 33 -> 34 kt (trial speed after last pre-war refit; section 09c)
Hatsuharu [1448]	max speed 31 -> 33	32_ship_speeds	Hatsuharu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Hatsuharu [1449]	max speed 31 -> 33	32_ship_speeds	Hatsuharu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Hatsuharu [1450]	max speed 31 -> 33	32_ship_speeds	Hatsuharu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Hatsuharu [1451]	max speed 31 -> 33	32_ship_speeds	Hatsuharu: 31 -> 33 kt (trial speed after last pre-war refit; section 09c)
Shiratsuyu [1456]	max speed 32 -> 34	32_ship_speeds	Shiratsuyu: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Shiratsuyu [1457]	max speed 32 -> 34	32_ship_speeds	Shiratsuyu: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Shiratsuyu [1458]	max speed 32 -> 34	32_ship_speeds	Shiratsuyu: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Shiratsuyu [1459]	max speed 32 -> 34	32_ship_speeds	Shiratsuyu: 32 -> 34 kt (trial speed after last pre-war refit; section 09c)
Asashio [1462]	max speed 33 -> 35	32_ship_speeds	Asashio: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Asashio [1463]	max speed 33 -> 35	32_ship_speeds	Asashio: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Asashio [1464]	max speed 33 -> 35	32_ship_speeds	Asashio: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Asashio [1465]	max speed 33 -> 35	32_ship_speeds	Asashio: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Asashio [1466]	max speed 33 -> 35	32_ship_speeds	Asashio: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Kagero [1472]	max speed 33 -> 35	32_ship_speeds	Kagero: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Kagero [1473]	max speed 33 -> 35	32_ship_speeds	Kagero: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Kagero [1474]	max speed 33 -> 35	32_ship_speeds	Kagero: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)

Item [slot]	Change	Sheet	Note
Kagero [1475]	max speed 33 -> 35	32_ship_speeds	Kagero: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Kagero [1476]	max speed 33 -> 35	32_ship_speeds	Kagero: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Yugumo [1482]	max speed 33 -> 35	32_ship_speeds	Yugumo: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Yugumo [1483]	max speed 33 -> 35	32_ship_speeds	Yugumo: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Yugumo [1484]	max speed 33 -> 35	32_ship_speeds	Yugumo: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
Yugumo [1485]	max speed 33 -> 35	32_ship_speeds	Yugumo: 33 -> 35 kt (trial speed after last pre-war refit; section 09c)
T.101 LST [808]	cloned from Type HA LSI/LST; max speed 16 -> 13; cruise 12 -> 10; endurance 1750 -> 1000; troops 150 -> 120; bulk 500 -> 400; tonnage 950 -> 1000; avail month 9 -> 6; avail year 43 -> 44	38_auxiliaries	Second-class transport, 22 built 1944-45 for the island garrisons; absent from stock
Tategami AT [810]	cloned from Kiso-E Cargo; max speed 11 -> 14; cruise 8 -> 10; endurance 4000 -> 3000; bulk 795 -> 0; tonnage 830 -> 900	38_auxiliaries	Japanese fleet tugs
Tsukushi AGS [815]	cloned from Kinesaki; max speed 15 -> 16; durability 3 -> 5; avail month 2 -> 12; avail year 42 -> 41; bulk 355 -> 400; tonnage 957 -> 1400	41_search_recon	IJN survey ship completed 1941; sunk off Kyushu 1945
Shinyo Sqn [819]	cloned from MTB T1; durability 1 -> 3; max speed 38 -> 23; cruise 15 -> 12; tonnage 17 -> 30; avail year 41 -> 44; wpndevid 1688 -> 298; wpnnumber 2 -> 12; wpnammo 2 -> 1; devices: 1x 13.2mm Type 93 AAMG -> 2x 13.2mm Type 93 AAMG	42_command_and_quality	A squadron of about 25 plywood suicide boats as one motor-boat record: twelve charges, each expended when fired, and two machine guns. 6,200 boats were built; the squadrons below are the ones that fought
Type IXD2 U-boat [822]	cloned from 1937; max speed 23 -> 19; cruise 15 -> 10; endurance 16000 -> 23000; fuel 844 -> 1400; durability 33 -> 28; tonnage 2434 -> 1616; wpndevid 1687 -> 305; wpnammo 3 -> 4; devices: x 53cm Type 95 Torp -> x 53cm G7e Torpedo, x 53cm Type 95 Torp -> x 53cm G7e Torpedo, x 14cm/40 11YT Gun -> x 10cm/50 T88 Gun, 4x 25mm Type 9	45_kriegsmarine	The long-range Monsun boat: 1,616 tons, 19 knots, 23,700 miles, 24 torpedoes in six tubes. Cloned from the Type A1 with German guns from the Japanese-side device list (the 10 cm and 37 mm stand for the 10.5 cm and 3.7 cm)
Type IXC/40 U-boat [823]	cloned from 1950; max speed 23 -> 18; cruise 15 -> 10; endurance 14000 -> 13800; fuel 847 -> 900; durability 33 -> 24; tonnage 2184 -> 1144; wpndevid 1687 -> 305; wpnammo 3 -> 4; devices: x 53cm Type 95 Torp -> x 53cm G7e Torpedo, x 53cm Type 95 Torp -> x 53cm G7e Torpedo, 2x 53cm Type 95 Torp -> 1x 10cm/50 T88 Gun, 1x 14cm/40 1	45_kriegsmarine	The standard Atlantic boat that made the passage: 1,144 tons, 22 torpedoes
Marcello (UIT) [824]	cloned from 1969; max speed 16 -> 17; endurance 5500 -> 9500; fuel 120 -> 700; durability 20 -> 22; tonnage 988 -> 1060; wpndevid 1704 -> 305; wpnammo 2 -> 3; devices: x 53cm Type 89 Torp -> x 53cm G7e Torpedo, x 53cm Type 89 Torp -> x 53cm G7e Torpedo, 1x 13.2mm Type 93 AAMG -> 2x 10cm/50 T88 Gun, 1x 8cm/40 T88 Gun -> 2x 13.2mm	45_kriegsmarine	The Italian transport submarines the Germans took over at Singapore and Batavia in September 1943 as UIT-23, 24 and 25
Hilfskreuzer [825]	cloned from 2021; max speed 21 -> 18; cruise 18 -> 14; durability 23 -> 20; bulk 1800 -> 1500; tonnage 7410 -> 4700	45_kriegsmarine	Merchant raider: six 15 cm guns and torpedo tubes behind hinged plates, cloned from the Aikoku Maru AMC with the German ships' size and speed
Dithmarschen AO [826]	cloned from 2137; max speed 19 -> 21; cruise 15 -> 16; liquid 11500 -> 9000; tonnage 10000 -> 10700	45_kriegsmarine	The fast fleet supply ship of the Altmark type
Blockade Tanker AO [827]	cloned from 2140; max speed 14 -> 12; cruise 11 -> 10; liquid 7330 -> 8000; tonnage 6400 -> 9900; avail month 6 -> 12; avail year 42 -> 41	45_kriegsmarine	Merchant tankers used as U-boat supply ships in the Indian Ocean
Blockade Runner [828]	cloned from 2052; max speed 18 -> 16; cruise 14 -> 13; durability 21 -> 18; bulk 6380 -> 5200; tonnage 6840 -> 6200	45_kriegsmarine	The fast cargo liners of the Bordeaux run: rubber, tin, tungsten and quinine outbound, machine tools and optics inbound. The engine has no Europe to run to, so they are fast merchantmen Japan may use or lose
Maru-ni Sqn [829]	cloned from Shinyo Sqn; wpnnumber 12 -> 8; devices: none 2->1	46_pacific_specials	The Army's Maru-ni (liaison boat) of the Sea Raiding Battalions: a plywood boat dropping two depth charges alongside its target, 3,000 built, weaker than the Navy's Shinyo. A squadron of about 25 boats as one record with eight charges
Wooden Sea Truck [838]	cloned from Std-F Cargo; tonnage 475 -> 150; max speed 12 -> 7; cruise 10 -> 6; bulk 450 -> 200; wpndevid 1682 -> 70; wpnnumber 2 -> 1; wpnfacing 2 -> 0; wpnammo 24 -> 30; devices: -2x 13.2mm Type 93 AAMG, -2x 13.2mm Type 93 AAMG	54_material	The wooden-ship programme: about a thousand 100 to 250 ton wooden cargo vessels built in 1944-45 when steel was gone, the coastal shipping that kept Kyushu, Korea and the China coast moving after the standard ships were sunk. Forty of them, and a class the sub
Shinano (BB) [297]	picture 201 -> 383	34_plane_art	side view from shinano.png as JnSide0383

Item [slot]	Change	Sheet	Note
Taiho-kai [299]	picture 32 -> 384	34_plane_art	side view from taihokai.png as JnSide0384
Hospital Ship (IJN) [378]	picture 277 -> 385	34_plane_art	side view from hosp_ijn.png as JnSide0385
Type C ASW [839]	cloned from 1318; upgrade class 1318 -> 839; conversion family 0 -> 9211; special 0 -> 8; devices: none 6->3, none 6->3, 3x Type 2 Depth Chrg -> 6x Type 3 DC Projector, 3x Type 2 Depth Chrg -> 6x Type 3 DC Projector, none 1->2, +1x 15cm ASW Rocket	76_asw_kaibokan	Type C kaibokan, ASW rebuild (1/45, yard 10): 25 mm stays at the as-built nine, depth-charge stowage doubled (120 charges) on Type 3 projectors, 15 cm ASW rocket forward. Conversion family 9211 with the stock AA refit (1318): a hull takes one or the other
Type C [1317]	conversion family 0 -> 9211; special 0 -> 16	76_asw_kaibokan	Type C base: conversion source
Type C [1318]	conversion family 0 -> 9211; special 0 -> 8	76_asw_kaibokan	Type C AA refit: conversion target (or the upgrade chain)
Type D ASW [840]	cloned from 1323; avail month 2 -> 1; avail year 44 -> 45; upgrade class 1323 -> 840; conversion family 0 -> 9212; special 0 -> 8; devices: none 6->3, none 6->3, 3x Type 2 Depth Chrg -> 6x Type 3 DC Projector, 3x Type 2 Depth Chrg -> 6x Type 3 DC Projector, none 1->2, +1x 15cm ASW Rocket, +1x Type 13 Radar	76_asw_kaibokan	Type D kaibokan, ASW rebuild (1/45, yard 10): as Type C ASW, plus the Type 13 air-warning set the 1944 AA refit lacks
Type D [1322]	conversion family 0 -> 9212; special 0 -> 16	76_asw_kaibokan	Type D base: conversion source
Type D [1323]	conversion family 0 -> 9212; special 0 -> 8	76_asw_kaibokan	Type D AA refit: conversion target
Ukuru ASW [841]	cloned from 1313; upgrade class 1313 -> 841; conversion family 0 -> 9213; special 0 -> 8; devices: none 6->3, none 6->3, 3x 25mm Type 96 AA Gun -> 1x 15cm ASW Rocket, 4x Type 2 Depth Chrg -> 8x Type 3 DC Projector, 4x Type 2 Depth Chrg -> 8x Type 3 DC Projector, none 1->2	76_asw_kaibokan	Ukuru (Type B) kaibokan, ASW rebuild (2/45, yard 10): the 1945 25 mm additions forgone, depth-charge stowage doubled on Type 3 projectors, 15 cm ASW rocket in place of the amidships 25 mm triple
Ukuru [1312]	conversion family 0 -> 9213; special 0 -> 16	76_asw_kaibokan	Ukuru base: conversion source
Ukuru [1313]	conversion family 0 -> 9213; special 0 -> 8	76_asw_kaibokan	Ukuru AA refit: conversion target
Mikura ASW [842]	cloned from 1304; upgrade class 1304 -> 842; upg yard 5 -> 10; upg sys 2 -> 10; upg eng 14 -> 24; conversion family 0 -> 9214; special 0 -> 8; devices: none 6->3, none 6->3, 3x 25mm Type 96 AA Gun -> 1x 15cm ASW Rocket, 3x Type 2 Depth Chrg -> 6x Type 3 DC Projector, 3x Type 2 Depth Chrg -> 6x Type 3 DC Projector	76_asw_kaibokan	Mikura kaibokan, ASW rebuild (2/45, yard 10)
Mikura [1302]	conversion family 0 -> 9214; special 0 -> 16	76_asw_kaibokan	Mikura base: conversion source
Mikura [1303]	conversion family 0 -> 9214; special 0 -> 8	76_asw_kaibokan	Mikura refit step: conversion target
Mikura [1304]	conversion family 0 -> 9214; special 0 -> 8	76_asw_kaibokan	Mikura refit step: conversion target
Etorofu ASW [843]	cloned from 1296; upgrade class 1296 -> 843; upg yard 0 -> 10; upg sys 2 -> 10; upg eng 7 -> 24; conversion family 0 -> 9215; special 0 -> 8; devices: none 6->3, none 6->3, 2x Type 2 Depth Chrg -> 5x Type 3 DC Projector, 2x Type 2 Depth Chrg -> 5x Type 3 DC Projector, 2x 25mm Type 96 AA Gun -> 1x 15cm ASW Rocket, -2x 25mm Type 9	76_asw_kaibokan	Etorofu (Type A) kaibokan, ASW rebuild (1/45, yard 10)
Etorofu [1292]	conversion family 0 -> 9215; special 0 -> 16	76_asw_kaibokan	Etorofu base: conversion source
Etorofu [1293]	conversion family 0 -> 9215; special 0 -> 8	76_asw_kaibokan	Etorofu refit step: conversion target
Etorofu [1294]	conversion family 0 -> 9215; special 0 -> 8	76_asw_kaibokan	Etorofu refit step: conversion target
Etorofu [1295]	conversion family 0 -> 9215; special 0 -> 8	76_asw_kaibokan	Etorofu refit step: conversion target
Etorofu [1296]	conversion family 0 -> 9215; special 0 -> 8	76_asw_kaibokan	Etorofu refit step: conversion target

Item [slot]	Change	Sheet	Note
Matsu 45 [850]	cloned from 1513; avail month 1 -> 5; upgrade class 1513 -> 850; upg yard 10 -> 5; upg sys 10 -> 2; upg eng 21 -> 7; devices: none 4->6, +4x 13.2mm Type 93 AAMG, +4x 13.2mm Type 93 AAMG	77_thin_chain_refits	Matsu escort destroyer, 1945 step (yard 5): depth-charge stowage to 60, eight 13.2 mm machine guns added
Matsu [1513]	upgrade class 1513 -> 850	77_thin_chain_refits	Matsu: next step -> Matsu 45
Tachibana 45 [851]	cloned from 1517; avail month 1 -> 5; upgrade class 1517 -> 851; upg yard 0 -> 5; upg sys 0 -> 2; upg eng 0 -> 7; devices: none 5->6, +4x 13.2mm Type 93 AAMG, +4x 13.2mm Type 93 AAMG	77_thin_chain_refits	Tachibana escort destroyer, 1945 step (yard 5): depth-charge stowage to 60, eight 13.2 mm machine guns added
Tachibana [1517]	upgrade class 1517 -> 851	77_thin_chain_refits	Tachibana: next step -> Tachibana 45
Tategami AT [810]	upg yard 0 -> 2	80_yard_floors	Tategami AT (type 83, conversion target, 12/41): yard 0 -> 2
Shinyo Sqn [819]	upg yard 0 -> 5	80_yard_floors	Shinyo Sqn (type 23, conversion target, 12/44): yard 0 -> 5
Maru-ni Sqn [829]	upg yard 0 -> 5	80_yard_floors	Maru-ni Sqn (type 23, conversion target, 12/44): yard 0 -> 5
Tenryu [1003]	upg yard 0 -> 10	80_yard_floors	Tenryu (type 9, refit step, 2/42): yard 0 -> 10
Tenryu [1004]	upg yard 5 -> 10	80_yard_floors	Tenryu (type 9, refit step, 4/43): yard 5 -> 10
Tenryu [1005]	upg yard 5 -> 15	80_yard_floors	Tenryu (type 9, refit step, 2/44): yard 5 -> 15
Tenryu [1009]	upg yard 5 -> 15	80_yard_floors	Tenryu (type 10, refit step, 4/43): yard 5 -> 15
Tenryu [1010]	upg yard 5 -> 15	80_yard_floors	Tenryu (type 10, refit step, 7/44): yard 5 -> 15
Yubari [1013]	upg yard 10 -> 15	80_yard_floors	Yubari (type 9, refit step, 12/43): yard 10 -> 15
Yubari [1014]	upg yard 5 -> 15	80_yard_floors	Yubari (type 9, refit step, 8/44): yard 5 -> 15
Kuma [1017]	upg yard 5 -> 10	80_yard_floors	Kuma (type 9, refit step, 10/42): yard 5 -> 10
Kuma [1018]	upg yard 5 -> 15	80_yard_floors	Kuma (type 9, refit step, 8/43): yard 5 -> 15
Kuma [1019]	upg yard 5 -> 15	80_yard_floors	Kuma (type 9, refit step, 9/44): yard 5 -> 15
Kitakami [1023]	upg yard 10 -> 15	80_yard_floors	Kitakami (type 9, refit step, 8/42): yard 10 -> 15
Nagara [1033]	upg yard 5 -> 10	80_yard_floors	Nagara (type 9, refit step, 12/42): yard 5 -> 10
Nagara [1034]	upg yard 5 -> 10	80_yard_floors	Nagara (type 9, refit step, 10/43): yard 5 -> 10
Sendai [1043]	upg yard 0 -> 10	80_yard_floors	Sendai (type 9, refit step, 6/42): yard 0 -> 10
Sendai [1044]	upg yard 5 -> 10	80_yard_floors	Sendai (type 9, refit step, 4/43): yard 5 -> 10
Sendai [1045]	upg yard 5 -> 10	80_yard_floors	Sendai (type 9, refit step, 5/44): yard 5 -> 10
Sendai [1046]	upg yard 5 -> 10	80_yard_floors	Sendai (type 9, refit step, 2/45): yard 5 -> 10

Item [slot]	Change	Sheet	Note
Katori [1053]	upg yard 0 -> 10	80_yard_floors	Katori (type 9, refit step, 8/42): yard 0 -> 10
Katori [1055]	upg yard 5 -> 10	80_yard_floors	Katori (type 9, refit step, 12/44): yard 5 -> 10
Agano [1063]	upg yard 5 -> 10	80_yard_floors	Agano (type 9, refit step, 6/43): yard 5 -> 10
Agano [1064]	upg yard 5 -> 10	80_yard_floors	Agano (type 9, refit step, 12/43): yard 5 -> 10
Agano [1065]	upg yard 5 -> 15	80_yard_floors	Agano (type 9, refit step, 7/44): yard 5 -> 15
Agano [1066]	upg yard 0 -> 10	80_yard_floors	Agano (type 9, refit step, 12/44): yard 0 -> 10
Oyodo [1073]	upg yard 5 -> 15	80_yard_floors	Oyodo (type 9, refit step, 3/44): yard 5 -> 15
Oyodo [1074]	upg yard 5 -> 10	80_yard_floors	Oyodo (type 9, refit step, 10/44): yard 5 -> 10
Oyodo [1075]	upg yard 0 -> 10	80_yard_floors	Oyodo (type 9, refit step, 11/44): yard 0 -> 10
Furutaka [1103]	upg yard 10 -> 15	80_yard_floors	Furutaka (type 8, refit step, 7/44): yard 10 -> 15
Furutaka [1104]	upg yard 5 -> 10	80_yard_floors	Furutaka (type 8, refit step, 2/45): yard 5 -> 10
Aoba [1108]	upg yard 10 -> 15	80_yard_floors	Aoba (type 8, refit step, 7/44): yard 10 -> 15
Aoba [1109]	upg yard 5 -> 10	80_yard_floors	Aoba (type 8, refit step, 2/45): yard 5 -> 10
Myoko [1113]	upg yard 10 -> 15	80_yard_floors	Myoko (type 8, refit step, 4/43): yard 10 -> 15
Myoko [1114]	upg yard 10 -> 15	80_yard_floors	Myoko (type 8, refit step, 11/43): yard 10 -> 15
Myoko [1115]	upg yard 10 -> 15	80_yard_floors	Myoko (type 8, refit step, 5/44): yard 10 -> 15
Takao [1123]	upg yard 10 -> 15	80_yard_floors	Takao (type 8, refit step, 3/42): yard 10 -> 15
Takao [1124]	upg yard 10 -> 15	80_yard_floors	Takao (type 8, refit step, 7/43): yard 10 -> 15
Takao [1125]	upg yard 10 -> 15	80_yard_floors	Takao (type 8, refit step, 12/43): yard 10 -> 15
Takao [1126]	upg yard 10 -> 15	80_yard_floors	Takao (type 8, refit step, 6/44): yard 10 -> 15
Maya [1129]	upg yard 10 -> 15	80_yard_floors	Maya (type 8, refit step, 7/43): yard 10 -> 15
Maya [1131]	upg yard 10 -> 15	80_yard_floors	Maya (type 8, refit step, 7/44): yard 10 -> 15
Mogami [1134]	upg yard 10 -> 15	80_yard_floors	Mogami (type 8, refit step, 4/43): yard 10 -> 15
Mogami [1135]	upg yard 5 -> 10	80_yard_floors	Mogami (type 8, refit step, 4/44): yard 5 -> 10

Item [slot]	Change	Sheet	Note
Mogami [1136]	upg yard 10 -> 15	80_yard_floors	Mogami (type 8, refit step, 7/44): yard 10 -> 15
Mogami [1140]	upg yard 5 -> 10	80_yard_floors	Mogami (type 8, refit step, 1/44): yard 5 -> 10
Mogami [1141]	upg yard 10 -> 15	80_yard_floors	Mogami (type 8, refit step, 7/44): yard 10 -> 15
Tone [1144]	upg yard 10 -> 15	80_yard_floors	Tone (type 8, refit step, 2/43): yard 10 -> 15
Tone [1145]	upg yard 10 -> 15	80_yard_floors	Tone (type 8, refit step, 12/43): yard 10 -> 15
Tone [1146]	upg yard 5 -> 10	80_yard_floors	Tone (type 8, refit step, 11/44): yard 5 -> 10
W-1 [1203]	upg yard 0 -> 5	80_yard_floors	W-1 (type 33, refit step, 1/42): yard 0 -> 5
W-1 [1204]	upg yard 0 -> 5	80_yard_floors	W-1 (type 15, refit step, 1/43): yard 0 -> 5
W-5 [1213]	upg yard 0 -> 5	80_yard_floors	W-5 (type 33, refit step, 1/42): yard 0 -> 5
W-5 [1214]	upg yard 0 -> 5	80_yard_floors	W-5 (type 15, refit step, 1/43): yard 0 -> 5
W-13 [1223]	upg yard 0 -> 5	80_yard_floors	W-13 (type 33, refit step, 1/42): yard 0 -> 5
W-13 [1224]	upg yard 0 -> 5	80_yard_floors	W-13 (type 15, refit step, 1/43): yard 0 -> 5
W-17 [1233]	upg yard 0 -> 5	80_yard_floors	W-17 (type 33, refit step, 1/42): yard 0 -> 5
W-17 [1234]	upg yard 0 -> 5	80_yard_floors	W-17 (type 15, refit step, 1/43): yard 0 -> 5
W-7 [1243]	upg yard 0 -> 5	80_yard_floors	W-7 (type 33, refit step, 1/42): yard 0 -> 5
W-19 [1253]	upg yard 0 -> 5	80_yard_floors	W-19 (type 33, refit step, 1/42): yard 0 -> 5
Wa 1 [1263]	upg yard 0 -> 5	80_yard_floors	Wa 1 (type 34, refit step, 1/43): yard 0 -> 5
To'su Ma-1 [1265]	upg yard 0 -> 5	80_yard_floors	To'su Ma-1 (type 31, conversion target, 12/41): yard 0 -> 5
To'su Wa-1 [1266]	upg yard 0 -> 2	80_yard_floors	To'su Wa-1 (type 79, conversion target, 12/41): yard 0 -> 2
To'su Cargo [1267]	upg yard 0 -> 2	80_yard_floors	To'su Cargo (type 83, conversion target, 12/41): yard 0 -> 2
To'su xACM [1269]	upg yard 0 -> 2	80_yard_floors	To'su xACM (type 74, conversion target, 12/41): yard 0 -> 2
Kiso xACM [1270]	upg yard 0 -> 2	80_yard_floors	Kiso xACM (type 74, conversion target, 12/41): yard 0 -> 2
Kiso xPB [1274]	upg yard 0 -> 5	80_yard_floors	Kiso xPB (type 20, conversion target, 12/41): yard 0 -> 5
Kiso xAMc [1275]	upg yard 0 -> 2	80_yard_floors	Kiso xAMc (type 79, conversion target, 12/41): yard 0 -> 2

Item [slot]	Change	Sheet	Note
Shimushu [1283]	upg yard 0 -> 5	80_yard_floors	Shimushu (type 15, refit step, 5/42): yard 0 -> 5
Shimushu [1288]	upg yard 0 -> 5	80_yard_floors	Shimushu (type 15, refit step, 2/45): yard 0 -> 5
Etorofu [1296]	upg yard 0 -> 5	80_yard_floors	Etorofu (type 15, refit step, 1/45): yard 0 -> 5
Hashidate [1299]	upg yard 2 -> 5	80_yard_floors	Hashidate (type 15, refit step, 2/43): yard 2 -> 5
Momi [1374]	upg yard 0 -> 5	80_yard_floors	Momi (type 19, refit step, 6/42): yard 0 -> 5
Momi [1375]	upg yard 0 -> 5	80_yard_floors	Momi (type 19, refit step, 3/43): yard 0 -> 5
Momo [1379]	upg yard 2 -> 5	80_yard_floors	Momo (type 15, refit step, 11/44): yard 2 -> 5
Momi [1393]	upg yard 2 -> 10	80_yard_floors	Momi (type 15, conversion target, 12/43): yard 2 -> 10
Momi [1395]	upg yard 2 -> 5	80_yard_floors	Momi (type 15, refit step, 9/44): yard 2 -> 5
Wakatake [1400]	upg yard 2 -> 5	80_yard_floors	Wakatake (type 15, refit step, 1/44): yard 2 -> 5
Minekaze [1410]	upg yard 2 -> 5	80_yard_floors	Minekaze (type 15, refit step, 5/44): yard 2 -> 5
Mutsuki [1420]	upg yard 2 -> 5	80_yard_floors	Mutsuki (type 15, refit step, 5/44): yard 2 -> 5
Kamikaze [1430]	upg yard 2 -> 5	80_yard_floors	Kamikaze (type 15, refit step, 5/44): yard 2 -> 5
Yasoshima [1508]	upg yard 0 -> 5	80_yard_floors	Yasoshima (type 15, refit step, 8/44): yard 0 -> 5
Ch-1 [1603]	upg yard 0 -> 5	80_yard_floors	Ch-1 (type 21, refit step, 4/42): yard 0 -> 5
Ch-51 [1608]	upg yard 0 -> 5	80_yard_floors	Ch-51 (type 21, refit step, 5/42): yard 0 -> 5
Ch-51 [1609]	upg yard 0 -> 5	80_yard_floors	Ch-51 (type 21, refit step, 4/43): yard 0 -> 5
Ch-4 [1613]	upg yard 0 -> 5	80_yard_floors	Ch-4 (type 21, refit step, 4/42): yard 0 -> 5
Ch-13 [1618]	upg yard 0 -> 5	80_yard_floors	Ch-13 (type 21, refit step, 3/42): yard 0 -> 5
CHa-1 [1622]	upg yard 0 -> 5	80_yard_floors	CHa-1 (type 21, refit step, 3/43): yard 0 -> 5
MTB T1 [1642]	upg yard 0 -> 5	80_yard_floors	MTB T1 (type 23, conversion target, 12/41): yard 0 -> 5
MGB T1 [1643]	upg yard 0 -> 5	80_yard_floors	MGB T1 (type 24, conversion target, 12/41): yard 0 -> 5
MTB T51 [1645]	upg yard 0 -> 5	80_yard_floors	MTB T51 (type 23, conversion target, 12/41): yard 0 -> 5
MGB T51 [1646]	upg yard 0 -> 5	80_yard_floors	MGB T51 (type 24, conversion target, 12/41): yard 0 -> 5

Item [slot]	Change	Sheet	Note
MTB T23+ [1648]	upg yard 0 -> 5	80_yard_floors	MTB T23+ (type 23, conversion target, 12/41): yard 0 -> 5
MGB T23+ [1649]	upg yard 0 -> 5	80_yard_floors	MGB T23+ (type 24, conversion target, 12/41): yard 0 -> 5
MTL T23+ [1651]	upg yard 0 -> 5	80_yard_floors	MTL T23+ (type 25, conversion target, 12/41): yard 0 -> 5
MGL T23+ [1652]	upg yard 0 -> 5	80_yard_floors	MGL T23+ (type 25, conversion target, 12/41): yard 0 -> 5
MTB K Class [1654]	upg yard 0 -> 5	80_yard_floors	MTB K Class (type 23, conversion target, 12/41): yard 0 -> 5
MGB K Class [1655]	upg yard 0 -> 5	80_yard_floors	MGB K Class (type 24, conversion target, 12/41): yard 0 -> 5
MGL K Class [1656]	upg yard 0 -> 5	80_yard_floors	MGL K Class (type 25, conversion target, 12/41): yard 0 -> 5
Kongo [1705]	upg yard 5 -> 10	80_yard_floors	Kongo (type 5, refit step, 8/43): yard 5 -> 10
Kongo [1706]	upg yard 0 -> 10	80_yard_floors	Kongo (type 5, refit step, 1/44): yard 0 -> 10
Kongo [1707]	upg yard 5 -> 10	80_yard_floors	Kongo (type 5, refit step, 6/44): yard 5 -> 10
Kongo [1708]	upg yard 5 -> 10	80_yard_floors	Kongo (type 5, refit step, 10/44): yard 5 -> 10
Fuso [1713]	upg yard 5 -> 10	80_yard_floors	Fuso (type 5, refit step, 7/44): yard 5 -> 10
Fuso [1714]	upg yard 5 -> 10	80_yard_floors	Fuso (type 5, refit step, 10/44): yard 5 -> 10
Ise [1719]	upg yard 0 -> 10	80_yard_floors	Ise (type 5, refit step, 6/44): yard 0 -> 10
Ise [1720]	upg yard 5 -> 10	80_yard_floors	Ise (type 5, refit step, 9/44): yard 5 -> 10
Nagato [1723]	upg yard 5 -> 10	80_yard_floors	Nagato (type 5, refit step, 6/43): yard 5 -> 10
Yamato [1729]	upg yard 0 -> 10	80_yard_floors	Yamato (type 5, refit step, 7/44): yard 0 -> 10
Yamato [1730]	upg yard 5 -> 10	80_yard_floors	Yamato (type 5, refit step, 1/45): yard 5 -> 10
Hosho [1803]	upg yard 5 -> 10	80_yard_floors	Hosho (type 4, refit step, 9/42): yard 5 -> 10
Hosho [1804]	upg yard 5 -> 10	80_yard_floors	Hosho (type 4, refit step, 6/44): yard 5 -> 10
Hiryu [1818]	upg yard 10 -> 25	80_yard_floors	Hiryu (type 2, refit step, 4/43): yard 10 -> 25
Soryu [1823]	upg yard 10 -> 25	80_yard_floors	Soryu (type 2, refit step, 4/43): yard 10 -> 25
Zuiho [1833]	upg yard 10 -> 25	80_yard_floors	Zuiho (type 3, refit step, 7/44): yard 10 -> 25
Junyo [1836]	upg yard 10 -> 25	80_yard_floors	Junyo (type 2, refit step, 4/43): yard 10 -> 25

Item [slot]	Change	Sheet	Note
Junyo [1837]	upg yard 10 -> 25	80_yard_floors	Junyo (type 2, refit step, 5/44): yard 10 -> 25
Junyo [1838]	upg yard 10 -> 25	80_yard_floors	Junyo (type 2, refit step, 10/44): yard 10 -> 25
Ryujo [1842]	upg yard 10 -> 25	80_yard_floors	Ryujo (type 3, refit step, 4/43): yard 10 -> 25
Ryujo [1843]	upg yard 10 -> 25	80_yard_floors	Ryujo (type 3, refit step, 9/44): yard 10 -> 25
Taiho [1846]	upg yard 20 -> 25	80_yard_floors	Taiho (type 2, refit step, 12/44): yard 20 -> 25
Ryuho [1850]	upg yard 10 -> 25	80_yard_floors	Ryuho (type 3, refit step, 6/44): yard 10 -> 25
Unryu [1853]	upg yard 10 -> 25	80_yard_floors	Unryu (type 2, refit step, 12/44): yard 10 -> 25
Shinano [1855]	upg yard 0 -> 10	80_yard_floors	Shinano (type 2, refit step, 11/44): yard 0 -> 10
Ibuki [1857]	upg yard 0 -> 10	80_yard_floors	Ibuki (type 3, refit step, 4/45): yard 0 -> 10
Kaiyo [1862]	upg yard 0 -> 10	80_yard_floors	Kaiyo (type 4, conversion target, 11/43): yard 0 -> 10
Kaiyo [1863]	upg yard 10 -> 15	80_yard_floors	Kaiyo (type 4, conversion target, 7/44): yard 10 -> 15
Taiyo [1866]	upg yard 5 -> 10	80_yard_floors	Taiyo (type 4, refit step, 4/43): yard 5 -> 10
Taiyo [1869]	upg yard 5 -> 10	80_yard_floors	Taiyo (type 4, refit step, 4/43): yard 5 -> 10
Mizuho [1877]	upg yard 5 -> 10	80_yard_floors	Mizuho (type 11, refit step, 4/43): yard 5 -> 10
Mizuho [1878]	upg yard 5 -> 10	80_yard_floors	Mizuho (type 11, refit step, 6/44): yard 5 -> 10
Nisshin [1882]	upg yard 5 -> 10	80_yard_floors	Nisshin (type 11, refit step, 7/43): yard 5 -> 10
Nisshin [1883]	upg yard 0 -> 10	80_yard_floors	Nisshin (type 11, refit step, 6/44): yard 0 -> 10
Akitsushima [1887]	upg yard 0 -> 5	80_yard_floors	Akitsushima (type 37, refit step, 3/44): yard 0 -> 5
Type J1 [1906]	upg yard 5 -> 10	80_yard_floors	Type J1 (type 27, conversion target, 11/42): yard 5 -> 10
Type KD6A [1926]	upg yard 5 -> 10	80_yard_floors	Type KD6A (type 27, conversion target, 9/42): yard 5 -> 10
Type KD6B [1930]	upg yard 5 -> 10	80_yard_floors	Type KD6B (type 27, conversion target, 9/42): yard 5 -> 10
Type KD7 [1934]	upg yard 5 -> 10	80_yard_floors	Type KD7 (type 27, conversion target, 10/42): yard 5 -> 10
Type Yu-I 1001 [1992]	upg yard 0 -> 5	80_yard_floors	Type Yu-I 1001 (type 27, refit step, 6/44): yard 0 -> 5
Shinshu Maru [2006]	upg yard 0 -> 5	80_yard_floors	Shinshu Maru (type 53, refit step, 6/43): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Type HA LSI/LST [2008]	upg yard 0 -> 2	80_yard_floors	Type HA LSI/LST (type 61, refit step, 9/43): yard 0 -> 2
Kyushu Cargo [2053]	upg yard 0 -> 2	80_yard_floors	Kyushu Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Yusen N Cargo [2055]	upg yard 0 -> 2	80_yard_floors	Yusen N Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Husimi Cargo [2056]	upg yard 0 -> 2	80_yard_floors	Husimi Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Toho Cargo [2057]	upg yard 0 -> 2	80_yard_floors	Toho Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Ansyu-C Cargo [2058]	upg yard 0 -> 2	80_yard_floors	Ansyu-C Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Kasu-D Cargo [2059]	upg yard 0 -> 2	80_yard_floors	Kasu-D Cargo (type 83, conversion target, 12/41): yard 0 -> 2
Lima Cargo [2062]	upg yard 0 -> 2	80_yard_floors	Lima Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Aden Cargo [2063]	upg yard 0 -> 2	80_yard_floors	Aden Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Ehime Cargo [2064]	upg yard 0 -> 2	80_yard_floors	Ehime Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Akasi Cargo [2065]	upg yard 0 -> 2	80_yard_floors	Akasi Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Gozan Cargo [2066]	upg yard 0 -> 2	80_yard_floors	Gozan Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Miyati Cargo [2067]	upg yard 0 -> 2	80_yard_floors	Miyati Cargo (type 83, conversion target, 12/41): yard 0 -> 2
Daigen Cargo [2068]	upg yard 0 -> 2	80_yard_floors	Daigen Cargo (type 83, conversion target, 12/41): yard 0 -> 2
Kiso-E Cargo [2069]	upg yard 0 -> 2	80_yard_floors	Kiso-E Cargo (type 83, conversion target, 12/41): yard 0 -> 2
Std-A Cargo [2072]	upg yard 0 -> 2	80_yard_floors	Std-A Cargo (type 82, conversion target, 6/42): yard 0 -> 2
Std-B Cargo [2073]	upg yard 0 -> 2	80_yard_floors	Std-B Cargo (type 82, conversion target, 6/42): yard 0 -> 2
Std-C Cargo [2074]	upg yard 0 -> 2	80_yard_floors	Std-C Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Std-D Cargo [2075]	upg yard 0 -> 2	80_yard_floors	Std-D Cargo (type 82, conversion target, 12/41): yard 0 -> 2
Std-F Cargo [2077]	upg yard 0 -> 2	80_yard_floors	Std-F Cargo (type 83, refit step, 6/42): yard 0 -> 2
Kasu AG [2104]	upg yard 0 -> 5	80_yard_floors	Kasu AG (type 43, conversion target, 12/41): yard 0 -> 5
Gozan AG [2111]	upg yard 0 -> 5	80_yard_floors	Gozan AG (type 43, conversion target, 12/41): yard 0 -> 5
Miyati AG [2113]	upg yard 0 -> 5	80_yard_floors	Miyati AG (type 43, conversion target, 12/41): yard 0 -> 5
Daigen AG [2115]	upg yard 0 -> 5	80_yard_floors	Daigen AG (type 43, conversion target, 12/41): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Kiso AG [2116]	upg yard 0 -> 5	80_yard_floors	Kiso AG (type 43, conversion target, 12/41): yard 0 -> 5
Kinesaki [2134]	upg yard 0 -> 5	80_yard_floors	Kinesaki (type 43, refit step, 2/42): yard 0 -> 5
Jingei [2152]	upg yard 0 -> 5	80_yard_floors	Jingei (type 35, refit step, 9/42): yard 0 -> 5
Itsukushima [2157]	upg yard 0 -> 5	80_yard_floors	Itsukushima (type 30, refit step, 3/43): yard 0 -> 5
Okinoshima [2160]	upg yard 0 -> 5	80_yard_floors	Okinoshima (type 30, refit step, 3/43): yard 0 -> 5
Tsugaru [2163]	upg yard 0 -> 5	80_yard_floors	Tsugaru (type 30, refit step, 3/43): yard 0 -> 5
Irako [2166]	upg yard 0 -> 2	80_yard_floors	Irako (type 58, refit step, 12/42): yard 0 -> 2
Akashi [2168]	upg yard 0 -> 5	80_yard_floors	Akashi (type 40, refit step, 3/43): yard 0 -> 5
Kashino [2172]	upg yard 0 -> 2	80_yard_floors	Kashino (type 58, refit step, 4/42): yard 0 -> 2
Soya [2174]	upg yard 0 -> 2	80_yard_floors	Soya (type 58, refit step, 3/43): yard 0 -> 2
Muroto [2175]	upg yard 2 -> 5	80_yard_floors	Muroto (type 43, conversion target, 12/41): yard 2 -> 5
Muroto [2176]	upg yard 2 -> 5	80_yard_floors	Muroto (type 43, conversion target, 9/42): yard 2 -> 5
Shirataka [2181]	upg yard 0 -> 5	80_yard_floors	Shirataka (type 15, refit step, 9/43): yard 0 -> 5
Toshima [2191]	upg yard 0 -> 5	80_yard_floors	Toshima (type 31, refit step, 3/43): yard 0 -> 5
T-100 [4061]	upg yard 0 -> 5	80_yard_floors	T-100 (type 12, refit step, 9/44): yard 0 -> 5
Taiho-kai [299]	upgrade class 1846 -> 0	86_ships_toes	S1: terminal; the clone inherited Taiho-kai -> Taiho
T.101 LST [808]	upgrade class 2008 -> 0	86_ships_toes	S1: terminal; the clone inherited T.101 LST -> Type HA (earlier date)
Tategami AT [810]	upgrade class 2069 -> 0	86_ships_toes	S1: terminal; the clone inherited Tategami AT -> Kiso-E Cargo
Shinyo Sqn [819]	upgrade class 1642 -> 0	86_ships_toes	S1: terminal; the clone inherited Shinyo Sqn -> MTB T1
Type IXD2 U-boat [822]	upgrade class 1938 -> 0	86_ships_toes	S1: terminal; the clone inherited Type IXD2 U-boat -> Type A1
Type IXC/40 U-boat [823]	upgrade class 1951 -> 0	86_ships_toes	S1: terminal; the clone inherited Type IXC/40 U-boat -> Type C1
Marcello (UIT) [824]	upgrade class 1970 -> 0	86_ships_toes	S1: terminal; the clone inherited Marcello (UIT) -> Type L4
Hilfskreuzer [825]	upgrade class 2030 -> 0	86_ships_toes	S1: terminal; the clone inherited Hilfskreuzer -> Aikoku Maru transport (type change)
Dithmarschen AO [826]	upgrade class 2137 -> 0	86_ships_toes	S1: terminal; the clone inherited Dithmarschen AO -> Type-N TL (same date)

Item [slot]	Change	Sheet	Note
Blockade Tanker AO [827]	upgrade class 2140 -> 0	86_ships_toes	S1: terminal; the clone inherited Blockade Tanker -> Type-1 TM
Blockade Runner [828]	upgrade class 2010 -> 0	86_ships_toes	S1: terminal; the clone inherited Blockade Runner -> Yusen S
Maru-ni Sqn [829]	upgrade class 1642 -> 0	86_ships_toes	S1: terminal; the clone inherited Maru-ni Sqn -> MTB T1
Wooden Sea Truck [838]	upgrade class 2077 -> 0	86_ships_toes	S1: terminal; the clone inherited Wooden Sea Truck -> Std-F Cargo (same date)
Nagato [1722]	belt 270 -> 305	86_ships_toes	S3: Nagato: 305 mm belt
Nagato [1723]	belt 270 -> 305	86_ships_toes	
Nagato [1724]	belt 270 -> 305	86_ships_toes	
Akagi [1806]	belt 250 -> 152	86_ships_toes	S3: Akagi: belt thinned to 152 mm in the carrier conversion
Akagi [1807]	belt 250 -> 152	86_ships_toes	
Akagi [1808]	belt 250 -> 152	86_ships_toes	
Akagi [1809]	belt 250 -> 152	86_ships_toes	
Kaga [1811]	belt 275 -> 152	86_ships_toes	S3: Kaga: belt thinned to 152 mm in the conversion
Kaga [1812]	belt 275 -> 152	86_ships_toes	
Kaga [1813]	belt 275 -> 152	86_ships_toes	
Kaga [1814]	belt 275 -> 152	86_ships_toes	
Ise [1718]	aircraft Albacore I -> C-46A Commando	90_reviews_sep26	B1: the Ise conversion's Zuiun complement as designed (8); the 14 Suisei could not recover aboard and have no engine equivalent
Ise [1719]	aircraft Albacore I -> C-46A Commando	90_reviews_sep26	
Ise [1720]	aircraft Albacore I -> C-46A Commando	90_reviews_sep26	
Shinano (BB) [297]	upgrade class 1855 -> 297; special 0 -> 16; conversion family 0 -> 9301	91_conversions_bases	S1: Shinano stays the third Yamato unless the player orders the carrier conversion (the Yokosuka debate of 1942)
Shinano [1855]	special 0 -> 8; conversion family 0 -> 9301; upg flt 0 -> 400; upg yard 10 -> 40	91_conversions_bases	S1: the carrier, 400 days in a size-40 yard
Ibuki (CA) [298]	upgrade class 1857 -> 298; special 0 -> 16; conversion family 0 -> 9302	91_conversions_bases	S2: Ibuki completes as a cruiser unless converted
Ibuki [1857]	special 0 -> 8; conversion family 0 -> 9302; upg flt 0 -> 270; upg yard 10 -> 25	91_conversions_bases	S2: the light carrier ordered November 1943

Item [slot]	Change	Sheet	Note
Chitose [1872]	upgrade class 1873 -> 1872; special 0 -> 16; conversion family 0 -> 9303	91_conversions_bases	S3: the seaplane tenders and midget-submarine carriers stay as they are until the player converts them
Chitose [1873]	special 0 -> 8; conversion family 0 -> 9303; upg eng 300 -> 0; upg flt 0 -> 300	91_conversions_bases	S3: the light carrier conversion, 300 days in a size-50 yard as stock
Kitakami [1024]	upgrade class 1025 -> 1024; special 0 -> 16; conversion family 0 -> 9310	91_conversions_bases	S5: Kitakami keeps its torpedoes unless fitted for Kaiten
Kitakami [1025]	special 0 -> 8; conversion family 0 -> 9310; upg eng 90 -> 0; upg flt 0 -> 120	91_conversions_bases	S5: the Kaiten refit, four months
Type J2 [1909]	upgrade class 1910 -> 1909; special 0 -> 16; conversion family 0 -> 9311	91_conversions_bases	
Type J2 [1910]	special 0 -> 8; conversion family 0 -> 9311; upg eng 30 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type J3 [1912]	upgrade class 1913 -> 1912; special 0 -> 16; conversion family 0 -> 9312	91_conversions_bases	
Type J3 [1913]	special 0 -> 8; conversion family 0 -> 9312; upg eng 30 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type KD3A/B [1915]	upgrade class 1916 -> 1915; special 0 -> 16; conversion family 0 -> 9313	91_conversions_bases	
Type KD3A/B [1916]	special 0 -> 8; conversion family 0 -> 9313; upg eng 30 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type KD4 [1918]	upgrade class 1919 -> 1918; special 0 -> 16; conversion family 0 -> 9314	91_conversions_bases	
Type KD4 [1919]	special 0 -> 8; conversion family 0 -> 9314; upg eng 30 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type KD5 [1921]	upgrade class 1922 -> 1921; special 0 -> 16; conversion family 0 -> 9315	91_conversions_bases	
Type KD5 [1922]	special 0 -> 8; conversion family 0 -> 9315; upg eng 30 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type B1/B2 [1945]	upgrade class 1946 -> 1945; special 0 -> 16; conversion family 0 -> 9316	91_conversions_bases	
Type B1/B2 [1946]	special 0 -> 8; conversion family 0 -> 9316; upg eng 25 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type C2 [1953]	upgrade class 1954 -> 1953; special 0 -> 16; conversion family 0 -> 9317	91_conversions_bases	

Item [slot]	Change	Sheet	Note
Type C2 [1954]	special 0 -> 8; conversion family 0 -> 9317; upg eng 30 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type C3 [1956]	upgrade class 1957 -> 1956; special 0 -> 16; conversion family 0 -> 9318	91_conversions_bases	
Type C3 [1957]	special 0 -> 8; conversion family 0 -> 9318; upg eng 30 -> 0; upg flt 0 -> 120	91_conversions_bases	
Type-2 TL [2125]	special 0 -> 16; conversion family 0 -> 9304	91_conversions_bases	S4: any Type 2TL tanker may become a Yamashiro Maru escort carrier, at the cost of the tanker
Yamashiro Maru [2002]	special 0 -> 8; conversion family 0 -> 9304; upg flt 0 -> 240; upg yard 0 -> 15	91_conversions_bases	S4: 240 days in a size-15 yard
Shimane Maru [2003]	special 0 -> 8; conversion family 0 -> 219; upg flt 0 -> 240; upg yard 0 -> 15	91_conversions_bases	S4: the Shimane Maru carrier joins the Type 1TL tanker's conversion group
Nitta Maru [852]	cloned from 2029; conversion family 9210 -> 9305; max speed 21 -> 22	91_conversions_bases	S6: NYK's Yawata Maru and Nitta Maru as the 22-knot liners they were, on the Brazil Maru transport record
Nitta Maru [852]	upgrade class 2029 -> 852	91_conversions_bases	S6: no forced upgrade
Taiyo [1868]	special 0 -> 8; conversion family 0 -> 9305; upg flt 0 -> 200; upg yard 0 -> 15	91_conversions_bases	S6: the Taiyo-class conversion, 200 days
Std-2A Cargo [853]	cloned from 2072; avail month 6 -> 1; avail year 42 -> 44; max speed 14 -> 11; cruise 11 -> 9; durability 19 -> 15; upgrade class 2072 -> 853; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	second-programme Type 2A: straight frames, no double bottom, reciprocating engine; 11 knots, durability 19 to 15; carries the 1944 escort fit as built
Std-2AT TK [854]	cloned from 2118; avail month 6 -> 1; avail year 42 -> 44; max speed 13 -> 11; cruise 10 -> 9; durability 19 -> 15; upgrade class 2118 -> 854; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	97_japan_methods	Type 2AT tanker of the same programme; carries the 1944 escort fit as built
Std-2C Cargo [855]	cloned from 2074; avail month 12 -> 1; avail year 41 -> 44; max speed 12 -> 10; cruise 10 -> 8; durability 9 -> 7; upgrade class 2074 -> 855; devices: +4x Type 2 Depth Chrg, +2x 25mm Type 96 AA Gun	97_japan_methods	Type 2C: 10 knots, durability 9 to 7; carries the 1944 escort fit as built
Std-2CT TK [856]	cloned from 2122; avail month 6 -> 1; avail year 42 -> 44; max speed 12 -> 10; cruise 10 -> 8; durability 9 -> 7; upgrade class 2122 -> 856; devices: +4x Type 2 Depth Chrg, +2x 25mm Type 96 AA Gun	97_japan_methods	Type 2CT tanker; carries the 1944 escort fit as built
Std-2D Cargo [857]	cloned from 2075; avail month 12 -> 1; avail year 41 -> 44; max speed 12 -> 9; cruise 10 -> 7; durability 6 -> 4; upgrade class 2075 -> 857; devices: +4x Type 2 Depth Chrg, +2x 25mm Type 96 AA Gun	97_japan_methods	Type 2D: 9 knots, durability 6 to 4; carries the 1944 escort fit as built
Std-2E Cargo [858]	cloned from 2076; avail month 12 -> 1; avail year 41 -> 44; max speed 9 -> 7; cruise 7 -> 6; durability 3 -> 2; upgrade class 2076 -> 858; devices: +2x Type 2 Depth Chrg, +1x 25mm Type 96 AA Gun	97_japan_methods	Type 2E: 7 knots, durability 3 to 2; the hull a single torpedo or bomb finished; carries the 1944 escort fit as built
Std-A Cargo 43 [859]	cloned from 2072; avail year 42 -> 43; upgrade class 2072 -> 859; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	103_merchant_refits	T2: Standard A refit of 1943: two single 25mm and four depth charges added, the escort-capable transport
Std-A Cargo [2072]	upgrade class 2072 -> 859	103_merchant_refits	
Std-AT TK 43 [860]	cloned from 2118; avail year 42 -> 43; upgrade class 2118 -> 860; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	103_merchant_refits	
Std-AT TK [2118]	upgrade class 2118 -> 860	103_merchant_refits	
Std-B Cargo 43 [861]	cloned from 2073; avail year 42 -> 43; upgrade class 2073 -> 861; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	103_merchant_refits	

Item [slot]	Change	Sheet	Note
Std-B Cargo [2073]	upgrade class 2073 -> 861	103_merchant_refits	
Std-BT TK 43 [862]	cloned from 2120; avail year 42 -> 43; upgrade class 2120 -> 862; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	103_merchant_refits	
Std-BT TK [2120]	upgrade class 2120 -> 862	103_merchant_refits	
Std-C Cargo 43 [863]	cloned from 2074; avail month 12 -> 6; avail year 41 -> 43; upgrade class 2074 -> 863; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	103_merchant_refits	T2: Standard C and its tanker, the same fit
Std-C Cargo [2074]	upgrade class 2074 -> 863	103_merchant_refits	
Std-CT TK 43 [864]	cloned from 2122; avail year 42 -> 43; upgrade class 2122 -> 864; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	103_merchant_refits	
Std-CT TK [2122]	upgrade class 2122 -> 864	103_merchant_refits	
Std-D Cargo 43 [865]	cloned from 2075; avail month 12 -> 6; avail year 41 -> 43; upgrade class 2075 -> 865; devices: +2x 25mm Type 96 AA Gun, +4x Type 2 Depth Chrg	103_merchant_refits	T2: Standard D: two singles and four charges
Std-D Cargo [2075]	upgrade class 2075 -> 865	103_merchant_refits	
Std-E Cargo 43 [866]	cloned from 2076; avail month 12 -> 6; avail year 41 -> 43; upgrade class 2076 -> 866; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	103_merchant_refits	T2: Standard E, F and the E tanker: one single 25mm and two charges, all the small hulls could carry
Std-E Cargo [2076]	upgrade class 2076 -> 866	103_merchant_refits	
Std-ETd TK 43 [867]	cloned from 2132; avail year 42 -> 43; upgrade class 2132 -> 867; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	103_merchant_refits	
Std-ETd TK [2132]	upgrade class 2132 -> 867	103_merchant_refits	
Std-F Cargo 43 [868]	cloned from 2077; avail year 42 -> 43; upgrade class 2077 -> 868; devices: +1x 25mm Type 96 AA Gun, +2x Type 2 Depth Chrg	103_merchant_refits	
Std-F Cargo [2077]	upgrade class 2077 -> 868	103_merchant_refits	
Ibuki (CA) [298]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	T2: the 1944-45 class versions carry the Model 3
Matsu 45 [850]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Tachibana 45 [851]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Yubari [1014]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Nagara [1035]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Sendai [1045]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Sendai [1046]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Agano [1065]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Agano [1066]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
Furutaka [1103]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Furutaka [1104]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Aoba [1108]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Aoba [1109]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Myoko [1115]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Takao [1126]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 4 device slots)	104_warheads	
Maya [1131]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Mogami [1135]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Mogami [1136]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Mogami [1140]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Mogami [1141]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Tone [1146]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Mutsuki [1415]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Fubuki(I) [1435]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Fubuki(I) [1436]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Fubuki(II) [1440]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Fubuki(II) [1441]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Fubuki(III) [1445]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Fubuki(III) [1446]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Hatsuharu [1451]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Shiratsuyu [1459]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Asashio [1465]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Asashio [1466]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Kagero [1476]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
Yugumo [1485]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Akitsuki [1495]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Shimakaze [1504]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Shimakaze [1505]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Matsu [1512]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Matsu [1513]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
Tachibana [1517]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
H1+ [1702]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 1 device slots)	104_warheads	
T-100 [4061]	device 61cm Type 93 Torp replaced by 61cm Type 93 Mod 3 (1 record, 2 device slots)	104_warheads	
Type KRS [1903]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 2 device slots)	104_warheads	T2: the submarine class versions of 1944-45 carry the Model 2
Type J1 [1907]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type J2 [1910]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type J3 [1913]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type KD3A/B [1916]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 4 device slots)	104_warheads	
Type KD4 [1919]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type KD5 [1922]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type KD6A [1927]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type KD6B [1931]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type KD7 [1935]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type A1 [1938]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type A2 [1940]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type AM [1942]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type B1/B2 [1945]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type B1/B2 [1946]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
Type B3 [1948]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type C1 [1951]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 4 device slots)	104_warheads	
Type C2 [1953]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 4 device slots)	104_warheads	
Type C2 [1954]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 4 device slots)	104_warheads	
Type C3 [1957]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 3 device slots)	104_warheads	
Type SH [1959]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 2 device slots)	104_warheads	
Type STo [1961]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 4 device slots)	104_warheads	
Type ST [1963]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 2 device slots)	104_warheads	
Type K6 [1976]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 2 device slots)	104_warheads	
Type STS [1983]	device 53cm Type 95 Torp replaced by 53cm Type 95 Mod 2 (1 record, 1 device slots)	104_warheads	
Type IXC/40 U-boat [823]	WpnTurrent4: '2'->'1'	116_editor_compliance	Editor 3.2.2: Num must be a whole number of Turrets; Type IXC/40 U-boat carried a 2-gun turret on 1 gun or a 4-tube bank on 2 tubes
Type KRS [1902]	wpndevid 1687 -> 1704	117_submarines	
Type KRS [1902]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KRS [1903]	wpndevid 352 -> 1704	117_submarines	
Type KRS [1903]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type J1 [1905]	wpndevid 1687 -> 1704	117_submarines	
Type J1 [1905]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type J1 [1905]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type J1 [1906]	wpndevid 1687 -> 1704	117_submarines	
Type J1 [1906]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type J1 [1906]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type J1 [1907]	wpndevid 352 -> 1704	117_submarines	
Type J1 [1907]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type J1 [1907]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	

Item [slot]	Change	Sheet	Note
Type J2 [1909]	wpndevid 1687 -> 1704	117_submarines	
Type J2 [1909]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type J2 [1909]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type J2 [1910]	wpndevid 352 -> 1704	117_submarines	
Type J2 [1910]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type J2 [1910]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD3A/B [1915]	wpndevid 1687 -> 1704	117_submarines	
Type KD3A/B [1915]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD3A/B [1915]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD3A/B [1915]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD3A/B [1916]	wpndevid 352 -> 1704	117_submarines	
Type KD3A/B [1916]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD3A/B [1916]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD3A/B [1916]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD4 [1918]	wpndevid 1687 -> 1704	117_submarines	
Type KD4 [1918]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD4 [1918]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD4 [1919]	wpndevid 352 -> 1704	117_submarines	
Type KD4 [1919]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD4 [1919]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD5 [1921]	wpndevid 1687 -> 1704	117_submarines	
Type KD5 [1921]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD5 [1921]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD5 [1922]	wpndevid 352 -> 1704	117_submarines	

Item [slot]	Change	Sheet	Note
Type KD5 [1922]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD5 [1922]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1924]	wpndevid 1687 -> 1704	117_submarines	
Type KD6A [1924]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1924]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1925]	wpndevid 1687 -> 1704	117_submarines	
Type KD6A [1925]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1925]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1926]	wpndevid 1687 -> 1704	117_submarines	
Type KD6A [1926]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1926]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1927]	wpndevid 352 -> 1704	117_submarines	
Type KD6A [1927]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD6A [1927]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD6B [1929]	wpndevid 1687 -> 1704	117_submarines	
Type KD6B [1929]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6B [1929]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6B [1930]	wpndevid 1687 -> 1704	117_submarines	
Type KD6B [1930]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6B [1930]	devices: x 53cm Type 95 Torp -> x 53cm Type 89 Torp	117_submarines	
Type KD6B [1931]	wpndevid 352 -> 1704	117_submarines	
Type KD6B [1931]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD6B [1931]	devices: x 53cm Type 95 Mod 2 -> x 53cm Type 89 Torp	117_submarines	
Type KD4 [1919]	devices: none 5->2	117_submarines	

Item [slot]	Change	Sheet	Note
Type J2 [1909]	aircraft CAF********** -> none	117_submarines	A3: I-6's aircraft equipment was removed in mid-1940; she flew no aircraft in the war
Type KD7 [1935]	type 27 -> 26	117_submarines	A3: KD7's August 1944 refit keeps her torpedoes and has no cargo; a fleet submarine, not a transport
Type STo [1961]	endurance 31000 -> 37500	117_submarines	A3: I-400 class, 37,500 nm at 14 kt
Type KD3A/B [1915]	endurance 6150 -> 10000	117_submarines	A3: KD3A/B, 10,000 nm at 10 kt
Type KD3A/B [1916]	endurance 6150 -> 10000	117_submarines	A3: KD3A/B, 10,000 nm at 10 kt
Type SH [1959]	bulk 180 -> 365	117_submarines	A3: I-351 carried 365 tons of aviation gasoline for the flying boats
Type STS [1983]	durability 23 -> 33	117_submarines	A4: test depth Ha-201 class, 100 m
Type Yu-I [1985]	durability 22 -> 33	117_submarines	A4: test depth Army Yu boats, 100 m
Type Yu-I 1001 [1992]	durability 22 -> 33	117_submarines	A4: test depth Yu-1001 type, 100 m
Type Yu-I 1001 [3002]	durability 22 -> 33	117_submarines	A4: test depth Yu-1001 type, 100 m
Type Yu-I 2001 [3000]	durability 22 -> 33	117_submarines	A4: test depth Yu-2001 type, 100 m
Type SS [1981]	durability 22 -> 33	117_submarines	A4: test depth Ha-101 class, 100 m
Ko Gata Type A [1987]	durability 12 -> 10	117_submarines	A4: test depth Type A midget, 30 m
Otsu Gata Type B [1988]	durability 12 -> 10	117_submarines	A4: test depth Type B midget, 30 m
Hei Gata Type C [1989]	durability 12 -> 10	117_submarines	A4: test depth Type C midget, 30 m
Type KD6A [1924]	durability 25 -> 23	117_submarines	A4: test depth KD6A, 70 m
Type KD6A [1925]	durability 25 -> 23	117_submarines	A4: test depth KD6A, 70 m
Type KD6A [1926]	durability 25 -> 23	117_submarines	A4: test depth KD6A, 70 m
Type KD6A [1927]	durability 25 -> 23	117_submarines	A4: test depth KD6A, 70 m
Type KD6B [1929]	durability 25 -> 28	117_submarines	A4: test depth KD6B, 85 m
Type KD6B [1930]	durability 25 -> 28	117_submarines	A4: test depth KD6B, 85 m
Type KD6B [1931]	durability 25 -> 28	117_submarines	A4: test depth KD6B, 85 m
Type B3 [1948]	durability 30 -> 33	117_submarines	A4: test depth Type B3, 100 m
Type D2 [1967]	durability 24 -> 33	117_submarines	A4: test depth Type D2, 100 m

Item [slot]	Change	Sheet	Note
Otsu Gata Type B [1988]	avail month 12 -> 5; avail year 41 -> 43	117_submarines	A5: Type B from May 1943
Type IXC/40 U-boat [823]	special 2 -> 0	117_submarines	A8: the Type IXC/40 clone carried the C1's midget-launcher flag
Type IXD2 U-boat [822]	aircraft CAF********** -> none	117_submarines	A8: the Fa 330 rotor kite is not an aircraft the engine can fly
Kagero [1474]	devices: none 2->4	120_register_ready	NAV-W1 (R1): the Kagero class's X turret came out in late 1943 to early 1944 (Combined Fleet), not in the December 1942 refit; the December 1943 step keeps the removal
Type D [1323]	avail month 2 -> 1; avail year 44 -> 45	120_register_ready	NAV-W1 (R2): the Type D kaibokan anti-aircraft refit was dated February 1944, the month the class itself appears, so 74 hulls took it at their first yard visit; the identical Type C refit is dated January 1945
Type D [1323]	devices: +1x Type 13 Radar	120_register_ready	NAV-W1 (R2): the January 1945 refit brings the Type 13 air-search set, as it does on the Type C
Yugumo [1484]	devices: none 2->4	120_register_ready	NAV-W2: no Yugumo lost her X turret (Combined Fleet: "no YUGUMOs actually suffered the removal of their 'X' turret"); the class keeps six 12.7 cm guns
Yugumo [1484]	devices: none 5->8, none 5->8	120_register_ready	NAV-W2: the survivors took a second pair of triple 25 mm on a platform behind the forward funnel instead
Yugumo [1485]	devices: none 2->4	120_register_ready	
Yugumo [1485]	devices: none 5->8, none 5->8	120_register_ready	
Mutsuki [1412]	devices: +2x Type 95 Depth Chrg	120_register_ready	ASW-A1: the December 1941 Mutsuki carried depth charges; the February 1942 step is where the table first gives them
Fubuki(I) [1432]	devices: +2x Type 95 Depth Chrg	120_register_ready	ASW-A1: the December 1941 Fubuki (I) has none, though the January 1942 step has two racks
Otori [1330]	devices: +2x Type 95 Depth Chrg	120_register_ready	ASW-A1: the December 1941 Otori torpedo boats escorted convoys from the first week
Momi [1373]	devices: +2x Type 95 Depth Chrg	120_register_ready	ASW-A1: the December 1941 Momi has none, though the June 1942 step has them
Momo [1377]	devices: +2x Type 95 Depth Chrg	120_register_ready	ASW-A2: the Momo class served as escorts; her sisters of the Momi and Wakatake classes had the minesweeping gear replaced by depth charges and throwers

Leaders (8)

Item [slot]	Change	Sheet	Note
Matsunaga, Sadaichi [3945]	skill 38 -> 58	71_leaders	Matsunaga Sadaichi, 22nd Air Flotilla, the man who sank Force Z, skill 38
Onishi, Takijiro [5048]	air 20 -> 68; aggression 66 -> 75	90_reviews_sep26	L1: naval aviator, 11th Air Fleet chief of staff, 1st Air Fleet commander, father of the kamikaze corps
Ozawa, Jisaburo [5083]	air 66 -> 78	90_reviews_sep26	L2: the Mobile Fleet's commander at the Philippine Sea and Leyte
Ozawa, Jisaburo [5189]	air 66 -> 78	90_reviews_sep26	
Inoue, Shigeyoshi [2669]	surface 68 -> 45; air 28 -> 62; aggression 56 -> 40	90_reviews_sep26	L3: air-power theorist; relieved after Coral Sea
Hosogaya, Boshiro [2458]	skill 68 -> 50; surface 68 -> 55; aggression 81 -> 45	90_reviews_sep26	L4: broke off the Komandorski action and was retired
Hosogaya, Boshiro [2460]	skill 68 -> 50; surface 68 -> 55; aggression 81 -> 45	90_reviews_sep26	
Kimura, Masatomi [3388]	skill 37 -> 58; surface 36 -> 60	90_reviews_sep26	L5: the Kiska evacuation

Pilots (71)

Item [slot]	Change	Sheet	Note
Shibagaki, H. [228]	experience 61 -> 51	37_depth	
Shibayama, S. [229]	experience 61 -> 51	37_depth	
Komatsu, Y. [232]	experience 58 -> 48	37_depth	
Nakajima, K. [233]	experience 59 -> 49	37_depth	
Okumura, S. [234]	experience 56 -> 46	37_depth	
Oba, Y. [235]	experience 60 -> 50	37_depth	
Takaiwa, K. [245]	experience 59 -> 49	37_depth	
Yoshizawa, T. [246]	experience 60 -> 50	37_depth	
Yamashita, K. [248]	experience 70 -> 60	37_depth	
Arai, T. [256]	experience 60 -> 50	37_depth	
Hongo, I. [257]	experience 56 -> 46	37_depth	
Ito, S. [261]	experience 68 -> 58	37_depth	
Sugawara, M. [269]	experience 59 -> 49	37_depth	
Kawato, M. [289]	experience 79 -> 69	37_depth	
Shimizu, K. [290]	experience 75 -> 65	37_depth	
Matsuo, K. [291]	experience 83 -> 73	37_depth	
Oshibuchi, T. [411]	experience 69 -> 59	37_depth	
Kanamaru, T. [426]	experience 75 -> 65	37_depth	
Ichioka, M. [470]	experience 74 -> 64	37_depth	
Takahashi, K. [471]	experience 77 -> 67	37_depth	
Hagiri, M. [472]	experience 69 -> 59	37_depth	
Maeda, H. [473]	experience 76 -> 66	37_depth	
Iizuka, M. [494]	experience 71 -> 61	37_depth	
Ishii, I. [497]	experience 73 -> 63	37_depth	
Yoshida, K. [498]	experience 73 -> 63	37_depth	
Nishiwaki, M. [501]	experience 68 -> 58	37_depth	
Yoshihara, H. [502]	experience 71 -> 61	37_depth	
Yamazaki, K. [505]	experience 58 -> 48	37_depth	
Endo, Y. [508]	experience 81 -> 71	37_depth	
Kato, K. [511]	experience 72 -> 62	37_depth	
Ishikawa, S. [514]	experience 68 -> 58	37_depth	
Higashiyama, I. [517]	experience 58 -> 48	37_depth	
Tanaka, M. [518]	experience 78 -> 68	37_depth	
Okamoto, T. [521]	experience 69 -> 59	37_depth	
Kasai, T. [522]	experience 73 -> 63	37_depth	
Nakagawa, K. [525]	experience 71 -> 61	37_depth	
Mochizuki, I. [526]	experience 68 -> 58	37_depth	
Matsuba, A. [529]	experience 78 -> 68	37_depth	
Morioka, Y. [532]	experience 68 -> 58	37_depth	
Matsuda, J. [535]	experience 70 -> 60	37_depth	
Kanbara, M. [538]	experience 70 -> 60	37_depth	
Hayashi, Y. [541]	experience 68 -> 58	37_depth	
Ema, Y. [544]	experience 69 -> 59	37_depth	

Item [slot]	Change	Sheet	Note
Minegishi, Y. [545]	experience 69 -> 59	37_depth	
Tanaka, S. [546]	experience 73 -> 63	37_depth	
Kanno, N. [549]	experience 80 -> 70	37_depth	
Suzuki, H. [550]	experience 71 -> 61	37_depth	
Kato, K. [553]	experience 78 -> 68	37_depth	
Hayashi, S. [556]	experience 69 -> 59	37_depth	
Kagemitsu, M. [559]	experience 73 -> 63	37_depth	
Matsunuga, E. [562]	experience 56 -> 46	37_depth	
Yoza, O. [563]	experience 58 -> 48	37_depth	
Inokana, T. [564]	experience 59 -> 49	37_depth	
Yonekawa, S. [567]	experience 69 -> 59	37_depth	
Kuratori, S. [570]	experience 69 -> 59	37_depth	
Tanimizu, T. [672]	experience 79 -> 69	37_depth	
Fukuda, S. [716]	experience 74 -> 64	37_depth	
Fukui, Y. [734]	experience 58 -> 48	37_depth	
Izuka, M. [737]	experience 71 -> 61	37_depth	
Mitsuda, M. [738]	experience 68 -> 58	37_depth	
Fujiwara, K. [743]	experience 78 -> 68	37_depth	
Odaka, N. [744]	experience 75 -> 65	37_depth	
Hidaka, S. [750]	experience 75 -> 65	37_depth	
Irikiin, Y. [753]	experience 78 -> 68	37_depth	
Morinio, H. [756]	experience 71 -> 61	37_depth	
Naka, Y. [759]	experience 68 -> 58	37_depth	
Koyae, K. [762]	experience 78 -> 68	37_depth	
Sakano, T. [765]	experience 73 -> 63	37_depth	
Sugita, S. [476]	experience 84 -> 58	92_pilots	Q1: graduated March 1942; first combat Buin 1943 (Sugita, S.: 84 to 58)
Sasai, J. [329]	experience 81 -> 60	92_pilots	Q2: flight training completed November 1941 (Sasai, J.: 81 to 60)
Nishizawa, H. [236]	experience 84 -> 68	92_pilots	Q3: two years' flying, no combat (Nishizawa, H.: 84 to 68)

TOE templates (4)

Item [slot]	Change	Sheet	Note
IJN [2130]	devices: +12x Engineers, +36x Setsueitai Sect, +6x 7.7mm T99 AAMG, +1x Engineer Vehicle, +60x Support	05_engineers	IJN naval base force TOE (template 2130 'IJN'): 36 generic Engineers + 3 vehicles -> 12 Engineers, 36 Setsueitai sections, 1 vehicle. Existing units below are re-equipped to match
IJN [2136]	record deleted (stock record that never arrived, or folded into another unit)	86_ships_toes	
JNAF Air Flotilla [2271]	devices: none 72->36	121_air_support	HQ-H1: the TOE record 'JNAF Air Flotilla' carries 19 Air HQs; without it the replacement system puts the squads back
JNAF Air [2325]	devices: none 144->36	121_air_support	HQ-H1: the TOE record 'JNAF Air' carries 9 Air HQs; without it the replacement system puts the squads back

United States (4,403 changes)

Navy

Headquarters (48)

Item [slot]	Change	Sheet	Note
Service Squadron 10 [7218]	added at Pearl Harbor, arrives 440115; cloned from Fifth US Fleet; HQ type 25 -> 24; arrival 430615 -> 440115; experience 70 -> 60; morale 50 -> 60; suffix 40 -> 0; location 225 -> 180; location 75 -> 107; devices: +120x Naval Support, +80x Support	42_command_and_quality	The fleet train's own command, formed January 1944: Majuro, then Eniwetok, then Ulithi. The tenders, oilers and floating docks have a parent to be attached to, and it has to be moved forward
COMSUBPAC [7362]	added at Pearl Harbor, arrives 0; cloned from Pacific Fleet; HQ type 109 -> 25; experience 70 -> 60; morale 50 -> 70; devices: +80x Naval Support, +40x Support	48_commands	Commander Submarines Pacific Fleet, Pearl Harbor: the boats finally have their own parent
COMSUBSOWESPAC [7363]	added at Perth, arrives 420315; cloned from Pacific Fleet; HQ type 109 -> 25; arrival 0 -> 420315; experience 70 -> 60; morale 50 -> 70; location 180 -> 49; location 107 -> 147; devices: +80x Naval Support, +40x Support	48_commands	Commander Submarines Southwest Pacific, Fremantle (the Perth hex), from March 1942, for the Asiatic Fleet's boats
NAB Coronado [7364]	added at San Diego, arrives 0; cloned from I US Amphib; nation 6 -> 4; HQ type 1 -> 32; attached HQ Pacific Fleet -> West Coast; experience 75 -> 55; morale 50 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 48 -> 0; devices: +120x Naval Support, +60x Support	48_commands	Naval Amphibious Base Coronado and the Maui Amphibious Training Center as static amphibious HQs with naval support: the engine has no training mechanic for ground units, so they cannot make a division better at landings, but their naval support speeds the load
Maui Amphib Trng Ctr [7365]	added at Lahaina, arrives 430901; cloned from I US Amphib; nation 6 -> 4; HQ type 1 -> 32; arrival 0 -> 430901; experience 75 -> 55; morale 50 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 48 -> 0; location 227 -> 182; location 78 -> 108; devices: +120x Naval Support, +60x Support	48_commands	
North Pacific [101]	HQ type 109 -> 108	51_intensity	
Pacific Fleet [102]	HQ type 109 -> 108	51_intensity	
South Pacific [103]	HQ type 109 -> 108	51_intensity	
Fleet Air Wing 1 [7686]	added at Pearl Harbor, arrives 0; cloned from USN AirCenPac; arrival 420520 -> 0; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 1 (static)	58_usn_air	The Navy's patrol commands as air HQs, on the pattern of the Marine wings: Fleet Air Wing 1 (Kaneohe, then Saipan), 2 (Pearl Harbor), 4 (Kodiak), 10 (Manila, then Perth) and 17 (Brisbane from September 1943, then Leyte). Static; the wings moved by re-forming
Fleet Air Wing 2 [7687]	added at Pearl Harbor, arrives 0; cloned from USN AirCenPac; arrival 420520 -> 0; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 1 (static)	58_usn_air	
Fleet Air Wing 4 [7688]	added at Kodiak, arrives 0; cloned from USN AirCenPac; attached HQ Pacific Fleet -> North Pacific; arrival 420520 -> 0; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 1 (static); location 180 -> 181; location 107 -> 42	58_usn_air	
Fleet Air Wing 10 [7689]	added at Manila, arrives 0; cloned from USN AirCenPac; attached HQ Pacific Fleet -> Asiatic Fleet; arrival 420520 -> 0; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 1 (static); location 180 -> 79; location 107 -> 77	58_usn_air	
Fleet Air Wing 17 [7690]	added at Brisbane, arrives 430901; cloned from USN AirCenPac; attached HQ Pacific Fleet -> Seventh US Fleet; arrival 420520 -> 430901; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 1 (static); location 180 -> 96; location 107 -> 160	58_usn_air	
WestSeaFron [7699]	added at San Francisco, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> West Coast; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 218; location 77 -> 70; devices: +60x Naval Support, +40x Support	59_usn_organization	The Sea Frontiers, the Navy's coastal defence and convoy commands, under their real short titles: Western (San Francisco), Hawaiian (Pearl Harbor), Alaskan (Kodiak, from April 1944), Panama (Balboa), Philippine (Leyte from November 1944, moving with the fleet)
HawSeaFron [7700]	added at Pearl Harbor, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> Pacific Fleet; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 180; location 77 -> 107; devices: +60x Naval Support, +40x Support	59_usn_organization	
AlSeaFron [7701]	added at Kodiak, arrives 440415; cloned from Asiatic Fleet; attached HQ USAFFE -> North Pacific; arrival 0 -> 440415; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 181; location 77 -> 42; devices: +60x Naval Support, +40x Support	59_usn_organization	
PanSeaFron [7702]	added at Balboa, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> West Coast; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 229; location 77 -> 102; devices: +60x Naval Support, +40x Support	59_usn_organization	
PhilSeaFron [7703]	added at Tacloban, arrives 441115; cloned from Asiatic Fleet; attached HQ USAFFE -> Seventh US Fleet; arrival 0 -> 441115; experience 70 -> 60; morale 50 -> 70; location 79 -> 81; location 77 -> 85; devices: +60x Naval Support, +40x Support	59_usn_organization	

Item [slot]	Change	Sheet	Note
11th Naval District [7705]	added at San Diego, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> WestSeaFron; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 227; location 77 -> 78; devices: +200x Naval Support, +80x Support, +20x Engineers	59_usn_organization	The Naval Districts as static naval-support HQs under their frontiers, as Japan's four districts are in sheet 50: the 11th at San Diego, 12th at San Francisco, 13th at Seattle, 14th at Pearl Harbor, 15th at Balboa, 16th at Cavite (lost with Manila), 17th at Ko
12th Naval District [7706]	added at San Francisco, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> WestSeaFron; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 218; location 77 -> 70; devices: +200x Naval Support, +80x Support, +20x Engineers	59_usn_organization	
13th Naval District [7715]	added at Seattle, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> WestSeaFron; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 212; location 77 -> 52; devices: +200x Naval Support, +80x Support, +20x Engineers	59_usn_organization	
14th Naval District [7716]	added at Pearl Harbor, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> HawSeaFron; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 180; location 77 -> 107; devices: +200x Naval Support, +80x Support, +20x Engineers	59_usn_organization	
15th Naval District [7717]	added at Balboa, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> PanSeaFron; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 229; location 77 -> 102; devices: +200x Naval Support, +80x Support, +20x Engineers	59_usn_organization	
16th Naval District [7725]	added at Manila, arrives 0; cloned from Asiatic Fleet; attached HQ USAFFE -> Asiatic Fleet; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); devices: +200x Naval Support, +80x Support, +20x Engineers	59_usn_organization	
17th Naval District [7726]	added at Kodiak, arrives 440415; cloned from Asiatic Fleet; attached HQ USAFFE -> AlSeaFron; arrival 0 -> 440415; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 181; location 77 -> 42; devices: +200x Naval Support, +80x Support, +20x Engineers	59_usn_organization	
Service Force Pac [7730]	added at Pearl Harbor, arrives 0; cloned from Service Squadron 10; arrival 440115 -> 0; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI)	59_usn_organization	Service Force, Pacific Fleet (Calhoun, then Smith) and its squadrons: 2 at Pearl Harbor, 4 the mobile base squadron that went forward from Funafuti in 1943, 6 the at-sea logistics group of 1944, 8 the fleet's oilers and stores at Pearl and Ulithi, 12 harbour c
Service Squadron 2 [7737]	added at Pearl Harbor, arrives 0; cloned from Service Squadron 10; attached HQ Pacific Fleet -> Service Force Pac; arrival 440115 -> 0; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI)	59_usn_organization	
Service Squadron 4 [7745]	added at Funafuti, arrives 431101; cloned from Service Squadron 10; attached HQ Pacific Fleet -> Service Force Pac; arrival 440115 -> 431101; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI); location 180 -> 138; location 107 -> 147	59_usn_organization	
Service Squadron 6 [7746]	added at Pearl Harbor, arrives 440101; cloned from Service Squadron 10; attached HQ Pacific Fleet -> Service Force Pac; arrival 440115 -> 440101; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI)	59_usn_organization	
Service Squadron 8 [7749]	added at Pearl Harbor, arrives 440301; cloned from Service Squadron 10; attached HQ Pacific Fleet -> Service Force Pac; arrival 440115 -> 440301; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI)	59_usn_organization	
Service Squadron 12 [7750]	added at Pearl Harbor, arrives 450201; cloned from Service Squadron 10; attached HQ Pacific Fleet -> Service Force Pac; arrival 440115 -> 450201; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI)	59_usn_organization	
Service Squadron 10 [7218]	attached HQ Pacific Fleet -> Service Force Pac	59_usn_organization	
Forward Area CenPac [7756]	added at Kwajalein Island, arrives 440301; cloned from Asiatic Fleet; attached HQ USAFFE -> Pacific Fleet; arrival 0 -> 440301; experience 70 -> 60; morale 50 -> 70; location 79 -> 132; location 77 -> 115; devices: +60x Naval Support, +40x Support	59_usn_organization	Hoover's Forward Area Central Pacific, the command of the captured atolls and then the Marianas, and its sub-areas: Marshalls-Gilberts at Kwajalein (static), Western Carolines at Peleliu and Ulithi from October 1944; Ryukyus Forces under Buckner from June 1945
Marshalls-Gilberts [7760]	added at Kwajalein Island, arrives 440301; cloned from Asiatic Fleet; attached HQ USAFFE -> Forward Area CenPac; arrival 0 -> 440301; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 132; location 77 -> 115; devices: +60x Naval Support, +40x Support	59_usn_organization	
W Carolines SubArea [7761]	added at Peleliu, arrives 441015; cloned from Asiatic Fleet; attached HQ USAFFE -> Forward Area CenPac; arrival 0 -> 441015; experience 70 -> 60; morale 50 -> 70; location 79 -> 90; location 77 -> 98; devices: +60x Naval Support, +40x Support	59_usn_organization	
Fleet Op Trng Cmd [7772]	added at San Diego, arrives 430101; cloned from NAB Coronado; arrival 0 -> 430101; experience 55 -> 60; attribute 5 (static, restricted) -> 1 (static)	59_usn_organization	Fleet Operational Training Command, Pacific: the shakedown groups, sound school, anti-aircraft and precommissioning centres from San Diego to Seattle, as one static training HQ
Minecraft Pacific [7812]	added at Pearl Harbor, arrives 0; cloned from Service Squadron 10; attached HQ Service Force Pac -> Pacific Fleet; arrival 440115 -> 0; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI)	59_usn_organization	Minecraft, Pacific Fleet (Sharp) with the Pearl Harbor sweepers and minelayers attached from the start; MTB Squadrons, Pacific from March 1943

Item [slot]	Change	Sheet	Note
MTB Squadrons Pac [7839]	added at Pearl Harbor, arrives 430301; cloned from Service Squadron 10; attached HQ Service Force Pac -> Pacific Fleet; arrival 440115 -> 430301; morale 60 -> 70; attribute 0 (mobile) -> 32 (AI)	59_usn_organization	
Fifth US Fleet [132]	leader none -> Spruance, Raymond A	71_leaders	Fifth Fleet HQ had no commander; stock made a second Spruance record for it and never attached it
USN AirSoPac [6776]	devices: none 50->25	121_air_support	HQ-H1: FAW keeps 50 per cent of its aviation support ? the patrol wing's servicing came through the ACORN's PATSU or CASU, not the wing staff
USN AirCenPac [6777]	devices: none 50->25	121_air_support	
USN Forwd AirCenPac [6778]	devices: none 50->25	121_air_support	
USN Fleet Air West [6780]	devices: none 50->25	121_air_support	
Fleet Air Wing 1 [7686]	devices: none 50->25	121_air_support	
Fleet Air Wing 2 [7687]	devices: none 50->25	121_air_support	
Fleet Air Wing 4 [7688]	devices: none 50->25	121_air_support	
Fleet Air Wing 10 [7689]	devices: none 50->25	121_air_support	
Fleet Air Wing 17 [7690]	devices: none 50->25	121_air_support	

Ground forces (13)

Item [slot]	Change	Sheet	Note
Naval Hosp Oak Knoll [7380]	added at San Francisco, arrives 420701; cloned from 1st Evac Hospital; nation 5 -> 4; arrival 420601 -> 420701; morale 65 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 70 -> 0; toe1 200 -> 0; toedev1 252 -> 0; toe2 60 -> 0; toedev2 253 -> 0; devices: +200x Support, -60x Motorized Support	48_commands	
113th AGH Concord [7410]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	Allied hospitals of sheets 50 and 48; 112th AGH Greenslopes, Calcutta General Hospitals, Bombay IGH, Tripler and Letterman stay
CONUS Hospitals [7370]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
NSW L of C Area [7383]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	Rear logistics labels of sheet 50
Qld L of C Area [7392]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Vic L of C Area [7393]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
WA L of C Area [7397]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
SA L of C Area [7398]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Mare Island Navy Yd [7727]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	The Navy Yards of sheet 59; the base's shipyard points carry the repair capacity
Puget Sound Navy Yd [7728]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Pearl Harbor Navy Yd [7729]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	

Item [slot]	Change	Sheet	Note
Naval Hosp Oak Knoll [7380]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Naval Hosp Oak Knoll [7380]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared

Base forces, fortresses and engineers (274)

Item [slot]	Change	Sheet	Note
New Orleans [7705]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	New Orleans (nation 4, type 10)
Baton Rouge [7706]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Baton Rouge (nation 4, type 10)
LION 1 [5990]	added at San Francisco, arrives 421017; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 421017; TOE 2402 -> 0; devices: +36x Seabee Section, +12x Seabee Vehicle, +15x Engineer Vehicle, +54x Engineers, +183x Support, +45x Motorized Support, +72x Aviation Support, +432x Naval Support, +12x 3in M19	16_engineer_org	LION = major fleet base unit (RA 'Fleet Advn' composition, Seabee devices substituted). LION 1 went to Espiritu Santo; LIONs 2-4 to Noumea/Efate and later Manus
LION 2 [5995]	added at San Francisco, arrives 430321; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430321; TOE 2402 -> 0; devices: +36x Seabee Section, +12x Seabee Vehicle, +15x Engineer Vehicle, +54x Engineers, +183x Support, +45x Motorized Support, +72x Aviation Support, +432x Naval Support, +12x 3in M19	16_engineer_org	
LION 3 [6002]	added at San Francisco, arrives 430806; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430806; TOE 2402 -> 0; devices: +36x Seabee Section, +12x Seabee Vehicle, +15x Engineer Vehicle, +54x Engineers, +183x Support, +45x Motorized Support, +72x Aviation Support, +432x Naval Support, +12x 3in M19	16_engineer_org	
LION 4 [6019]	added at San Francisco, arrives 431112; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 431112; TOE 2402 -> 0; devices: +36x Seabee Section, +12x Seabee Vehicle, +15x Engineer Vehicle, +54x Engineers, +183x Support, +45x Motorized Support, +72x Aviation Support, +432x Naval Support, +12x 3in M19	16_engineer_org	Manus
LION 6 [6020]	added at San Francisco, arrives 440801; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 440801; TOE 2402 -> 0; devices: +36x Seabee Section, +12x Seabee Vehicle, +15x Engineer Vehicle, +54x Engineers, +183x Support, +45x Motorized Support, +72x Aviation Support, +432x Naval Support, +12x 3in M19	16_engineer_org	Guam
CUB 1 [6025]	added at San Francisco, arrives 420711; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420711; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	CUB = secondary base unit, a quarter of a LION (RA 'Port Advn' composition). CUB 1 built Guadalcanal's harbour
CUB 2 [6030]	added at San Francisco, arrives 420725; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420725; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	
CUB 3 [6036]	added at San Francisco, arrives 420818; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420818; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	
CUB 4 [6041]	added at San Francisco, arrives 420902; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420902; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	

Item [slot]	Change	Sheet	Note
CUB 5 [6054]	added at San Francisco, arrives 430115; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430115; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	
CUB 6 [6252]	added at San Francisco, arrives 430401; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430401; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	
CUB 7 [6253]	added at San Francisco, arrives 430701; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430701; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	
CUB 8 [6266]	added at San Francisco, arrives 431001; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 431001; TOE 2402 -> 0; devices: +18x Seabee Section, +6x Seabee Vehicle, +6x Engineer Vehicle, +18x Engineers, +81x Support, +9x Motorized Support, +24x Aviation Support, +108x Naval Support, +6x 3in M1918 AA	16_engineer_org	
ACORN 1 [6330]	added at San Francisco, arrives 420711; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420711; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	ACORN = airfield operating unit with its own construction detachment (RA 'Air Advn' composition). Twelve of the ~45 raised
ACORN 2 [6331]	added at San Francisco, arrives 420711; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420711; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 3 [6338]	added at San Francisco, arrives 420711; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420711; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 4 [6344]	added at San Francisco, arrives 420711; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420711; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 5 [6380]	added at San Francisco, arrives 421201; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 421201; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 6 [6384]	added at San Francisco, arrives 430201; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430201; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 7 [6406]	added at San Francisco, arrives 430401; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430401; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 8 [6407]	added at Eastern USA, arrives 451201; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430601; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA Gu	16_engineer_org	
ACORN 9 [6411]	added at San Francisco, arrives 430801; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430801; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	

Item [slot]	Change	Sheet	Note
ACORN 10 [6415]	added at San Francisco, arrives 431001; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 431001; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 11 [6418]	added at San Francisco, arrives 440101; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 440101; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
ACORN 12 [6423]	added at San Francisco, arrives 440401; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 440401; TOE 2402 -> 0; devices: +9x Seabee Section, +4x Seabee Vehicle, +5x Engineer Vehicle, +9x Engineers, +48x Support, +9x Motorized Support, +36x Aviation Support, +3x 3in M1918 AA Gun, +3x 37mm M1A2 AA	16_engineer_org	
9th USN [6502]	added at San Francisco, arrives 420315; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -8x Engineers, -75x Motoriz	16_engineer_org	Naval Construction Battalions (RA 'US Naval' composition, ~1,100 men): the Seabees themselves, the mobile construction element that LIONs, CUBs and ACORNs draw on
30th USN [6592]	added at San Francisco, arrives 420415; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420415; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	
31st USN [6593]	added at San Francisco, arrives 420515; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420515; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	
32nd USN [6613]	added at San Francisco, arrives 420615; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420615; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	6th NCB: Henderson Field
33rd USN [6614]	added at San Francisco, arrives 420715; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420715; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	
47th USN [6616]	added at San Francisco, arrives 420815; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420815; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	
49th USN [6637]	added at San Francisco, arrives 420915; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 420915; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	
50th USN [6642]	added at San Francisco, arrives 421015; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 421015; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	
53rd USN [6651]	added at San Francisco, arrives 421115; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 421115; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	
58th USN [6659]	added at San Francisco, arrives 421215; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 421215; morale 50 -> 55; TOE 2402 -> 0; suffix 109 -> 107; devices: +36x Seabee Section, +12x Seabee Vehicle, +9x Engineer Vehicle, +18x Engineers, +27x Support, +8x Motorized Support, -4x Engineer Vehicle, -	16_engineer_org	

Item [slot]	Change	Sheet	Note
CBMU 501 [6660]	added at San Francisco, arrives 430301; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430301; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	Construction Battalion Maintenance Units (RA 'Base Maint' composition): they keep a finished base running so the NCB can move on
CBMU 502 [6750]	added at San Francisco, arrives 430301; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430301; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	
CBMU 503 [6755]	added at San Francisco, arrives 430601; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430601; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	
CBMU 504 [6767]	added at San Francisco, arrives 430601; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430601; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	
CBMU 505 [6774]	added at San Francisco, arrives 430901; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430901; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	
CBMU 506 [6815]	added at San Francisco, arrives 430901; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 430901; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	
CBMU 507 [6819]	added at San Francisco, arrives 440101; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 440101; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	
CBMU 508 [6824]	added at San Francisco, arrives 440101; cloned from 220th USN; attached HQ West Coast -> Pacific Fleet; arrival 420315 -> 440101; TOE 2402 -> 0; suffix 109 -> 100; devices: +12x USN Base Eng Sq, +3x Engineer Vehicle, +27x Support, +6x Motorized Support, +18x Aviation Support, +9x Naval Support, +3x 40mm M1 Bofors, +3x 0.5in M2HB	16_engineer_org	
CONUS Hospitals [7370]	added at Eastern USA, arrives 460201; cloned from 1st Evac Hospital; arrival 420601 -> 0; morale 65 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 70 -> 0; toe1 200 -> 0; toedev1 252 -> 0; toe2 60 -> 0; toedev2 253 -> 0; devices: +400x Support, -60x Motorized Support	48_commands	
NSW L of C Area [7383]	added at Eastern USA, arrives 460301; cloned from Darwin RAAF; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 90; location 124 -> 167; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0;	50_commands_other	Land Headquarters' Lines of Communication Areas, one per state, and the Northern Territory Force base: the Australian Army's port and depot commands, static base forces with naval support like the American Ports of Embarkation
Qld L of C Area [7392]	added at Eastern USA, arrives 460401; cloned from Darwin RAAF; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 96; location 124 -> 160; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0;	50_commands_other	
Vic L of C Area [7393]	added at Eastern USA, arrives 460501; cloned from Darwin RAAF; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 82; location 124 -> 170; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0;	50_commands_other	
WA L of C Area [7397]	added at Eastern USA, arrives 460601; cloned from Darwin RAAF; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 49; location 124 -> 147; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0;	50_commands_other	
SA L of C Area [7398]	added at Eastern USA, arrives 420401; cloned from Darwin RAAF; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 75; location 124 -> 163; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0;	50_commands_other	

Item [slot]	Change	Sheet	Note
113th AGH Concord [7410]	added at Eastern USA, arrives 421001; cloned from 1st Aus Fld Hospital; arrival 420401 -> 0; morale 65 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 96 -> 90; location 160 -> 167; toe1 150 -> 0; toedev1 252 -> 0; devices: +200x Support	50_commands_other	Australian General Hospitals: Concord, Heidelberg and Greenslopes at home as static units, the 2/9th at Port Moresby and the 2/7th at Lae, which travel with the armies but arrive under a restricted command: a hospital placed at the wrong base by the engine can
San Francisco [5049]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Los Angeles [5048]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Seattle USN [5050]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
NAS North Island [5055]	suffix 109 -> 0; name 101st USN -> NAS North Island	69_base_force_names	The USN's ten numbered home-station base forces named for the Naval Air Stations and Operating Bases they stand at; the forward base forces (220th-254th) keep their numbers
NAS Puunene [5002]	suffix 109 -> 0; name 102nd USN -> NAS Puunene	69_base_force_names	
NOB Dutch Harbor [5003]	suffix 109 -> 0; name 103rd USN -> NOB Dutch Harbor	69_base_force_names	
NS Tutuila [5004]	suffix 109 -> 0; name 104th USN -> NS Tutuila	69_base_force_names	
NB Juneau [5005]	suffix 109 -> 0; name 105th USN -> NB Juneau	69_base_force_names	
NAS Sitka [5006]	suffix 109 -> 0; name 106th USN -> NAS Sitka	69_base_force_names	
NOB Kodiak [5007]	suffix 109 -> 0; name 107th USN -> NOB Kodiak	69_base_force_names	
NB Nome [5008]	suffix 109 -> 0; name 108th USN -> NB Nome	69_base_force_names	
NAS Hilo [5009]	suffix 109 -> 0; name 109th USN -> NAS Hilo	69_base_force_names	
NB Treasure Island [5053]	suffix 109 -> 0; name 111th USN -> NB Treasure Island	69_base_force_names	
1st USN [5724]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	E1: every Naval Construction Battalion was about 1,080 men on one equipment table; the 1942 arrivals join the 54-section standard the table uses from 1943
2nd USN [5725]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
3rd USN [5726]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
4th USN [5727]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
5th USN [5728]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	

Item [slot]	Change	Sheet	Note
8th USN [5729]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
10th USN [5730]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
6th USN [5731]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
7th USN [5732]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
11th USN [5733]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
13th USN [5734]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
14th USN [5735]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
15th USN [5736]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support, -5x Motorized Support, -?x Aviation Support	88_artillery_engineers	
18th USN [5737]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
12th USN [5738]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
16th USN [5739]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
20th USN [5740]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
19th USN [5741]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
21st USN [5742]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
22nd USN [5743]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
23rd USN [5744]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
25th USN [5745]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
26th USN [5746]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
24th USN [5747]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
27th USN [5748]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
34th USN [5749]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
35th USN [5750]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
36th USN [5751]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
37th USN [5752]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	

Item [slot]	Change	Sheet	Note
42nd USN [5753]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
38th USN [5754]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
39th USN [5755]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
40th USN [5756]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
41st USN [5757]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
43rd USN [5758]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
44th USN [5759]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
45th USN [5760]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
46th USN [5761]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
48th USN [5762]	devices: +54x Seabee Section, +24x Engineer Vehicle, +8x Motorized Support	88_artillery_engineers	
1st USN [5724]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	C1: the 49 Seabee battalions on one pattern, 54 support for 78 elements (0.69, the stock engineer norm); a battalion of 1,080 men had a headquarters company of about 240
2nd USN [5725]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
3rd USN [5726]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
4th USN [5727]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
5th USN [5728]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
8th USN [5729]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
10th USN [5730]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
6th USN [5731]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
7th USN [5732]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
11th USN [5733]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
13th USN [5734]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
14th USN [5735]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
15th USN [5736]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
18th USN [5737]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	

Item [slot]	Change	Sheet	Note
12th USN [5738]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
16th USN [5739]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
20th USN [5740]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
19th USN [5741]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
21st USN [5742]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
22nd USN [5743]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
23rd USN [5744]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
25th USN [5745]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
26th USN [5746]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
24th USN [5747]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
27th USN [5748]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
34th USN [5749]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
35th USN [5750]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
36th USN [5751]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
37th USN [5752]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
42nd USN [5753]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
38th USN [5754]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
39th USN [5755]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
40th USN [5756]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
41st USN [5757]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
43rd USN [5758]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
44th USN [5759]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
45th USN [5760]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
46th USN [5761]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	

Item [slot]	Change	Sheet	Note
48th USN [5762]	toe1 54 -> 0; toedev1 86 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 8 -> 0; toedev3 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support	89_support	
9th USN [6502]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
30th USN [6592]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
31st USN [6593]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
32nd USN [6613]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
33rd USN [6614]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
47th USN [6616]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
49th USN [6637]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
50th USN [6642]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
53rd USN [6651]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
58th USN [6659]	toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 9 -> 0; toedev3 250 -> 0; toe4 18 -> 0; toedev4 86 -> 0; toe5 27 -> 0; toedev5 252 -> 0; toe6 8 -> 0; toedev6 253 -> 0; devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -27x Support, -8x Motorized Support	89_support	
NB Treasure Island [5053]	devices: +4x Engineer Vehicle, +8x Seabee Section, +36x Aviation Support, +100x Naval Support, +12x Motorized Support, -?x SCR-270 Radar, -4x Engineer Vehicle, -8x Seabee Section, -?x Motorized Support, -36x Aviation Support, -100x Naval Support	89_support	C8: support for its own engineers and vehicles
Indpdt Sailing [7879]	supply 600000 -> 999999	98_allied_methods	American convoy units reloaded from 600,000 to 999,999 supply
Indpdt Sailing [7880]	supply 600000 -> 999999	98_allied_methods	
Indpdt Sailing [7886]	supply 600000 -> 999999	98_allied_methods	
Indpdt Sailing [7887]	supply 600000 -> 999999	98_allied_methods	
Indpdt Sailing [7888]	supply 600000 -> 999999	98_allied_methods	
Indpt Sailings [7932]	supply 950000 -> 999999	98_allied_methods	
Indpt Sailings [7933]	supply 950000 -> 999999	98_allied_methods	

Item [slot]	Change	Sheet	Note
Indpt Sailings [7942]	supply 600000 -> 999999	98_allied_methods	
Convoy GZ 29 - 35 [7943]	supply 600000 -> 999999	98_allied_methods	
Convoy GZ 36 - 42 [7944]	supply 600000 -> 999999	98_allied_methods	
Convoy GZ 43 - 48 [7945]	supply 600000 -> 999999	98_allied_methods	
Convoy GZ 49 - 55 [7946]	supply 600000 -> 999999	98_allied_methods	
Convoy GZ 56 - 63 [7947]	supply 600000 -> 999999	98_allied_methods	
Convoy GZ 64 - 70 [7948]	supply 600000 -> 999999	98_allied_methods	
Convoy GZ 71 - 78 [7949]	supply 600000 -> 999999	98_allied_methods	
US Sailings 03/43 [6359]	added at Eastern USA, arrives 430301; cloned from 7880; arrival 440101 -> 430301; supply 999999 -> 700000; fuel 900000 -> 0	98_allied_methods	dated American supply sailings to Eastern USA, the growth of the flat rate delivered on a curve
US Sailings 10/43 [6360]	added at Eastern USA, arrives 431001; cloned from 7880; arrival 440101 -> 431001; supply 999999 -> 700000; fuel 900000 -> 0	98_allied_methods	
US Sailings 02/44 [6366]	added at Eastern USA, arrives 440201; cloned from 7880; arrival 440101 -> 440201; supply 999999 -> 750000; fuel 900000 -> 0	98_allied_methods	
US Sailings 08/44 [6369]	added at Eastern USA, arrives 440801; cloned from 7880; arrival 440101 -> 440801; supply 999999 -> 750000; fuel 900000 -> 0	98_allied_methods	
US Sailings 11/44 [6370]	added at Eastern USA, arrives 441101; cloned from 7880; arrival 440101 -> 441101; supply 999999 -> 750000; fuel 900000 -> 0	98_allied_methods	
US Sailings 02/45 [6387]	added at Eastern USA, arrives 450201; cloned from 7880; arrival 440101 -> 450201; fuel 900000 -> 0	98_allied_methods	
US Sailings 03/45 [6388]	added at Eastern USA, arrives 450301; cloned from 7880; arrival 440101 -> 450301; fuel 900000 -> 0	98_allied_methods	
US Sailings 04/45 [6389]	added at Eastern USA, arrives 450401; cloned from 7880; arrival 440101 -> 450401; fuel 900000 -> 0	98_allied_methods	
US Sailings 05/45 [6390]	added at Eastern USA, arrives 450501; cloned from 7880; arrival 440101 -> 450501; fuel 900000 -> 0	98_allied_methods	
US Sailings 08/45 [6391]	added at Eastern USA, arrives 450801; cloned from 7880; arrival 440101 -> 450801; fuel 900000 -> 0	98_allied_methods	
US Sailings 09/45 [6392]	added at Eastern USA, arrives 450901; cloned from 7880; arrival 440101 -> 450901; fuel 900000 -> 0	98_allied_methods	
US Sailings 10/45 [6393]	added at Eastern USA, arrives 451001; cloned from 7880; arrival 440101 -> 451001; fuel 900000 -> 0	98_allied_methods	
US Sailings 11/45 [6396]	added at Eastern USA, arrives 451101; cloned from 7880; arrival 440101 -> 451101; fuel 900000 -> 0	98_allied_methods	
US Sailings 12/45 [6407]	added at Eastern USA, arrives 451201; cloned from 7880; arrival 440101 -> 451201; fuel 900000 -> 0	98_allied_methods	
US Sailings 01/46 [6408]	added at Eastern USA, arrives 460101; cloned from 7880; arrival 440101 -> 460101; fuel 900000 -> 0	98_allied_methods	
US Sailings 02/46 [7370]	added at Eastern USA, arrives 460201; cloned from 7880; arrival 440101 -> 460201; fuel 900000 -> 0	98_allied_methods	

Item [slot]	Change	Sheet	Note
US Sailings 03/46 [7383]	added at Eastern USA, arrives 460301; cloned from 7880; arrival 440101 -> 460301; fuel 900000 -> 0	98_allied_methods	
US Sailings 04/46 [7392]	added at Eastern USA, arrives 460401; cloned from 7880; arrival 440101 -> 460401; fuel 900000 -> 0	98_allied_methods	
US Sailings 05/46 [7393]	added at Eastern USA, arrives 460501; cloned from 7880; arrival 440101 -> 460501; fuel 900000 -> 0	98_allied_methods	
US Sailings 06/46 [7397]	added at Eastern USA, arrives 460601; cloned from 7880; arrival 440101 -> 460601; fuel 900000 -> 0	98_allied_methods	
US Sailings 04/42 [7398]	added at Eastern USA, arrives 420401; cloned from 7880; arrival 440101 -> 420401; supply 999999 -> 0; fuel 900000 -> 0	98_allied_methods	1942 equipment sailing; no supply
US Sailings 10/42 [7410]	added at Eastern USA, arrives 421001; cloned from 7880; arrival 440101 -> 421001; supply 999999 -> 0; fuel 900000 -> 0	98_allied_methods	
US Sailings 04/42 [7398]	toe3 0 -> 15; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 12; devices: +15x M3 Stuart Light Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +12x 37mm M3 AT Gun	98_allied_methods	
US Sailings 10/42 [7410]	toe3 0 -> 15; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 12; toe7 0 -> 81; devices: +15x M3 Stuart Light Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +12x 37mm M3 AT Gun, +81x USA 42 Rifle Squad	98_allied_methods	
US Sailings 03/43 [6359]	toe3 0 -> 15; toe4 0 -> 27; toe5 0 -> 39; toe6 0 -> 21; toe7 0 -> 12; toe8 0 -> 21; toe9 0 -> 81; toe10 0 -> 9; toe11 0 -> 9; toe12 0 -> 6; devices: +15x M3 Stuart Light Tank, +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +12x 37mm M3 AT Gun, +21x 57mm M1A3 AT Gun, +81x USA 43 Rifle Squad, +9x 37mm AT Gun	98_allied_methods	
Convoy GZ 29 - 35 [7943]	toe3 0 -> 15; toe4 0 -> 27; toe5 0 -> 39; toe6 0 -> 21; toe7 0 -> 12; toe8 0 -> 21; toe9 0 -> 81; toe10 0 -> 9; toe11 0 -> 9; toe12 0 -> 6; devices: +15x M3 Stuart Light Tank, +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +12x 37mm M3 AT Gun, +21x 57mm M1A3 AT Gun, +81x USA 43 Rifle Squad, +9x 37mm AT Gun	98_allied_methods	
Convoy GZ 36 - 42 [7944]	toe3 0 -> 15; toe4 0 -> 27; toe5 0 -> 39; toe6 0 -> 21; toe7 0 -> 12; toe8 0 -> 21; toe9 0 -> 81; toe10 0 -> 9; toe11 0 -> 9; toe12 0 -> 6; devices: +15x M3 Stuart Light Tank, +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +12x 37mm M3 AT Gun, +21x 57mm M1A3 AT Gun, +81x USA 43 Rifle Squad, +9x 37mm AT Gun	98_allied_methods	
Convoy GZ 43 - 48 [7945]	toe3 0 -> 15; toe4 0 -> 27; toe5 0 -> 39; toe6 0 -> 21; toe7 0 -> 12; toe8 0 -> 21; toe9 0 -> 81; toe10 0 -> 9; toe11 0 -> 9; toe12 0 -> 6; devices: +15x M3 Stuart Light Tank, +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +12x 37mm M3 AT Gun, +21x 57mm M1A3 AT Gun, +81x USA 43 Rifle Squad, +9x 37mm AT Gun	98_allied_methods	
Convoy GZ 49 - 55 [7946]	toe3 0 -> 27; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 21; toe7 0 -> 9; toe8 0 -> 18; toe9 0 -> 9; toe10 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
Convoy GZ 56 - 63 [7947]	toe3 0 -> 27; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 21; toe7 0 -> 9; toe8 0 -> 18; toe9 0 -> 9; toe10 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
Convoy GZ 64 - 70 [7948]	toe3 0 -> 27; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 21; toe7 0 -> 9; toe8 0 -> 18; toe9 0 -> 9; toe10 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
Convoy GZ 71 - 78 [7949]	toe4 0 -> 27; toe5 0 -> 39; toe6 0 -> 21; toe7 0 -> 21; toe8 0 -> 9; toe9 0 -> 18; toe10 0 -> 9; toe11 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
Indpt Sailings [7932]	toe3 0 -> 27; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 21; toe7 0 -> 9; toe8 0 -> 18; toe9 0 -> 9; toe10 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
US Sailings 09/45 [6392]	toe3 0 -> 27; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 21; toe7 0 -> 9; toe8 0 -> 18; toe9 0 -> 9; toe10 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	

Item [slot]	Change	Sheet	Note
US Sailings 12/45 [6407]	toe3 0 -> 27; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 21; toe7 0 -> 9; toe8 0 -> 18; toe9 0 -> 9; toe10 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
US Sailings 03/46 [7383]	toe3 0 -> 27; toe4 0 -> 39; toe5 0 -> 21; toe6 0 -> 21; toe7 0 -> 9; toe8 0 -> 18; toe9 0 -> 9; toe10 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
Soviet [7854]	arrival 441201 -> 450101; devices: -150x 2372	98_allied_methods	Soviet Far East transfer: December 1944 to January 1945 (the transfer from Europe ran from the spring); the 150 Dornier Wal removed, the type was extinct
Convoy GZ 29 - 35 [7943]	toe13 0 -> 1500; devices: +1500x Chinese Rifle Sqd LL	100_squads	I2: 4,500 Lend-Lease squads over the Hump in 1943 for X Force (5 divisions of 837)
Convoy GZ 36 - 42 [7944]	toe13 0 -> 1500; devices: +1500x Chinese Rifle Sqd LL	100_squads	
Convoy GZ 43 - 48 [7945]	toe13 0 -> 1500; devices: +1500x Chinese Rifle Sqd LL	100_squads	
Convoy GZ 49 - 55 [7946]	toe11 0 -> 2500; devices: +2500x Chinese Rifle Sqd LL	100_squads	I2: 10,000 in 1944 for Y Force
Convoy GZ 56 - 63 [7947]	toe11 0 -> 2500; devices: +2500x Chinese Rifle Sqd LL	100_squads	
Convoy GZ 64 - 70 [7948]	toe11 0 -> 2500; devices: +2500x Chinese Rifle Sqd LL	100_squads	
Convoy GZ 71 - 78 [7949]	toe12 0 -> 2500; devices: +2500x Chinese Rifle Sqd LL	100_squads	
Indpt Sailings [7932]	toe11 0 -> 2500; devices: +2500x Chinese Rifle Sqd LL	100_squads	I2: 7,500 in 1945 for Alpha Force
Indpt Sailings [7933]	toe3 0 -> 2500; devices: +2500x Chinese Rifle Sqd LL	100_squads	
Indpt Sailings [7942]	toe3 0 -> 2500; devices: +2500x Chinese Rifle Sqd LL	100_squads	
US Sailings 04/42 [7398]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
US Sailings 10/42 [7410]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
NAS Puunene [5002]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NOB Dutch Harbor [5003]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NS Tutuila [5004]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NB Juneau [5005]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NAS Sitka [5006]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NOB Kodiak [5007]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
NB Nome [5008]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NAS Hilo [5009]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NB Treasure Island [5053]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NAS North Island [5055]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NB Treasure Island [5053]	toedev1 250 -> 0; toe1 4 -> 0; toedev2 86 -> 0; toe2 8 -> 0; toedev3 254 -> 0; toe3 36 -> 0; toedev4 255 -> 0; toe4 100 -> 0; toedev5 253 -> 0; toe5 12 -> 0; toedev7 0 -> 250; toe7 0 -> 4; toedev8 0 -> 86; toe8 0 -> 8; toedev9 0 -> 253; toe9 0 -> 12; toedev10 0 -> 254; toe10 0 -> 36; toedev11 0 -> 255; toe11 0 -> 100; devices: -	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USN Port so replacements fill the rows the template means
Pearl Harbor [5047]	devices: none 100->270	121_air_support	HQ-H4: Pearl Harbor at Pearl Harbor holds 100 aviation support squads against the 270 its own TOE record calls for
CASU-1 [5496]	name 255th USN -> CASU-1	121_air_support	ABF-S3: the Navy formed 69 numbered Carrier and Combat Aircraft Service Units between 1942 and 1946; the first units, at Pearl Harbor, Barbers Point, Ewa, Kaneohe and the West Coast hubs. The numbers follow the blocks in the author's note of 15 September, in a
CASU-2 [5459]	name 220th USN -> CASU-2	121_air_support	
PATSU 1-2 [5460]	name 221st USN -> PATSU 1-2	121_air_support	ABF-S3: Patrol Aircraft Service Units were numbered by Fleet Air Wing and sequence; a PATSU of 150 to 350 men serviced the PBYs, PBMs, PV-1s and PB4Ys at a wing's advance bases. PATSU 1-2, first at Espiritu Santo, then Munda; Espiritu Santo became the South Pa
PATSU 4-1 [5461]	name 222nd USN -> PATSU 4-1	121_air_support	ABF-S3: PATSU 4-1, first at Adak; Adak was occupied on 30 August 1942
CASU-3 [5462]	name 223rd USN -> CASU-3	121_air_support	
PATSU 4-3 [5463]	name 224th USN -> PATSU 4-3	121_air_support	ABF-S3: PATSU 4-3, first at Amchitka; Amchitka was occupied in January 1943
CASU-11 [5464]	name 225th USN -> CASU-11	121_air_support	ABF-S3: the Navy formed 69 numbered Carrier and Combat Aircraft Service Units between 1942 and 1946; the units that followed the island-hopping campaigns into the South and Central Pacific. The numbers follow the blocks in the author's note of 15 September, in
CASU-12 [5465]	name 226th USN -> CASU-12	121_air_support	
CASU-13 [5466]	name 227th USN -> CASU-13	121_air_support	
PATSU 1-1 [5467]	name 228th USN -> PATSU 1-1	121_air_support	ABF-S3: PATSU 1-1, first at Munda and Guadalcanal; Munda fell on 5 August 1943; PATSU 1-1 serviced VP-12, VP-54 and VB-140 there
PATSU 2-4 [5468]	name 229th USN -> PATSU 2-4	121_air_support	ABF-S3: PATSU 2-4, first at Funafuti; the Ellice Islands patrol line opened for the Gilberts in late 1943
CASU-14 [5469]	name 230th USN -> CASU-14	121_air_support	
CASU-15 [5470]	name 231st USN -> CASU-15	121_air_support	
PATSU 2-6 [5471]	name 232nd USN -> PATSU 2-6	121_air_support	ABF-S3: PATSU 2-6, first at Ebeye, Kwajalein; Kwajalein was taken in February 1944
PATSU 2-8 [5474]	name 233rd USN -> PATSU 2-8	121_air_support	ABF-S3: PATSU 2-8, first at Majuro; Majuro was occupied on 31 January 1944

Item [slot]	Change	Sheet	Note
PATSU 10-2 [5475]	name 234th USN -> PATSU 10-2	121_air_support	ABF-S3: PATSU 10-2, first at Brisbane, then Manus; the Admiralties were taken from March 1944
CASU(F)-26 [5476]	name 235th USN -> CASU(F)-26	121_air_support	ABF-S3: the Navy formed 69 numbered Carrier and Combat Aircraft Service Units between 1942 and 1946; the forward units serving the staging fields and anchorages of the Marianas, Palaus and Philippines. The numbers follow the blocks in the author's note of 15 S
PATSU 10-3 [5477]	name 236th USN -> PATSU 10-3	121_air_support	ABF-S3: PATSU 10-3, first at Woendi, off Biak; Biak was invaded on 27 May 1944
CASU(F)-27 [5478]	name 237th USN -> CASU(F)-27	121_air_support	
PATSU 10-1 [5479]	name 238th USN -> PATSU 10-1	121_air_support	ABF-S3: PATSU 10-1, first at Perth, then Jinamoc in San Pedro Bay; Leyte was invaded in October 1944
CASU(F)-28 [5480]	name 239th USN -> CASU(F)-28	121_air_support	
PATSU 17-1 [5481]	name 240th USN -> PATSU 17-1	121_air_support	ABF-S3: PATSU 17-1, first at Guiuan, Samar; the Samar seaplane bases opened at the turn of 1945
CASU(F)-29 [5482]	name 241st USN -> CASU(F)-29	121_air_support	
PATSU 17-2 [5483]	name 242nd USN -> PATSU 17-2	121_air_support	ABF-S3: PATSU 17-2, first at Lingayen Gulf and Subic Bay; Lingayen was invaded on 9 January 1945
CASU(F)-51 [5484]	name 243rd USN -> CASU(F)-51	121_air_support	ABF-S3: the Navy formed 69 numbered Carrier and Combat Aircraft Service Units between 1942 and 1946; the late units, for the Western Carolines, Iwo Jima, the Ryukyus and the staging for Downfall. The numbers follow the blocks in the author's note of 15 Septemb
CASU(F)-52 [5485]	name 244th USN -> CASU(F)-52	121_air_support	
CASU(F)-53 [5486]	name 245th USN -> CASU(F)-53	121_air_support	
CASU(F)-54 [5487]	name 246th USN -> CASU(F)-54	121_air_support	
CASU(F)-55 [5488]	name 247th USN -> CASU(F)-55	121_air_support	
CASU(F)-56 [5489]	name 248th USN -> CASU(F)-56	121_air_support	
CASU(F)-57 [5490]	name 249th USN -> CASU(F)-57	121_air_support	
CASU(F)-58 [5491]	name 250th USN -> CASU(F)-58	121_air_support	
CASU(F)-59 [5492]	name 251st USN -> CASU(F)-59	121_air_support	
CASU(F)-60 [5493]	name 252nd USN -> CASU(F)-60	121_air_support	
CASU(F)-61 [5494]	name 253rd USN -> CASU(F)-61	121_air_support	
CASU(F)-62 [5495]	name 254th USN -> CASU(F)-62	121_air_support	
CBMU 501 [6660]	devices: +12x Seabee Section	124_oil_cbmu	CBMU: a Construction Battalion Maintenance Unit of about 250 men relieved a construction battalion and kept runways, roads and power running; at the scale of CRS's 1,080-man battalions (54 sections) that is 12 sections, and without them the unit could not repa
CBMU 502 [6750]	devices: +12x Seabee Section	124_oil_cbmu	

Item [slot]	Change	Sheet	Note
CBMU 503 [6755]	devices: +12x Seabee Section	124_oil_cbmu	
CBMU 504 [6767]	devices: +12x Seabee Section	124_oil_cbmu	
CBMU 505 [6774]	devices: +12x Seabee Section	124_oil_cbmu	
CBMU 506 [6815]	devices: +12x Seabee Section	124_oil_cbmu	
CBMU 507 [6819]	devices: +12x Seabee Section	124_oil_cbmu	
CBMU 508 [6824]	devices: +12x Seabee Section	124_oil_cbmu	

Air groups (468)

Item [slot]	Change	Sheet	Note
VF(N)-76 [1642]	attached HQ none -> USN AirCenPac; location 615 -> 584; arrival 9999 -> 440115; planes 4 -> 12; withdraws 441106 -> 0	26_late_war	VF(N)-76: first carrier night-fighter detachment squadron (F6F-3N), stock had it never arriving
VF(N)-77 [1647]	attached HQ none -> USN AirCenPac; location 615 -> 584; arrival 9999 -> 440401; planes 4 -> 12; withdraws 440925 -> 0; upgrade F6F-3N Hellcat -> F6F-5N Hellcat	26_late_war	VF(N)-77
VF(N)-78 [1652]	attached HQ none -> USN AirCenPac; location 615 -> 584; arrival 9999 -> 440701; withdraws 441002 -> 0	26_late_war	VF(N)-78
VF(N)-53 [1635]	attached HQ none -> USN AirCenPac; location 0 -> 584; arrival 9999 -> 450101; aircraft none -> F6F-5N Hellcat; planes 0 -> 18; max planes 0 -> 18; upgrade none -> F6F-5N Hellcat	26_late_war	VF(N)-53 (F6F-5N), Saratoga/Enterprise night group
VF(N)-63 [1636]	attached HQ none -> USN AirCenPac; location 0 -> 584; arrival 9999 -> 450301; aircraft none -> F6F-5N Hellcat; planes 0 -> 18; max planes 0 -> 18; upgrade none -> F6F-5N Hellcat	26_late_war	VF(N)-63
CQTU-1 [237]	added, SNJ-3 Texan x24, arrives 420101; cloned from VF-6; aircraft F4F-3A Wildcat -> SNJ-3 Texan; attached HQ none -> USN AirCenPac; location 11505 -> 584; arrival 0 -> 420101; experience 71 -> 30; morale 86 -> 60; attribute 1 (static) -> 8 (convoy); planes 18 -> 24; max planes 27 -> 24	17_training_groups	Carrier Qualification Training Units on the SNJ (the carrier-trained bit is replaced by the training bit)
CQTU-2 [243]	added, SNJ-3 Texan x24, arrives 420601; cloned from VF-6; aircraft F4F-3A Wildcat -> SNJ-3 Texan; attached HQ none -> USN Fleet Air West; location 11505 -> 518; arrival 0 -> 420601; experience 71 -> 30; morale 86 -> 60; attribute 1 (static) -> 8 (convoy); planes 18 -> 24; max planes 27 -> 24	17_training_groups	
VB-118 [2791]	upgrade PB4Y-2 Privateer -> PB4Y-2 Privateer LA; aircraft PB4Y-2 Privateer -> PB4Y-2 Privateer LA	28_air_weapons	
VB-119 [2792]	upgrade PB4Y-2 Privateer -> PB4Y-2 Privateer LA	28_air_weapons	
VPB-109 [2783]	upgrade PB4Y-2 Privateer -> PB4Y-2B Privateer	28_air_weapons	First Bat squadron, April 45
VPB-124 [340]	added, PB4Y-2B Privateer x15, arrives 450501; cloned from VB-118; upgrade PB4Y-2 Privateer LA -> PB4Y-2B Privateer; aircraft PB4Y-2 Privateer LA -> PB4Y-2B Privateer; attached HQ USN Fleet Air West -> USN AirCenPac; location 518 -> 584; arrival 440701 -> 450501; planes 0 -> 12; max planes 12 -> 15	28_air_weapons	
VF-37 [1985]	location 11549 -> 518; arrival 0 -> 421215	25_carrier_groups	Sangamon's air group: the ship now arrives as an oiler, so the group waits ashore at San Diego from the historical CVE commissioning date and embarks when (if) she is converted
VT-37 [1986]	location 11549 -> 518; arrival 0 -> 421215	25_carrier_groups	
VF-35 [1982]	location 11550 -> 518; arrival 0 -> 421215	25_carrier_groups	Chenango
VT-35 [1983]	location 11550 -> 518; arrival 0 -> 421215	25_carrier_groups	

Item [slot]	Change	Sheet	Note
VF-60 [1997]	location 11551 -> 518; arrival 0 -> 421215	25_carrier_groups	Suwannee
VT-60 [1998]	location 11551 -> 518; arrival 0 -> 421215	25_carrier_groups	
VF-26 [1973]	location 11552 -> 518; arrival 0 -> 440124	25_carrier_groups	Santee
VT-26 [1974]	location 11552 -> 518; arrival 0 -> 440124	25_carrier_groups	
VB-20 [1771]	upgrade SB2C-5 Helldiver -> F8B-1	40_variant_paths	VB-20: next model F8B-1 (was none)
VB-74 [1782]	upgrade SB2C-5 Helldiver -> F8B-1	40_variant_paths	
VT-74 [1783]	upgrade SB2C-5 Helldiver -> F8B-1	40_variant_paths	
VB-150 [1817]	upgrade SB2C-5 Helldiver -> F8B-1	40_variant_paths	
VB-93 [1822]	upgrade SB2C-5 Helldiver -> F8B-1	40_variant_paths	
Cadillac AEW Det [341]	added, TBM-3W Cadillac x6, arrives 450701; cloned from VT-85; aircraft TBM-3 Avenger -> TBM-3W Cadillac; attached HQ none -> USN AirCenPac; location 11519 -> 518; arrival 0 -> 450701; planes 15 -> 6; max planes 15 -> 6	41_search_recon	The first AEW detachment, carrier type so it can be embarked; put it on a fleet carrier and the task force has a 150-mile radar search plane
Cadillac AEW Det [341]	upgrade TBM-3 Avenger -> TBM-3W Cadillac; wpndevid 161 -> 297; wpnnumber 2 -> 1; devices: x .50 Browning MG -> x Engine, x .30 Browning MG -> x AN/APS-20 Radar, -1x AN/APS-4 Radar, -1x 22in Mk 13 Torpedo, -2x 100 gal Drop Tank, -1x Engine, -2x .50 Browning MG, -1x .50 Browning MG, -1x .30 Browning MG, -1x AN/APS-4 Radar, -2x 500	41_search_recon	Clone inherited VT-85's next model and torpedo fit; it stays on the Cadillac with the radar alone
VO-1/1 [2107]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	Kingfisher observation unit: next model SC-1 Seahawk (was none)
VO-1/2 [2108]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-1/3 [2109]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-2/1 [2111]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-2/2 [2112]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-2/3 [2113]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-4/1 [2115]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-4/2 [2116]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-4/3 [2117]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-3/1 [2119]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-3/2 [2120]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-3/3 [2121]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	

Item [slot]	Change	Sheet	Note
VCS-13/1 [2175]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-13/2 [2176]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-5/1 [2191]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-5/2 [2192]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-5/3 [2193]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-6/1 [2195]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-6/2 [2196]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-6/3 [2197]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-7/1 [2199]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-7/2 [2200]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-7/3 [2201]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VO-7/4 [2202]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-19/1 [2204]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-19/2 [2205]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-19/3 [2206]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-17/1 [2208]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-17/2 [2209]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-17/3 [2210]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VCS-17/4 [2211]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VS-1D13 [2837]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VS-6D14 [2844]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VS-66 Det [2851]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VJ-10 Det B [2862]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
VP-11 [2700]	night ops 0 -> 1	42_command_and_quality	Black Cat squadron: radar Catalinas flown at night from 1943

Item [slot]	Change	Sheet	Note
VP-11 [2701]	night ops 0 -> 1	42_command_and_quality	
VP-12 [2702]	night ops 0 -> 1	42_command_and_quality	
VP-12 [2703]	night ops 0 -> 1	42_command_and_quality	
VP-52 [2747]	night ops 0 -> 1	42_command_and_quality	
VP-81 [2763]	night ops 0 -> 1	42_command_and_quality	
VP-81 [2764]	night ops 0 -> 1	42_command_and_quality	
VS-1D12 [2835]	experience 50 -> 40	51_intensity	
VS-4D14 [2842]	experience 45 -> 35	51_intensity	
VR-2 NATS [354]	added, R4D-1 Skytrain x24, arrives 420601; cloned from 1351st AAFBU; nationality 5 -> 4; attached HQ Tenth USAAF -> Pacific Fleet; location 865 -> 1409; arrival 441126 -> 420601; experience 55 -> 60; planes 25 -> 12; max planes 54 -> 24	54_material	The Naval Air Transport Service, the Navy's own airlift beside the Army's ATC: VR-2 at Alameda from 1942, VR-11 and VR-13 at Honolulu on R5Ds
VR-11 NATS [356]	added, C-54 Skymaster x24, arrives 431001; cloned from 1351st AAFBU; nationality 5 -> 4; attached HQ Tenth USAAF -> Pacific Fleet; location 865 -> 584; arrival 441126 -> 431001; experience 55 -> 60; planes 25 -> 12; max planes 54 -> 24	54_material	
VR-13 NATS [357]	added, C-54 Skymaster x24, arrives 440601; cloned from 1351st AAFBU; nationality 5 -> 4; attached HQ Tenth USAAF -> Pacific Fleet; location 865 -> 584; arrival 441126 -> 440601; experience 55 -> 60; planes 25 -> 12; max planes 54 -> 24	54_material	
VH-1 [383]	added, PBM-3D Mariner x12, arrives 440701; cloned from VPB-205; attached HQ USN Fleet Air West -> Pacific Fleet; location 615 -> 483; arrival 441129 -> 440701; experience 50 -> 55; planes 12 -> 8	54_material	
VH-2 [384]	added, PBM-5 Mariner x12, arrives 441001; cloned from VPB-205; attached HQ USN Fleet Air West -> Pacific Fleet; location 615 -> 462; arrival 441129 -> 441001; experience 50 -> 55; planes 12 -> 8	54_material	
VH-3 [393]	added, PBM-5 Mariner x12, arrives 450101; cloned from VPB-205; attached HQ USN Fleet Air West -> Pacific Fleet; location 615 -> 679; arrival 441129 -> 450101; experience 50 -> 55; planes 12 -> 8	54_material	
VH-4 [394]	added, PBM-5 Mariner x12, arrives 450401; cloned from VPB-205; attached HQ USN Fleet Air West -> Pacific Fleet; location 615 -> 267; arrival 441129 -> 450401; experience 50 -> 55; planes 12 -> 8	54_material	
VH-5 [395]	added, PBM-5 Mariner x12, arrives 450601; cloned from VPB-205; attached HQ USN Fleet Air West -> Pacific Fleet; location 615 -> 288; arrival 441129 -> 450601; experience 50 -> 55; planes 12 -> 8	54_material	
VH-6 [396]	added, PBM-5 Mariner x12, arrives 450701; cloned from VPB-205; attached HQ USN Fleet Air West -> Pacific Fleet; location 615 -> 288; arrival 441129 -> 450701; experience 50 -> 55; planes 12 -> 8	54_material	
VF-75 [429]	added, F8F-1 Bearcat x36, arrives 0; cloned from VF-20; location 11548 -> 12088; experience 60 -> 55; planes 38 -> 36	58_usn_air	Air Group 75, Franklin D. Roosevelt's real first group, on the types Tarawa's 1946 group carries; sheet 42 added the ship without it
VBF-75 [430]	added, F4U-4 Corsair x36, arrives 0; cloned from VBF-20; location 11548 -> 12088; experience 60 -> 55; max planes 0 -> 36	58_usn_air	
VB-75 [431]	added, SB2C-5 Helldiver x15, arrives 0; cloned from VB-20; location 11548 -> 12088; experience 60 -> 55	58_usn_air	
VT-75 [432]	added, TBM-3 Avenger x15, arrives 0; cloned from VT-20; location 11548 -> 12088; experience 60 -> 55	58_usn_air	

Item [slot]	Change	Sheet	Note
VF-45 [433]	added, F8F-1 Bearcat x36, arrives 0; cloned from VF-20; location 11548 -> 12085; experience 60 -> 55; planes 38 -> 36	58_usn_air	A group for Valley Forge, numbered 45 as a placeholder: her first air group was not assigned until 1946
VBF-45 [434]	added, F4U-4 Corsair x36, arrives 0; cloned from VBF-20; location 11548 -> 12085; experience 60 -> 55; max planes 0 -> 36	58_usn_air	
VB-45 [435]	added, SB2C-5 Helldiver x15, arrives 0; cloned from VB-20; location 11548 -> 12085; experience 60 -> 55	58_usn_air	
VT-45 [436]	added, TBM-3 Avenger x15, arrives 0; cloned from VT-20; location 11548 -> 12085; experience 60 -> 55	58_usn_air	
VCS-3/5 [2130]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	Twenty-five cruiser floatplane units dead-ended on the SOC-1, which ends in December 1941 and upgrades to itself; they now go to the Kingfisher and on to the Seahawk of sheet 41, as the other 26 already did
VCS-9/1 [2132]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-9/2 [2133]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-4/3 [2140]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-4/4 [2141]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-5/1 [2143]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-5/3 [2145]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-5/4 [2146]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-6/1 [2148]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-6/2 [2149]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-6/3 [2150]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-6/4 [2151]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-7/1 [2153]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-7/2 [2154]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-7/3 [2155]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-7/4 [2156]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-11/1 [2160]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-11/2 [2161]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-11/3 [2162]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-11/4 [2163]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-15/2 [2184]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-15/3 [2185]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-15/4 [2186]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-16/1 [2188]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VCS-16/2 [2189]	upgrade SOC-1 Seagull -> OS2U-3 Kingfisher	58_usn_air	
VS-3 [1702]	planes 19 -> 18	58_usn_air	Fourteen squadrons started with more aircraft than their maximum (VF-12 with 44 of 42, VB-7 with 36 of 32); brought to the maximum
VB-6 [1715]	planes 19 -> 18	58_usn_air	
VB-7 [1720]	planes 36 -> 32	58_usn_air	
VB-11 [1741]	planes 36 -> 34	58_usn_air	
VF-12 [1744]	planes 44 -> 42	58_usn_air	
VB-13 [1751]	planes 36 -> 34	58_usn_air	
VB-14 [1756]	planes 36 -> 34	58_usn_air	
VF-20 [1769]	planes 38 -> 36	58_usn_air	
VF-71 [1774]	planes 28 -> 27	58_usn_air	
VB-80 [1787]	planes 35 -> 32	58_usn_air	
VF-81 [1790]	planes 38 -> 36	58_usn_air	

Item [slot]	Change	Sheet	Note
VF-89 [1805]	planes 38 -> 36	58_usn_air	
VB-89 [1807]	planes 18 -> 15	58_usn_air	
VS-1D13 [2837]	planes 20 -> 18	58_usn_air	
VP-11 [2700]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	Patrol, patrol-bombing and rescue squadrons attached to their Fleet Air Wing by the command they sat under: Forward AirCenPac to FAW-1, AirCenPac to FAW-2, North Pacific to FAW-4, Asiatic Fleet to FAW-10, Seventh Fleet to FAW-17; the squadrons still working up
VP-12 [2702]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-14 [2707]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-21 [2715]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-22 [2717]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-23 [2719]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-23 Det 1 [2720]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-23 Det 2 [2721]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-24 [2723]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-25 [2725]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VP-33 [2729]	attached HQ Seventh US Fleet -> Fleet Air Wing 17	58_usn_air	
VP-34 [2730]	attached HQ Seventh US Fleet -> Fleet Air Wing 17	58_usn_air	
VP-41 [2731]	attached HQ North Pacific -> Fleet Air Wing 4	58_usn_air	
VP-42 [2735]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-51 [2744]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VB-101 [2746]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VP-52 [2747]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VP-71 [2758]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-72 [2760]	attached HQ USN Forwd AirCenPac -> Fleet Air Wing 1	58_usn_air	
VP-101 [2767]	attached HQ Asiatic Fleet -> Fleet Air Wing 10	58_usn_air	
VP-101 Det [2768]	attached HQ Asiatic Fleet -> Fleet Air Wing 10	58_usn_air	
VP-102 [2769]	attached HQ Asiatic Fleet -> Fleet Air Wing 10	58_usn_air	
VP-102 Det [2770]	attached HQ Asiatic Fleet -> Fleet Air Wing 10	58_usn_air	
VB-111 [2785]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VB-128 [2793]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VB-130 [2794]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VPB-149 [2815]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VP-202 [2821]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VP-216 [2825]	attached HQ USN AirCenPac -> Fleet Air Wing 2	58_usn_air	
VP-21 [2715]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	O2: Patrol Wing 2 at Ford Island
VP-22 [2717]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	
VP-23 [2719]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	
VP-23 Det 1 [2720]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	
VP-23 Det 2 [2721]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	

Item [slot]	Change	Sheet	Note
VP-24 [2723]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	
VP-71 [2758]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	
VP-72 [2760]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 2	87_air_groups	
VP-42 [2735]	attached HQ Fleet Air Wing 1 -> Fleet Air Wing 4	87_air_groups	O2: Patrol Wing 4 at Seattle and Kodiak
VP-43 [2738]	attached HQ USN Fleet Air West -> Fleet Air Wing 4	87_air_groups	
VP-44 [2741]	attached HQ USN Fleet Air West -> Fleet Air Wing 4	87_air_groups	
VJ-1 [461]	added, JRB-4 Expeditor x12, arrives 0; cloned from 2863; aircraft SOC-1 Seagull -> JRB-4 Expeditor; attached HQ Asiatic Fleet -> Fleet Air Wing 2; location 631 -> 584; arrival 411206 -> 0; planes 7 -> 12; max planes 7 -> 12	87_air_groups	U5: Navy utility squadrons (target towing, mail, photography, rescue): VJ-1 and VJ-18 at Pearl Harbor, VJ-14 at Espiritu Santo, VJ-16 in the Marianas
VJ-18 [462]	added, JRB-4 Expeditor x12, arrives 440301; cloned from 2863; aircraft SOC-1 Seagull -> JRB-4 Expeditor; attached HQ Asiatic Fleet -> Fleet Air Wing 2; location 631 -> 584; arrival 411206 -> 440301; planes 7 -> 12; max planes 7 -> 12	87_air_groups	
VJ-14 [463]	added, JRB-4 Expeditor x12, arrives 430301; cloned from 2863; aircraft SOC-1 Seagull -> JRB-4 Expeditor; attached HQ Asiatic Fleet -> USN AirSoPac; location 631 -> 1293; arrival 411206 -> 430301; planes 7 -> 12; max planes 7 -> 12	87_air_groups	
VJ-16 [464]	added, JRB-4 Expeditor x12, arrives 450101; cloned from 2863; aircraft SOC-1 Seagull -> JRB-4 Expeditor; attached HQ Asiatic Fleet -> USN AirCenPac; location 631 -> 608; arrival 411206 -> 450101; planes 7 -> 12; max planes 7 -> 12	87_air_groups	
VRF-1F [2216]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11554 -> 615; arrival 0 -> 420201; max planes 0 -> 24	87_air_groups	V: the stock VRF records are inert (group class 5, no location, no date). Rebuilt as Ferry Command deliveries: each arrives at Eastern USA with its 24 airframes under the restricted Fleet Air West command; the player pays political points to release it or disb
VRF-1B [2217]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11554 -> 615; arrival 0 -> 420301; max planes 0 -> 24	87_air_groups	
VRF-2F [2218]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11555 -> 615; arrival 0 -> 420301; max planes 0 -> 24	87_air_groups	
VRF-2T [2219]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11555 -> 615; arrival 0 -> 420601; max planes 0 -> 24	87_air_groups	
VRF-3F [2220]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11556 -> 615; arrival 0 -> 420401; max planes 0 -> 24	87_air_groups	
VRF-3B [2221]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11556 -> 615; arrival 0 -> 420415; max planes 0 -> 24	87_air_groups	
VRF-4F [2222]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11557 -> 615; arrival 0 -> 420501; max planes 0 -> 24	87_air_groups	
VRF-4T [2223]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11557 -> 615; arrival 0 -> 420715; max planes 0 -> 24	87_air_groups	
VRF-5F [2224]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11558 -> 615; arrival 0 -> 420601; max planes 0 -> 24	87_air_groups	
VRF-5B [2225]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11558 -> 615; arrival 0 -> 420601; max planes 0 -> 24	87_air_groups	
VRF-6F [2226]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11559 -> 615; arrival 0 -> 420701; max planes 0 -> 24	87_air_groups	
VRF-6T [2227]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11559 -> 615; arrival 0 -> 420901; max planes 0 -> 24	87_air_groups	

Item [slot]	Change	Sheet	Note
VRF-7F [2228]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11561 -> 615; arrival 0 -> 430901; max planes 0 -> 24	87_air_groups	
VRF-7B [2229]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11561 -> 615; arrival 0 -> 431101; max planes 0 -> 24	87_air_groups	
VRF-8F [2230]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11602 -> 615; arrival 0 -> 431101; max planes 0 -> 24	87_air_groups	
VRF-8T [2231]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11602 -> 615; arrival 0 -> 440101; max planes 0 -> 24	87_air_groups	
VRF-9F [2232]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11605 -> 615; arrival 0 -> 440101; max planes 0 -> 24	87_air_groups	
VRF-9B [2233]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11605 -> 615; arrival 0 -> 440201; max planes 0 -> 24	87_air_groups	
VRF-10F [2234]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11606 -> 615; arrival 0 -> 440301; max planes 0 -> 24	87_air_groups	
VRF-10T [2235]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11606 -> 615; arrival 0 -> 440301; max planes 0 -> 24	87_air_groups	
VRF-11F [2236]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11608 -> 615; arrival 0 -> 440901; max planes 0 -> 24	87_air_groups	
VRF-11FB [2237]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11608 -> 615; arrival 0 -> 441101; max planes 0 -> 24	87_air_groups	
VRF-12F [2238]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11610 -> 615; arrival 0 -> 441001; max planes 0 -> 24	87_air_groups	
VRF-12T [2239]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11610 -> 615; arrival 0 -> 440501; max planes 0 -> 24	87_air_groups	
VRF-13F [2240]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11611 -> 615; arrival 0 -> 441101; max planes 0 -> 24	87_air_groups	
VRF-13FB [2241]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11611 -> 615; arrival 0 -> 450201; max planes 0 -> 24	87_air_groups	
VRF-14F [2242]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11612 -> 615; arrival 0 -> 441201; max planes 0 -> 24	87_air_groups	
VRF-14T [2243]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11612 -> 615; arrival 0 -> 440701; max planes 0 -> 24	87_air_groups	
VRF-15F [2244]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11609 -> 615; arrival 0 -> 450101; max planes 0 -> 24	87_air_groups	
VRF-15T [2245]	type 5 -> 7; attribute 5 (static, restricted) -> 0 (mobile); attached HQ none -> USN Fleet Air West; location 11609 -> 615; arrival 0 -> 440901; max planes 0 -> 24	87_air_groups	
VF-10 [478]	added, F4F-4 Wildcat x27, arrives 9999; cloned from 1712; aircraft F4F-3A Wildcat -> F4F-4 Wildcat; location 11505 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 71 -> 55	99_cvg_rotation	Enterprise: CVG-6 relieved by CVG-10 in 1942-10
VF-6 [1712]	withdraws 0 -> 421015; returns 0 -> 421105; return group 0 -> 478	99_cvg_rotation	
VS-6 [1714]	withdraws 430301 -> 421015	99_cvg_rotation	
VB-10 [479]	added, SBD-3 Dauntless x18, arrives 9999; cloned from 1715; aircraft SBD-2 Dauntless -> SBD-3 Dauntless; location 11505 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 70 -> 55	99_cvg_rotation	
VB-6 [1715]	withdraws 0 -> 421015; returns 0 -> 421105; return group 0 -> 479	99_cvg_rotation	
VT-10 [480]	added, TBF-1 Avenger x15, arrives 9999; cloned from 1716; aircraft TBD-1 Devastator -> TBF-1 Avenger; location 11505 -> 584; arrival 0 -> 9999; planes 15 -> 0; experience 69 -> 55	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VT-6 [1716]	withdraws 0 -> 421015; returns 0 -> 421105; return group 0 -> 480	99_cvg_rotation	
VF-20 [481]	added, F6F-3 Hellcat x27, arrives 9999; cloned from VF-10; aircraft F4F-4 Wildcat -> F6F-3 Hellcat	99_cvg_rotation	Enterprise: CVG-10 relieved by CVG-20 in 1944-07
VF-10 [478]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 481	99_cvg_rotation	
VB-20 [485]	added, SB2C-1C Helldiver x18, arrives 9999; cloned from VB-10; aircraft SBD-3 Dauntless -> SB2C-1C Helldiver	99_cvg_rotation	
VB-10 [479]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 485	99_cvg_rotation	
VT-20 [489]	added, TBM-1C Avenger x15, arrives 9999; cloned from VT-10; aircraft TBF-1 Avenger -> TBM-1C Avenger	99_cvg_rotation	
VT-10 [480]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 489	99_cvg_rotation	
VF-20 [481]	withdraws 0 -> 441115	99_cvg_rotation	Enterprise: CVG-20 relieved by CVG(N)-90 in 1944-11
VB-20 [485]	withdraws 0 -> 441115	99_cvg_rotation	
VT-20 [489]	withdraws 0 -> 441115	99_cvg_rotation	
VF-12 [493]	added, F6F-3 Hellcat x27, arrives 9999; cloned from 1700; aircraft F4F-3 Wildcat -> F6F-3 Hellcat; location 11503 -> 584; arrival 0 -> 9999; planes 21 -> 0; experience 69 -> 55	99_cvg_rotation	Saratoga: CVG-3 relieved by CVG-12 in 1943-08
VF-3 [1700]	withdraws 0 -> 430815; returns 0 -> 430905; return group 0 -> 493	99_cvg_rotation	
VS-3 [1702]	withdraws 430301 -> 430815	99_cvg_rotation	
VB-12 [497]	added, SBD-5 Dauntless x18, arrives 9999; cloned from 1703; aircraft SBD-3 Dauntless -> SBD-5 Dauntless; location 11503 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 71 -> 55	99_cvg_rotation	
VB-3 [1703]	withdraws 0 -> 430815; returns 0 -> 430905; return group 0 -> 497	99_cvg_rotation	
VT-12 [501]	added, TBF-1 Avenger x15, arrives 9999; cloned from 1704; aircraft TBD-1 Devastator -> TBF-1 Avenger; location 11503 -> 584; arrival 0 -> 9999; planes 12 -> 0; experience 67 -> 55	99_cvg_rotation	
VT-3 [1704]	withdraws 0 -> 430815; returns 0 -> 430905; return group 0 -> 501	99_cvg_rotation	
VF-12 [493]	withdraws 0 -> 440615	99_cvg_rotation	Saratoga: CVG-12 relieved by CVG(N)-53 in 1944-06
VB-12 [497]	withdraws 0 -> 440615	99_cvg_rotation	
VT-12 [501]	withdraws 0 -> 440615	99_cvg_rotation	
VF-15 [505]	added, F6F-3 Hellcat x36, arrives 9999; cloned from 1729; location 11508 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 65 -> 55	99_cvg_rotation	Essex: CVG-9 relieved by CVG-15 in 1944-03
VF-9 [1729]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 505	99_cvg_rotation	
VB-15 [506]	added, SBD-5 Dauntless x36, arrives 9999; cloned from 1731; aircraft SBD-3 Dauntless -> SBD-5 Dauntless; location 11508 -> 584; arrival 0 -> 9999; planes 32 -> 0; experience 60 -> 55	99_cvg_rotation	
VB-9 [1731]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 506	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VT-15 [509]	added, TBF-1 Avenger x18, arrives 9999; cloned from 1732; location 11508 -> 584; arrival 0 -> 9999; planes 18 -> 0	99_cvg_rotation	
VT-9 [1732]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 509	99_cvg_rotation	
VF-4 [513]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-15; aircraft F6F-3 Hellcat -> F6F-5 Hellcat	99_cvg_rotation	Essex: CVG-15 relieved by CVG-4 in 1944-11
VF-15 [505]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 513	99_cvg_rotation	
VB-4 [517]	added, SB2C-3 Helldiver x36, arrives 9999; cloned from VB-15; aircraft SBD-5 Dauntless -> SB2C-3 Helldiver	99_cvg_rotation	
VB-15 [506]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 517	99_cvg_rotation	
VT-4 [518]	added, TBM-1C Avenger x18, arrives 9999; cloned from VT-15; aircraft TBF-1 Avenger -> TBM-1C Avenger	99_cvg_rotation	
VT-15 [509]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 518	99_cvg_rotation	
VF-83 [521]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-4;	99_cvg_rotation	Essex: CVG-4 relieved by CVG-83 in 1945-03
VF-4 [513]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 521	99_cvg_rotation	
VBF-83 [522]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1730; location 11508 -> 584; arrival 450102 -> 9999; planes 18 -> 0; max planes 0 -> 36; experience 60 -> 55	99_cvg_rotation	
VBF-9 [1730]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 522	99_cvg_rotation	
VB-83 [525]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from VB-4; aircraft SB2C-3 Helldiver -> SB2C-4 Helldiver; max planes 36 -> 15	99_cvg_rotation	
VB-4 [517]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 525	99_cvg_rotation	
VT-83 [526]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-4; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 18 -> 15	99_cvg_rotation	
VT-4 [518]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 526	99_cvg_rotation	
VF-1 [529]	added, F6F-3 Hellcat x36, arrives 9999; cloned from 1689; location 11521 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	Yorktown II: CVG-5 relieved by CVG-1 in 1944-03
VF-1 [1689]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 529	99_cvg_rotation	
VB-1 [530]	added, SBD-5 Dauntless x36, arrives 9999; cloned from 1691; location 11521 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	
VB-1 [1691]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 530	99_cvg_rotation	
VT-1 [533]	added, TBF-1 Avenger x18, arrives 9999; cloned from 1692; location 11521 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-1 [1692]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 533	99_cvg_rotation	
VF-3 [534]	added, F6F-3 Hellcat x36, arrives 9999; cloned from VF-1;	99_cvg_rotation	Yorktown II: CVG-1 relieved by CVG-3 in 1944-08
VF-1 [529]	withdraws 0 -> 440815; returns 0 -> 440905; return group 0 -> 534	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VB-3 [538]	added, SB2C-1C Helldiver x36, arrives 9999; cloned from VB-1; aircraft SBD-5 Dauntless -> SB2C-1C Helldiver	99_cvg_rotation	
VB-1 [530]	withdraws 0 -> 440815; returns 0 -> 440905; return group 0 -> 538	99_cvg_rotation	
VT-3 [539]	added, TBM-1C Avenger x18, arrives 9999; cloned from VT-1; aircraft TBF-1 Avenger -> TBM-1C Avenger	99_cvg_rotation	
VT-1 [533]	withdraws 0 -> 440815; returns 0 -> 440905; return group 0 -> 539	99_cvg_rotation	
VF-9 [543]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-3; aircraft F6F-3 Hellcat -> F6F-5 Hellcat	99_cvg_rotation	Yorktown II: CVG-3 relieved by CVG-9 in 1945-03
VF-3 [534]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 543	99_cvg_rotation	
VBF-9 [544]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1690; location 11521 -> 584; arrival 450102 -> 9999; planes 18 -> 0; max planes 0 -> 36; experience 60 -> 55	99_cvg_rotation	
VBF-1 [1690]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 544	99_cvg_rotation	
VB-9 [548]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from VB-3; aircraft SB2C-1C Helldiver -> SB2C-4 Helldiver; max planes 36 -> 15	99_cvg_rotation	
VB-3 [538]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 548	99_cvg_rotation	
VT-9 [549]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-3; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 18 -> 15	99_cvg_rotation	
VT-3 [539]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 549	99_cvg_rotation	
VF-88 [553]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-9;	99_cvg_rotation	Yorktown II: CVG-9 relieved by CVG-88 in 1945-06
VF-9 [543]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 553	99_cvg_rotation	
VBF-88 [554]	added, F4U-1D Corsair x36, arrives 9999; cloned from VBF-9;	99_cvg_rotation	
VBF-9 [544]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 554	99_cvg_rotation	
VB-88 [558]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from VB-9;	99_cvg_rotation	
VB-9 [548]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 558	99_cvg_rotation	
VT-88 [562]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-9;	99_cvg_rotation	
VT-9 [549]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 562	99_cvg_rotation	
VF-18 [566]	added, F6F-3 Hellcat x36, arrives 9999; cloned from 1734; location 11510 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	Intrepid: CVG-6 relieved by CVG-18 in 1944-03
VF-10 [1734]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 566	99_cvg_rotation	
VB-18 [570]	added, SBD-5 Dauntless x36, arrives 9999; cloned from 1736; aircraft SB2C-1C Helldiver -> SBD-5 Dauntless; location 11510 -> 584; arrival 0 -> 9999; planes 36 -> 0	99_cvg_rotation	
VB-10 [1736]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 570	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VT-18 [573]	added, TBF-1 Avenger x18, arrives 9999; cloned from 1737; location 11510 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-10 [1737]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 573	99_cvg_rotation	
VF-10 II [576]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-18; aircraft F6F-3 Hellcat -> F6F-5 Hellcat	99_cvg_rotation	Intrepid: CVG-18 relieved by CVG-10 in 1944-11
VF-18 [566]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 576	99_cvg_rotation	
VB-10 II [579]	added, SB2C-3 Helldiver x36, arrives 9999; cloned from VB-18; aircraft SBD-5 Dauntless -> SB2C-3 Helldiver	99_cvg_rotation	
VB-18 [570]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 579	99_cvg_rotation	
VT-10 II [582]	added, TBM-1C Avenger x18, arrives 9999; cloned from VT-18; aircraft TBF-1 Avenger -> TBM-1C Avenger	99_cvg_rotation	
VT-18 [573]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 582	99_cvg_rotation	
VF-11 [585]	added, F6F-5 Hellcat x40, arrives 9999; cloned from 1739; aircraft F6F-3 Hellcat -> F6F-5 Hellcat; location 11522 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	Hornet II: CVG-2 relieved by CVG-11 in 1944-09
VF-11 [1739]	withdraws 0 -> 440915; returns 0 -> 441006; return group 0 -> 585	99_cvg_rotation	
VB-11 [587]	added, SB2C-1C Helldiver x34, arrives 9999; cloned from 1741; location 11522 -> 584; arrival 0 -> 9999; planes 34 -> 0; experience 60 -> 55	99_cvg_rotation	
VB-11 [1741]	withdraws 0 -> 440915; returns 0 -> 441006; return group 0 -> 587	99_cvg_rotation	
VT-11 [589]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1742; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11522 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-11 [1742]	withdraws 0 -> 440915; returns 0 -> 441006; return group 0 -> 589	99_cvg_rotation	
VF-17 [592]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-11; max planes 40 -> 36	99_cvg_rotation	Hornet II: CVG-11 relieved by CVG-17 in 1945-02
VF-11 [585]	withdraws 0 -> 450215; returns 0 -> 450308; return group 0 -> 592	99_cvg_rotation	
VBF-17 [595]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1740; location 11522 -> 584; arrival 450102 -> 9999; planes 18 -> 0; max planes 0 -> 36; experience 60 -> 55	99_cvg_rotation	
VBF-11 [1740]	withdraws 0 -> 450215; returns 0 -> 450308; return group 0 -> 595	99_cvg_rotation	
VB-17 [597]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from VB-11; aircraft SB2C-1C Helldiver -> SB2C-4 Helldiver; max planes 34 -> 15	99_cvg_rotation	
VB-11 [587]	withdraws 0 -> 450215; returns 0 -> 450308; return group 0 -> 597	99_cvg_rotation	
VT-17 [599]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-11; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 18 -> 15	99_cvg_rotation	
VT-11 [589]	withdraws 0 -> 450215; returns 0 -> 450308; return group 0 -> 599	99_cvg_rotation	
VF-5 [603]	added, F6F-5 Hellcat x40, arrives 9999; cloned from 1749; aircraft F6F-3 Hellcat -> F6F-5 Hellcat; location 11511 -> 584; arrival 0 -> 9999; planes 37 -> 0; experience 60 -> 55	99_cvg_rotation	Franklin: CVG-13 relieved by CVG-5 in 1944-11
VF-13 [1749]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 603	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VB-5 [604]	added, SB2C-3 Helldiver x34, arrives 9999; cloned from 1751; location 11511 -> 584; arrival 0 -> 9999; planes 34 -> 0	99_cvg_rotation	
VB-13 [1751]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 604	99_cvg_rotation	
VT-5 [605]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1752; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11511 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-13 [1752]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 605	99_cvg_rotation	
VF-87 [606]	added, F6F-5 Hellcat x36, arrives 9999; cloned from 1785; location 11514 -> 584; arrival 0 -> 9999; planes 37 -> 0; max planes 42 -> 36; experience 60 -> 55	99_cvg_rotation	Ticonderoga: CVG-80 relieved by CVG-87 in 1945-01
VF-80 [1785]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 606	99_cvg_rotation	
VBF-87 [607]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1786; location 11514 -> 584; planes 18 -> 0; max planes 0 -> 36	99_cvg_rotation	
VBF-80 [1786]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 607	99_cvg_rotation	
VB-87 [612]	added, SB2C-3 Helldiver x15, arrives 9999; cloned from 1787; location 11514 -> 584; arrival 0 -> 9999; planes 32 -> 0; max planes 32 -> 15	99_cvg_rotation	
VB-80 [1787]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 612	99_cvg_rotation	
VT-87 [615]	added, TBM-3 Avenger x15, arrives 9999; cloned from 1788; aircraft TBM-1C Avenger -> TBM-3 Avenger; location 11514 -> 584; arrival 0 -> 9999; planes 10 -> 0; max planes 18 -> 15; experience 60 -> 55	99_cvg_rotation	
VT-80 [1788]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 615	99_cvg_rotation	
VF-16 [618]	added, F6F-5 Hellcat x36, arrives 9999; cloned from 1744; location 11513 -> 584; arrival 0 -> 9999; planes 42 -> 0; max planes 42 -> 36; experience 60 -> 55	99_cvg_rotation	Randolph: CVG-12 relieved by CVG-16 in 1945-06
VF-12 [1744]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 618	99_cvg_rotation	
VBF-16 [621]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1745; location 11513 -> 584; arrival 450102 -> 9999; planes 18 -> 0; max planes 0 -> 36; experience 60 -> 55	99_cvg_rotation	
VBF-12 [1745]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 621	99_cvg_rotation	
VB-16 [624]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from 1746; location 11513 -> 584; arrival 0 -> 9999; planes 23 -> 0; max planes 32 -> 15	99_cvg_rotation	
VB-12 [1746]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 624	99_cvg_rotation	
VT-16 [627]	added, TBM-3 Avenger x15, arrives 9999; cloned from 1747; location 11513 -> 584; arrival 0 -> 9999; planes 18 -> 0; max planes 18 -> 15; experience 60 -> 55	99_cvg_rotation	
VT-12 [1747]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 627	99_cvg_rotation	
VF-19 [628]	added, F6F-3 Hellcat x36, arrives 9999; cloned from 1759; location 11533 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	Lexington II: CVG-16 relieved by CVG-19 in 1944-07
VF-16 [1759]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 628	99_cvg_rotation	
VB-19 [631]	added, SB2C-1C Helldiver x36, arrives 9999; cloned from 1761; aircraft SBD-5 Dauntless -> SB2C-1C Helldiver; location 11533 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	
VB-16 [1761]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 631	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VT-19 [634]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1762; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11533 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-16 [1762]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 634	99_cvg_rotation	
VF-20 II [637]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-19; aircraft F6F-3 Hellcat -> F6F-5 Hellcat	99_cvg_rotation	Lexington II: CVG-19 relieved by CVG-20 in 1944-11
VF-19 [628]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 637	99_cvg_rotation	
VB-20 II [640]	added, SB2C-3 Helldiver x36, arrives 9999; cloned from VB-19; aircraft SB2C-1C Helldiver -> SB2C-3 Helldiver	99_cvg_rotation	
VB-19 [631]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 640	99_cvg_rotation	
VT-20 II [643]	added, TBM-1C Avenger x18, arrives 9999; cloned from VT-19;	99_cvg_rotation	
VT-19 [634]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 643	99_cvg_rotation	
VF-9 II [646]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-20 II;	99_cvg_rotation	Lexington II: CVG-20 relieved by CVG-9 in 1945-01
VF-20 II [637]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 646	99_cvg_rotation	
VBF-9 II [649]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1760; location 11533 -> 584; arrival 450102 -> 9999; planes 18 -> 0; max planes 0 -> 36; experience 60 -> 55	99_cvg_rotation	
VBF-16 [1760]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 649	99_cvg_rotation	
VB-9 II [652]	added, SB2C-3 Helldiver x15, arrives 9999; cloned from VB-20 II; max planes 36 -> 15	99_cvg_rotation	
VB-20 II [640]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 652	99_cvg_rotation	
VT-9 II [655]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-20 II; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 18 -> 15	99_cvg_rotation	
VT-20 II [643]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 655	99_cvg_rotation	
VF-94 [658]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-9 II;	99_cvg_rotation	Lexington II: CVG-9 relieved by CVG-94 in 1945-03
VF-9 II [646]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 658	99_cvg_rotation	
VBF-94 [661]	added, F4U-1D Corsair x36, arrives 9999; cloned from VBF-9 II;	99_cvg_rotation	
VBF-9 II [649]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 661	99_cvg_rotation	
VB-94 [664]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from VB-9 II; aircraft SB2C-3 Helldiver -> SB2C-4 Helldiver	99_cvg_rotation	
VB-9 II [652]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 664	99_cvg_rotation	
VT-94 [667]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-9 II;	99_cvg_rotation	
VT-9 II [655]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 667	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VF-8 [670]	added, F6F-3 Hellcat x36, arrives 9999; cloned from 1764; location 11509 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	Bunker Hill: CVG-17 relieved by CVG-8 in 1944-03
VF-18 [1764]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 670	99_cvg_rotation	
VB-8 [675]	added, SBD-5 Dauntless x36, arrives 9999; cloned from 1766; aircraft SB2C-1C Helldiver -> SBD-5 Dauntless; location 11509 -> 584; arrival 0 -> 9999; planes 36 -> 0	99_cvg_rotation	
VB-17 [1766]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 675	99_cvg_rotation	
VT-8 [679]	added, TBF-1 Avenger x18, arrives 9999; cloned from 1767; location 11509 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-17 [1767]	withdraws 0 -> 440315; returns 0 -> 440405; return group 0 -> 679	99_cvg_rotation	
VF-84 [685]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-8; aircraft F6F-3 Hellcat -> F6F-5 Hellcat	99_cvg_rotation	Bunker Hill: CVG-8 relieved by CVG-84 in 1944-11
VF-8 [670]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 685	99_cvg_rotation	
VB-84 [698]	added, SB2C-3 Helldiver x36, arrives 9999; cloned from VB-8; aircraft SBD-5 Dauntless -> SB2C-3 Helldiver	99_cvg_rotation	
VB-8 [675]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 698	99_cvg_rotation	
VT-84 [701]	added, TBM-1C Avenger x18, arrives 9999; cloned from VT-8; aircraft TBF-1 Avenger -> TBM-1C Avenger	99_cvg_rotation	
VT-8 [679]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 701	99_cvg_rotation	
VF-81 [706]	added, F6F-5 Hellcat x40, arrives 9999; cloned from 1754; aircraft F6F-3 Hellcat -> F6F-5 Hellcat; location 11540 -> 584; arrival 0 -> 9999; planes 36 -> 0; experience 60 -> 55	99_cvg_rotation	Wasp II: CVG-14 relieved by CVG-81 in 1944-11
VF-14 [1754]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 706	99_cvg_rotation	
VB-81 [707]	added, SB2C-3 Helldiver x34, arrives 9999; cloned from 1756; aircraft SB2C-1C Helldiver -> SB2C-3 Helldiver; location 11540 -> 584; arrival 0 -> 9999; planes 34 -> 0; experience 60 -> 55	99_cvg_rotation	
VB-14 [1756]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 707	99_cvg_rotation	
VT-81 [748]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1757; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11540 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-14 [1757]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 748	99_cvg_rotation	
VF-86 [749]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-81; max planes 40 -> 36	99_cvg_rotation	Wasp II: CVG-81 relieved by CVG-86 in 1945-03
VF-81 [706]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 749	99_cvg_rotation	
VBF-86 [750]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1755; location 11540 -> 584; arrival 450102 -> 9999; planes 18 -> 0; max planes 0 -> 36; experience 60 -> 55	99_cvg_rotation	
VBF-14 [1755]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 750	99_cvg_rotation	
VB-86 [751]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from VB-81; aircraft SB2C-3 Helldiver -> SB2C-4 Helldiver; max planes 34 -> 15	99_cvg_rotation	
VB-81 [707]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 751	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VT-86 [754]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-81; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 18 -> 15	99_cvg_rotation	
VT-81 [748]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 754	99_cvg_rotation	
VF-80 [757]	added, F6F-5 Hellcat x36, arrives 9999; cloned from 1718; location 11512 -> 584; arrival 0 -> 9999; planes 37 -> 0; max planes 42 -> 36; experience 60 -> 55	99_cvg_rotation	Hancock: CVG-7 relieved by CVG-80 in 1945-01
VF-7 [1718]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 757	99_cvg_rotation	
VBF-80 [1786]	location 11514 -> 584; planes 18 -> 0; max planes 0 -> 36; withdraws 450115 -> 0; returns 450205 -> 0; return group 607 -> 0	99_cvg_rotation	
VBF-7 [1719]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 1786	99_cvg_rotation	
VB-80 [760]	added, SB2C-3 Helldiver x15, arrives 9999; cloned from 1720; location 11512 -> 584; arrival 0 -> 9999; planes 32 -> 0; max planes 32 -> 15	99_cvg_rotation	
VB-7 [1720]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 760	99_cvg_rotation	
VT-80 [763]	added, TBM-3 Avenger x15, arrives 9999; cloned from 1721; aircraft TBM-1C Avenger -> TBM-3 Avenger; location 11512 -> 584; arrival 0 -> 9999; planes 18 -> 0; max planes 18 -> 15; experience 60 -> 55	99_cvg_rotation	
VT-7 [1721]	withdraws 0 -> 450115; returns 0 -> 450205; return group 0 -> 763	99_cvg_rotation	
VF-6 [766]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-80;	99_cvg_rotation	Hancock: CVG-80 relieved by CVG-6 in 1945-03
VF-80 [757]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 766	99_cvg_rotation	
VBF-6 [1713]	location 11505 -> 584; planes 18 -> 0; max planes 0 -> 36	99_cvg_rotation	
VBF-80 [1786]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 1713	99_cvg_rotation	
VB-6 [767]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from VB-80; aircraft SB2C-3 Helldiver -> SB2C-4 Helldiver	99_cvg_rotation	
VB-80 [760]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 767	99_cvg_rotation	
VT-6 [768]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-80;	99_cvg_rotation	
VT-80 [763]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 768	99_cvg_rotation	
VF-1 II [769]	added, F6F-5 Hellcat x36, arrives 9999; cloned from 1795; location 11515 -> 584; arrival 0 -> 9999; planes 33 -> 0; max planes 42 -> 36; experience 60 -> 55	99_cvg_rotation	Bennington: CVG-82 relieved by CVG-1 in 1945-06
VF-82 [1795]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 769	99_cvg_rotation	
VBF-1 [770]	added, F4U-1D Corsair x36, arrives 9999; cloned from 1796; location 11515 -> 584; arrival 450102 -> 9999; planes 18 -> 0; max planes 0 -> 36; experience 60 -> 55	99_cvg_rotation	
VBF-82 [1796]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 770	99_cvg_rotation	
VB-1 II [771]	added, SB2C-4 Helldiver x15, arrives 9999; cloned from 1797; location 11515 -> 584; arrival 0 -> 9999; planes 24 -> 0; max planes 32 -> 15	99_cvg_rotation	
VB-82 [1797]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 771	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VT-1 II [772]	added, TBM-3 Avenger x15, arrives 9999; cloned from 1798; location 11515 -> 584; arrival 0 -> 9999; planes 18 -> 0; max planes 18 -> 15; experience 60 -> 55	99_cvg_rotation	
VT-82 [1798]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 772	99_cvg_rotation	
VF-22 [1831]	withdraws 0 -> 431115	99_cvg_rotation	Independence: CVLG-22 relieved by CVLG(N)-41 in 1943-11
VT-22 [1832]	withdraws 0 -> 431115	99_cvg_rotation	
VF-27 [773]	added, F6F-3 Hellcat x12, arrives 9999; cloned from 1834; location 11525 -> 584; arrival 0 -> 9999; planes 12 -> 0; experience 60 -> 55	99_cvg_rotation	Princeton: CVLG-23 relieved by CVLG-27 in 1944-05
VF-23 [1834]	withdraws 0 -> 440515; returns 0 -> 440605; return group 0 -> 773	99_cvg_rotation	
VT-27 [774]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1835; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11525 -> 584; arrival 0 -> 9999; planes 18 -> 0	99_cvg_rotation	
VT-23 [1835]	withdraws 0 -> 440515; returns 0 -> 440605; return group 0 -> 774	99_cvg_rotation	
VF-21 [775]	added, F6F-3 Hellcat x12, arrives 9999; cloned from 1837; location 11526 -> 584; arrival 0 -> 9999; planes 12 -> 0; experience 60 -> 55	99_cvg_rotation	Belleau Wood: CVLG-24 relieved by CVLG-21 in 1944-06
VF-24 [1837]	withdraws 0 -> 440615; returns 0 -> 440706; return group 0 -> 775	99_cvg_rotation	
VT-21 [776]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1838; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11526 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-24 [1838]	withdraws 0 -> 440615; returns 0 -> 440706; return group 0 -> 776	99_cvg_rotation	
VF-30 [777]	added, F6F-5 Hellcat x12, arrives 9999; cloned from VF-21; aircraft F6F-3 Hellcat -> F6F-5 Hellcat	99_cvg_rotation	Belleau Wood: CVLG-21 relieved by CVLG-30 in 1944-11
VF-21 [775]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 777	99_cvg_rotation	
VT-30 [778]	added, TBM-1C Avenger x18, arrives 9999; cloned from VT-21;	99_cvg_rotation	
VT-21 [776]	withdraws 0 -> 441115; returns 0 -> 441206; return group 0 -> 778	99_cvg_rotation	
VF-31 [779]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-30; max planes 12 -> 36	99_cvg_rotation	Belleau Wood: CVLG-30 relieved by CVLG-31 in 1945-06
VF-30 [777]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 779	99_cvg_rotation	
VT-31 [780]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-30; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 18 -> 15	99_cvg_rotation	
VT-30 [778]	withdraws 0 -> 450615; returns 0 -> 450706; return group 0 -> 780	99_cvg_rotation	
VF-22 [781]	added, F6F-3 Hellcat x12, arrives 9999; cloned from 1840; location 11527 -> 584; arrival 0 -> 9999; planes 12 -> 0; experience 60 -> 55	99_cvg_rotation	Cowpens: CVLG-25 relieved by CVLG-22 in 1944-07
VF-25 [1840]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 781	99_cvg_rotation	
VT-22 [782]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1841; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11527 -> 584; arrival 0 -> 9999; planes 18 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-25 [1841]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 782	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VF-50 [783]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-22; aircraft F6F-3 Hellcat -> F6F-5 Hellcat; max planes 12 -> 36	99_cvg_rotation	Cowpens: CVLG-22 relieved by CVLG-50 in 1945-03
VF-22 [781]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 783	99_cvg_rotation	
VT-50 [784]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-22; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 18 -> 15	99_cvg_rotation	
VT-22 [782]	withdraws 0 -> 450315; returns 0 -> 450405; return group 0 -> 784	99_cvg_rotation	
VF-28 [785]	added, F6F-3 Hellcat x12, arrives 9999; cloned from 1843; location 11528 -> 584; arrival 0 -> 9999; planes 12 -> 0; experience 60 -> 55	99_cvg_rotation	Monterey: CVLG-30 relieved by CVLG-28 in 1944-07
VF-30 [1843]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 785	99_cvg_rotation	
VT-28 [786]	added, TBM-1C Avenger x18, arrives 9999; cloned from 1844; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11528 -> 584; arrival 0 -> 9999; planes 18 -> 0	99_cvg_rotation	
VT-30 [1844]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 786	99_cvg_rotation	
VF-34 [787]	added, F6F-5 Hellcat x12, arrives 9999; cloned from VF-28; aircraft F6F-3 Hellcat -> F6F-5 Hellcat	99_cvg_rotation	Monterey: CVLG-28 relieved by CVLG-34 in 1944-12
VF-28 [785]	withdraws 0 -> 441215; returns 0 -> 450105; return group 0 -> 787	99_cvg_rotation	
VT-34 [788]	added, TBM-3 Avenger x18, arrives 9999; cloned from VT-28; aircraft TBM-1C Avenger -> TBM-3 Avenger	99_cvg_rotation	
VT-28 [786]	withdraws 0 -> 441215; returns 0 -> 450105; return group 0 -> 788	99_cvg_rotation	
VF-44 [789]	added, F6F-5 Hellcat x24, arrives 9999; cloned from 1849; aircraft F6F-3 Hellcat -> F6F-5 Hellcat; location 11530 -> 584; arrival 0 -> 9999; planes 24 -> 0; experience 60 -> 55	99_cvg_rotation	Langley: CVLG-32 relieved by CVLG-44 in 1944-10
VF-32 [1849]	withdraws 0 -> 441015; returns 0 -> 441105; return group 0 -> 789	99_cvg_rotation	
VT-44 [790]	added, TBM-1C Avenger x9, arrives 9999; cloned from 1850; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11530 -> 584; arrival 0 -> 9999; planes 9 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-32 [1850]	withdraws 0 -> 441015; returns 0 -> 441105; return group 0 -> 790	99_cvg_rotation	
VF-29 [791]	added, F6F-5 Hellcat x24, arrives 9999; cloned from 1846; aircraft F6F-3 Hellcat -> F6F-5 Hellcat; location 11529 -> 584; arrival 0 -> 9999; planes 24 -> 0; experience 60 -> 55	99_cvg_rotation	Cabot: CVLG-31 relieved by CVLG-29 in 1944-10
VF-31 [1846]	withdraws 0 -> 441015; returns 0 -> 441105; return group 0 -> 791	99_cvg_rotation	
VT-29 [792]	added, TBM-1C Avenger x9, arrives 9999; cloned from 1847; aircraft TBF-1 Avenger -> TBM-1C Avenger; location 11529 -> 584; arrival 0 -> 9999; planes 9 -> 0	99_cvg_rotation	
VT-31 [1847]	withdraws 0 -> 441015; returns 0 -> 441105; return group 0 -> 792	99_cvg_rotation	
VF-32 [793]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-29; max planes 24 -> 36	99_cvg_rotation	Cabot: CVLG-29 relieved by CVLG-32 in 1945-04
VF-29 [791]	withdraws 0 -> 450415; returns 0 -> 450506; return group 0 -> 793	99_cvg_rotation	
VT-32 [794]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-29; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 9 -> 15	99_cvg_rotation	
VT-29 [792]	withdraws 0 -> 450415; returns 0 -> 450506; return group 0 -> 794	99_cvg_rotation	

Item [slot]	Change	Sheet	Note
VF-47 [795]	added, F6F-3 Hellcat x24, arrives 9999; cloned from 1852; location 11531 -> 584; arrival 0 -> 9999; planes 24 -> 0; experience 60 -> 55	99_cvg_rotation	Bataan: CVLG-50 relieved by CVLG-47 in 1944-07
VF-50 [1852]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 795	99_cvg_rotation	
VT-47 [796]	added, TBM-1C Avenger x9, arrives 9999; cloned from 1853; location 11531 -> 584; arrival 0 -> 9999; planes 9 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-50 [1853]	withdraws 0 -> 440715; returns 0 -> 440805; return group 0 -> 796	99_cvg_rotation	
VF-45 [797]	added, F6F-5 Hellcat x24, arrives 9999; cloned from 1855; aircraft F6F-3 Hellcat -> F6F-5 Hellcat; location 11532 -> 584; arrival 0 -> 9999; planes 24 -> 0; experience 60 -> 55	99_cvg_rotation	San Jacinto: CVLG-51 relieved by CVLG-45 in 1944-10
VF-51 [1855]	withdraws 0 -> 441015; returns 0 -> 441105; return group 0 -> 797	99_cvg_rotation	
VT-45 [798]	added, TBM-1C Avenger x9, arrives 9999; cloned from 1856; location 11532 -> 584; arrival 0 -> 9999; planes 9 -> 0; experience 60 -> 55	99_cvg_rotation	
VT-51 [1856]	withdraws 0 -> 441015; returns 0 -> 441105; return group 0 -> 798	99_cvg_rotation	
VF-49 [799]	added, F6F-5 Hellcat x36, arrives 9999; cloned from VF-45; max planes 24 -> 36	99_cvg_rotation	San Jacinto: CVLG-45 relieved by CVLG-49 in 1945-05
VF-45 [797]	withdraws 0 -> 450515; returns 0 -> 450605; return group 0 -> 799	99_cvg_rotation	
VT-49 [800]	added, TBM-3 Avenger x15, arrives 9999; cloned from VT-45; aircraft TBM-1C Avenger -> TBM-3 Avenger; max planes 9 -> 15	99_cvg_rotation	
VT-45 [798]	withdraws 0 -> 450515; returns 0 -> 450605; return group 0 -> 800	99_cvg_rotation	
VF Repl Pool S.Diego [801]	added, F4F-4 Wildcat x24, arrives 421001; cloned from 219; aircraft P-40E Warhawk -> F4F-4 Wildcat; location 519 -> 518; arrival 420301 -> 421001; experience 30 -> 40; nationality 5 -> 4	107_training_units	T5: the Navy's West Coast fighter replacement pool, October 1942, where the carrier squadrons' replacements and the relieved veterans' instructing were done
VB Repl Pool S.Diego [802]	added, SBD-3 Dauntless x24, arrives 421001; cloned from 219; aircraft P-40E Warhawk -> SBD-3 Dauntless; location 519 -> 518; arrival 420301 -> 421001; experience 30 -> 40; nationality 5 -> 4	107_training_units	
VT Repl Pool Alameda [803]	added, TBF-1 Avenger x24, arrives 421001; cloned from 219; aircraft P-40E Warhawk -> TBF-1 Avenger; location 519 -> 1409; arrival 420301 -> 421001; experience 30 -> 40; nationality 5 -> 4	107_training_units	
VF Repl Pool Pearl [804]	added, F6F-3 Hellcat x24, arrives 430601; cloned from 219; aircraft P-40E Warhawk -> F6F-3 Hellcat; location 519 -> 584; arrival 420301 -> 430601; experience 30 -> 40; nationality 5 -> 4	107_training_units	T5: the Hawaiian pools of 1943, from which the fleet drew
VB Repl Pool Pearl [805]	added, SBD-5 Dauntless x24, arrives 430601; cloned from 219; aircraft P-40E Warhawk -> SBD-5 Dauntless; location 519 -> 584; arrival 420301 -> 430601; experience 30 -> 40; nationality 5 -> 4	107_training_units	
VT Repl Pool Pearl [806]	added, TBF-1 Avenger x24, arrives 430601; cloned from 219; aircraft P-40E Warhawk -> TBF-1 Avenger; location 519 -> 584; arrival 420301 -> 430601; experience 30 -> 40; nationality 5 -> 4	107_training_units	
VPB-101 AEW Det [842]	added, PB-1W Fortress x6, arrives 460401; cloned from 2746; upgrade PB4Y-1 Liberator -> PB-1W Fortress; aircraft PB4Y-1 Liberator -> PB-1W Fortress; arrival 9999 -> 460401; planes 0 -> 4; max planes 12 -> 6; experience 40 -> 60; upgrade1 0 -> 352	109_late_recon	VPB-101's early-warning detachment, the first PB-1W unit, April 1946: four aircraft, six at most, pool-limited
VB-138 [2801]	rename2 VPB-124 -> 0; rename2 date 441215 -> 0	118_clone_history	D68: VB-138 became VPB-138; VPB-124 is the 1945 Privateer squadron (its own record), to verify
VR-2 NATS [354]	aircraft C-54 Skymaster -> R4D-1 Skytrain	120_register_ready	COV-A3: VR-2 forms in June 1942, six months before the first military C-54s; it flies the R4D-1 until the squadron's upgrade path reaches the Skymaster
VH-1 [383]	aircraft PBM-5 Mariner -> PBM-3D Mariner	120_register_ready	COV-A3: VH-1 arrives July 1944 with the PBM-3D (December 1943), not the PBM-5 of November 1944

Aircraft types (91)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
PB4Y-2 Privateer LA [28]	cloned from PB4Y-2 Privateer; attribute 1 (static) -> 5 (static, restricted); avail month 7 -> 1; avail year 44 -> 45; build rate 0 -> 4; devices: +4x .50 Browning MG, +4x Engine, 4x Engine -> 2x .50 Browning MG, none 2->4, none 4->2, 2x .50 Browning MG -> 1x ASG Radar, 1x ASG Radar -> 4x 500 lb GP Bomb, x 500 lb GP Bomb -> x .5	28_air_weapons	Low-altitude attack Privateer as VPB-118/119/124 flew it in 1945: six forward-firing .50s, attack-bomber flag (strafes and low-level bombs), same bomb load
PB4Y-2 Privateer LA [28]	upgrade PB4Y-2 Privateer -> PB4Y-2 Privateer LA	28_air_weapons	
PB4Y-2B Privateer [31]	cloned from PB4Y-2 Privateer; avail month 7 -> 4; avail year 44 -> 45; build rate 0 -> 3; devices: +2x ASM-N-2 Bat, +4x Engine, 4x Engine -> 2x .50 Browning MG, none 2->4, none 4->2, 2x .50 Browning MG -> 1x ASG Radar, 1x ASG Radar -> 4x 500 lb GP Bomb, -4x 500 lb GP Bomb	28_air_weapons	Bat carrier: VPB-109 from April 45, then 123 and 124
PB4Y-2B Privateer [31]	upgrade PB4Y-2 Privateer -> PB4Y-2B Privateer	28_air_weapons	
F4U-1D Corsair [431]	devices: +2x 150 gal Drop Tank, +8x 5in Mk10 HVSR, +1x Engine, +6x .50 Browning MG, +2x 500 lb GP Bomb, +2x 150 gal Drop Tank, -2x 150 gal Drop Tank, -1x Engine, -6x .50 Browning MG, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	28_air_weapons	HVAR from late 44 on every type below; stock has the device but mounts it nowhere
F4U-4 Corsair [432]	devices: +2x 150 gal Drop Tank, +8x 5in Mk10 HVSR, +2x Tiny Tim Rocket, +1x Engine, +6x .50 Browning MG, +2x 500 lb GP Bomb, -1x Engine, -6x .50 Browning MG, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	28_air_weapons	
F6F-5 Hellcat [437]	devices: +1x 150 gal Drop Tank, +6x 5in Mk10 HVSR, +1x Engine, +6x .50 Browning MG, +2x 500 lb GP Bomb, +1x 150 gal Drop Tank, -1x 150 gal Drop Tank, -1x Engine, -6x .50 Browning MG, -2x 500 lb GP Bomb, -1x 150 gal Drop Tank	28_air_weapons	
TBM-3 Avenger [497]	devices: +2x 100 gal Drop Tank, +8x 5in Mk10 HVSR, +1x Engine, x 100 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x .30 Browning MG, x .50 Browning MG -> x AN/APS-4 Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x AN/APS-4 Radar -> 2x 100 gal Drop Tank, -2x 500 lb GP Bomb, -2x 100 g	28_air_weapons	
SB2C-4 Helldiver [483]	devices: +2x 58 gal Drop Tank, +8x 5in Mk10 HVSR, +1x Engine, x 58 gal Drop Tank -> x 20mm Hispano Cannon, 1x Engine -> 2x .30 Browning MG, 2x 20mm Hispano Cannon -> 1x ASB Radar, 2x .30 Browning MG -> 1x 500 lb GP Bomb, 1x ASB Radar -> 2x 58 gal Drop Tank, -1x 500 lb GP Bomb, -2x 58 gal Drop Tank	28_air_weapons	
SB2C-5 Helldiver [484]	devices: +2x 100 gal Drop Tank, +8x 5in Mk10 HVSR, +1x Engine, +2x 20mm Hispano Cannon, x 100 gal Drop Tank -> x .30 Browning MG, x Engine -> x 500 lb GP Bomb, x 20mm Hispano Cannon -> x 100 gal Drop Tank, -2x .30 Browning MG, -1x 500 lb GP Bomb, none 1->0, -2x 100 gal Drop Tank	28_air_weapons	
PBJ-1J Mitchell [460]	devices: +8x 5in Mk10 HVSR, +2x Engine, 2x Engine -> 1x .50 Browning MG, none 1->6, none 6->2, 2x .50 Browning MG -> 1x AN/APS-3 Radar, 1x AN/APS-3 Radar -> 3x 500 lb GP Bomb, -3x 500 lb GP Bomb	28_air_weapons	
PV-2 Harpoon [472]	devices: +2x 155 gal Drop Tank, +8x 5in Mk10 HVSR, +2x Engine, 2x 155 gal Drop Tank -> 5x .50 Browning MG, x Engine -> x .50 Browning MG, none 5->2, 2x .50 Browning MG -> 1x AN/APS-3 Radar, 2x .50 Browning MG -> 4x 500 lb GP Bomb, 1x AN/APS-3 Radar -> 2x 155 gal Drop Tank, -4x 500 lb GP Bomb, -2x 155 gal Drop Tank	28_air_weapons	
F6F-6 Hellcat [77]	cloned from F6F-5 Hellcat; max speed 380 -> 417; climb 2980 -> 3300; avail month 7 -> 9; avail year 44 -> 45; end month 11 -> 0; end year 45 -> 0; build rate 180 -> 40	35_aircraft_variants	XF6F-6 with the R-2800-18W, 417 mph, two flown in 1944; not ordered because the F8F was coming. Branch from the F6F-5
F6F-6 Hellcat [77]	upgrade F6F-5 Hellcat -> F6F-6 Hellcat	35_aircraft_variants	
F6F-5 Hellcat [437]	upgrade F6F-5 Hellcat -> F6F-6 Hellcat	35_aircraft_variants	
F8B-1 [100]	cloned from SB2C-5 Helldiver; type 3 -> 1; max speed 295 -> 432; climb 1850 -> 3200; ceiling 29100 -> 37500; manoeuvre 12 -> 22; durability 31 -> 45; load 3000 -> 6400; avail month 6 -> 3; avail year 45 -> 46; end month 9 -> 0; end year 45 -> 0; build rate 160 -> 10	35_aircraft_variants	Boeing XF8B five-in-one carrier fighter-bomber, three built 1944-45, dropped at the war's end. Branch from the SB2C-5
F8B-1 [100]	upgrade SB2C-5 Helldiver -> F8B-1	35_aircraft_variants	
SB2C-5 Helldiver [484]	upgrade SB2C-5 Helldiver -> F8B-1	35_aircraft_variants	

Item [slot]	Change	Sheet	Note
SC-1 Seahawk [125]	cloned from OS2U-3 Kingfisher; max speed 158 -> 313; cruise 119 -> 125; climb 720 -> 2500; ceiling 16350 -> 37300; manoeuvre 19 -> 24; durability 26 -> 30; load 200 -> 500; avail month 12 -> 10; avail year 41 -> 44; end month 11 -> 0; end year 44 -> 0; build rate 14 -> 12; range 340 -> 500; ext range 430 -> 625; max range 1100 -	41_search_recon	Curtiss SC-1, the Kingfisher's replacement on cruisers and fast battleships: deliveries October 44, first combat off Borneo June 45, 577 built. Stock ends the Kingfisher line in November 44 with nothing after it
SC-1 Seahawk [125]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	
OS2U-3 Kingfisher [447]	upgrade OS2U-3 Kingfisher -> SC-1 Seahawk	41_search_recon	Kingfisher production transfers to the Seahawk when the line closes
TBM-3W Cadillac [128]	cloned from TBM-3 Avenger; type 12 -> 5; max speed 276 -> 260; cruise 147 -> 145; climb 2060 -> 1800; ceiling 20100 -> 20000; load 2000 -> 0; avail month 10 -> 6; avail year 44 -> 45; build rate 235 -> 6; max range 1480 -> 1200; wpndevid 161 -> 297; wpnnumber 2 -> 1; devices: x .50 Browning MG -> x Engine, x .30 Browning MG -> x	41_search_recon	Airborne early warning Avenger: no weapons, the APS-20 in a radome, carrier-capable recon type. Deliveries from March 45, detachments working up for Olympic when the war ended
TBM-3W Cadillac [128]	upgrade TBM-3 Avenger -> TBM-3W Cadillac	41_search_recon	
PBY-4 Catalina [465]	devices: +2x Mk 13 Mine, +2x Engine, +1x .30 Browning MG, +2x .50 Browning MG, +1x .30 Browning MG, x Engine -> x 500 lb GP Bomb, -1x .30 Browning MG, -2x .50 Browning MG, -1x .30 Browning MG, -2x 500 lb GP Bomb	49_mines	
PBY-5 Catalina [466]	devices: +2x 150 gal Drop Tank, +2x Mk 13 Mine, +2x Engine, 2x 150 gal Drop Tank -> 1x .30 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x ASB Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASB Radar -> 2x 150 gal Drop Tank, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	49_mines	
PBY-5A Catalina [467]	devices: +2x 150 gal Drop Tank, +2x Mk 13 Mine, +2x Engine, x 150 gal Drop Tank -> x .30 Browning MG, x Engine -> x .50 Browning MG, none 2->1, 2x .50 Browning MG -> 1x ASB Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASB Radar -> 2x 150 gal Drop Tank, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	49_mines	
PBY-6A Catalina [468]	devices: +2x 150 gal Drop Tank, +2x Mk 13 Mine, +2x Engine, x 150 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x .30 Browning MG, 2x .50 Browning MG -> 1x AN/APS-3 Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x AN/APS-3 Radar -> 2x 150 gal Drop Tank, -2x 500 lb GP Bomb, -2x 150 ga	49_mines	
PB4Y-1 Liberator [454]	devices: +4x Mk 13 Mine, +4x Engine, 4x Engine -> 1x .50 Browning MG, none 1->2, 2x .50 Browning MG -> 1x ASB Radar, 1x ASB Radar -> 5x 500 lb GP Bomb, -5x 500 lb GP Bomb	49_mines	PB4Y-1 Liberator: Privateer and Liberator mining
PB4Y-1P Liberator [455]	devices: +4x Mk 13 Mine, +4x Engine, +1x .50 Browning MG, 4x Engine -> 2x .50 Browning MG, none 1->2, 2x .50 Browning MG -> 1x Camera, -2x .50 Browning MG, -1x Camera	49_mines	
PB4Y-2 Privateer [456]	devices: +4x Mk 13 Mine, +4x Engine, 4x Engine -> 2x .50 Browning MG, none 2->4, none 4->2, 2x .50 Browning MG -> 1x ASG Radar, 1x ASG Radar -> 4x 500 lb GP Bomb, -4x 500 lb GP Bomb	49_mines	
TBF-1 Avenger [495]	devices: +2x 58 gal Drop Tank, +1x Mk 13 Mine, +1x Engine, 2x 58 gal Drop Tank -> 1x .30 Browning MG, x Engine -> x .50 Browning MG, x .50 Browning MG -> x ASB Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASB Radar -> 2x 58 gal Drop Tank, -2x 500 lb GP Bomb, -2x 58 gal Drop Tank	49_mines	TBF-1 Avenger: Avenger mining
TBM-1C Avenger [496]	devices: +2x 58 gal Drop Tank, +1x Mk 13 Mine, +1x Engine, x 58 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x .30 Browning MG, x .50 Browning MG -> x ASB Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASB Radar -> 2x 58 gal Drop Tank, -2x 500 lb GP Bomb, -2x 58 gal Drop Tank	49_mines	
TBM-3 Avenger [497]	devices: x Engine -> x Mk 13 Mine, 2x .50 Browning MG -> 1x Engine, none 1->2, x .30 Browning MG -> x .50 Browning MG, x AN/APS-4 Radar -> x .30 Browning MG, 2x 500 lb GP Bomb -> 1x AN/APS-4 Radar, x 100 gal Drop Tank -> x 500 lb GP Bomb, +2x 100 gal Drop Tank	49_mines	
F2A-2 Buffalo [419]	pool 7 -> 3	51_intensity	
F2A-3 Buffalo [420]	pool 8 -> 4	51_intensity	
F4F-3 Wildcat [423]	pool 7 -> 3	51_intensity	
OS2U-3 Kingfisher [447]	pool 40 -> 20	51_intensity	

Item [slot]	Change	Sheet	Note
R3D-2 [474]	pool 1 -> 0	51_intensity	
SBC-4 Helldiver [480]	pool 13 -> 6	51_intensity	
SBD-2 Dauntless [485]	pool 22 -> 11	51_intensity	
SBD-1 Dauntless [486]	pool 5 -> 2	51_intensity	
SBD-3 Dauntless [487]	pool 7 -> 3	51_intensity	
SOC-1 Seagull [491]	pool 25 -> 12	51_intensity	
TBD-1 Devastator [493]	pool 8 -> 4	51_intensity	
F4U-4B Corsair [130]	cloned from F4U-4 Corsair; build rate 115 -> 30; wpndevid 161 -> 168; wpnnumber 6 -> 4; devices: -6x .50 Browning MG, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	54_material	The 20 mm Corsairs of 1945 (VMF-311, VBF-85, the Okinawa Marine squadrons): two hundred F4U-1C and the F4U-4B behind it, a branch the player chooses with player-defined upgrades, never forced
F4U-4B Corsair [130]	upgrade F4U-4 Corsair -> F4U-4B Corsair	54_material	
F4U-1C Corsair [132]	cloned from F4U-1D Corsair; avail month 9 -> 1; avail year 44 -> 45; build rate 158 -> 20; upgrade F4U-4 Corsair -> F4U-4B Corsair; wpndevid 161 -> 168; wpnnumber 6 -> 4; devices: -6x .50 Browning MG, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	54_material	
TBM-1C Avenger [496]	devices: x Engine -> x Mk 24 FIDO Torpedo, 2x .50 Browning MG -> 1x Engine, none 1->2, x .30 Browning MG -> x .50 Browning MG, x ASB Radar -> x .30 Browning MG, 2x 500 lb GP Bomb -> 1x ASB Radar, x 58 gal Drop Tank -> x 500 lb GP Bomb, +2x 58 gal Drop Tank	54_material	TBM-1C Avenger
TBM-3 Avenger [497]	devices: x Engine -> x Mk 24 FIDO Torpedo, 2x .50 Browning MG -> 1x Engine, none 1->2, x .30 Browning MG -> x .50 Browning MG, x AN/APS-4 Radar -> x .30 Browning MG, 2x 500 lb GP Bomb -> 1x AN/APS-4 Radar, x 100 gal Drop Tank -> x 500 lb GP Bomb, +2x 100 gal Drop Tank	54_material	TBM-3 Avenger
PBY-5A Catalina [467]	devices: 2x Engine -> 1x Mk 24 FIDO Torpedo, x .30 Browning MG -> x Engine, x .50 Browning MG -> x .30 Browning MG, 1x .30 Browning MG -> 2x .50 Browning MG, x ASB Radar -> x .30 Browning MG, 2x 500 lb GP Bomb -> 1x ASB Radar, x 150 gal Drop Tank -> x 500 lb GP Bomb, +2x 150 gal Drop Tank	54_material	PBY-5A Catalina
PBY-5 Catalina [466]	devices: 2x Engine -> 1x Mk 24 FIDO Torpedo, 1x .30 Browning MG -> 2x Engine, 2x .50 Browning MG -> 1x .30 Browning MG, 1x .30 Browning MG -> 2x .50 Browning MG, x ASB Radar -> x .30 Browning MG, 2x 500 lb GP Bomb -> 1x ASB Radar, x 150 gal Drop Tank -> x 500 lb GP Bomb, +2x 150 gal Drop Tank	54_material	PBY-5 Catalina
PB4Y-1 Liberator [454]	devices: 4x Engine -> 1x Mk 24 FIDO Torpedo, 1x .50 Browning MG -> 4x Engine, none 2->1, 1x ASB Radar -> 2x .50 Browning MG, 5x 500 lb GP Bomb -> 1x ASB Radar, +5x 500 lb GP Bomb	54_material	PB4Y-1 Liberator
PV-1 Ventura [470]	devices: +2x 150 gal Drop Tank, +1x Mk 24 FIDO Torpedo, +2x Engine, x 150 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, x .50 Browning MG -> x .30 Browning MG, 2x .50 Browning MG -> 1x ASD-1 Radar, 2x .30 Browning MG -> 3x 500 lb GP Bomb, 1x ASD-1 Radar -> 2x 150 gal Drop Tank, -3x 500 lb GP Bomb, -2x 150 ga	54_material	PV-1 Ventura
F4U-1D Corsair [431]	devices: 1x Engine -> 2x Napalm Tank, 6x .50 Browning MG -> 1x Engine, 2x 500 lb GP Bomb -> 6x .50 Browning MG, x 150 gal Drop Tank -> x 500 lb GP Bomb, +2x 150 gal Drop Tank	54_material	F4U-1D Corsair
F4U-4 Corsair [432]	devices: 1x Engine -> 2x Napalm Tank, 6x .50 Browning MG -> 1x Engine, 2x 500 lb GP Bomb -> 6x .50 Browning MG, x 150 gal Drop Tank -> x 500 lb GP Bomb, +2x 150 gal Drop Tank	54_material	F4U-4 Corsair
F6F-5 Hellcat [437]	devices: 1x Engine -> 2x Napalm Tank, 6x .50 Browning MG -> 1x Engine, 2x 500 lb GP Bomb -> 6x .50 Browning MG, 1x 150 gal Drop Tank -> 2x 500 lb GP Bomb, +1x 150 gal Drop Tank	54_material	F6F-5 Hellcat
F4U-1C Corsair [132]	devices: 1x Engine -> 2x Napalm Tank, +1x Engine	54_material	
F4U-4B Corsair [130]	devices: 1x Engine -> 2x Napalm Tank, +1x Engine	54_material	

Item [slot]	Change	Sheet	Note
F6F-6 Hellcat [77]	picture 439 -> 28	34_plane_art	side view from f6f6.png in A_PlaneSide.bmp cell 28
PB4Y-2 Privateer LA [28]	picture 458 -> 31	34_plane_art	side view from pb4y2la.png in A_PlaneSide.bmp cell 31
PB4Y-2B Privateer [31]	picture 458 -> 33	34_plane_art	side view from pb4y2b.png in A_PlaneSide.bmp cell 33
SC-1 Seahawk [125]	picture 449 -> 48	34_plane_art	side view from sc1.png in A_PlaneSide.bmp cell 48
TBM-3W Cadillac [128]	picture 499 -> 50	34_plane_art	side view from tbm3w.png in A_PlaneSide.bmp cell 50
JRB-4 Expeditor [158]	cloned from 283; upgrade Beech 18-S -> JRB-4 Expeditor; nationality 5 -> 4	87_air_groups	U5: the Navy Beech 18 (JRB) for the utility squadrons
F6F-3 Hellcat [435]	end month 6 -> 9; end year 44 -> 43; build rate 130 -> 90	102_carrier_blocks	T3: Grumman's first Hellcat blocks, 90 a month to September 1943
F6F-3 Hellcat (Blk2) [273]	cloned from 435; avail month 4 -> 10; end month 9 -> 6; end year 43 -> 44; build rate 90 -> 160; upgrade F6F-5 Hellcat -> F6F-3 Hellcat (Blk2)	102_carrier_blocks	T3: the F6F-3 at Bethpage's full rate, 160, October 1943 to June 1944
F6F-3 Hellcat (Blk2) [273]	load 0 -> 1000; devices: +1x 150 gal Drop Tank, +1x 1000 lb GP Bomb, +1x Engine, +6x .50 Browning MG, +1x 150 gal Drop Tank, -1x 150 gal Drop Tank, -1x Engine, -6x .50 Browning MG, -1x 150 gal Drop Tank	102_carrier_blocks	the fighter-bomber Hellcat of 1944: one 1,000 lb bomb on the centreline rack in the normal loadout (the rack takes the tank or the bomb, so the extended loadout has none), as at Truk in February 1944; rockets stay with the F6F-5
F6F-5 Hellcat [437]	end month 11 -> 12; end year 45 -> 44; build rate 180 -> 150	102_carrier_blocks	T3: F6F-5 first blocks 150
F6F-5 Hellcat (Blk2) [280]	cloned from 437; avail month 7 -> 1; avail year 44 -> 45; end month 12 -> 11; end year 44 -> 45; build rate 150 -> 200; upgrade F6F-6 Hellcat -> F6F-5 Hellcat (Blk2)	102_carrier_blocks	T3: the 1945 F6F-5 blocks at 200
F4U-1A Corsair [430]	build rate 78 -> 50	102_carrier_blocks	T3: Vought's F4U-1A at 50; Goodyear and Brewster carry the rest
FG-1A Corsair [288]	cloned from 430; avail month 10 -> 5; end month 6 -> 9; end year 45 -> 44; build rate 50 -> 25; upgrade F4U-1A Corsair -> FG-1A Corsair	102_carrier_blocks	T3: Goodyear FG-1 and FG-1A from May 1943 (377 built that year), 25 a month
F3A-1 Corsair [293]	cloned from 430; avail month 10 -> 7; end month 6 -> 7; end year 45 -> 44; build rate 50 -> 15; upgrade F4U-1A Corsair -> F3A-1 Corsair	102_carrier_blocks	T3: Brewster F3A-1, July 1943 to July 1944, 15 a month, then the line closed (735 built)
F4U-1D Corsair [431]	build rate 158 -> 90	102_carrier_blocks	T3: Vought's F4U-1D at 90
FG-1D Corsair [301]	cloned from 431; avail month 9 -> 10; build rate 90 -> 70; upgrade F4U-4 Corsair -> FG-1D Corsair	102_carrier_blocks	T3: Goodyear FG-1D from October 1944, 70 a month
TBF-1 Avenger [495]	build rate 35 -> 22	102_carrier_blocks	T3: Grumman's TBF-1 at 22; Eastern's TBM-1 takes the rest
TBM-1 Avenger [313]	cloned from 495; avail month 5 -> 1; avail year 42 -> 43; build rate 22 -> 13; upgrade TBM-1C Avenger -> TBM-1 Avenger	102_carrier_blocks	T3: Eastern Aircraft TBM-1, January to October 1943, 13 a month
SB2C-3 Helldiver [482]	build rate 145 -> 115	102_carrier_blocks	T3: Curtiss SB2C-3 at 115
SBW-3 Helldiver [325]	cloned from 482; avail month 5 -> 6; build rate 115 -> 30; upgrade SB2C-3 Helldiver -> SBW-3 Helldiver	102_carrier_blocks	T3: Canadian Car and Foundry SBW-3, June to November 1944, 30 a month
F6F-3 Hellcat [435]	upgrade F6F-5 Hellcat -> F6F-3 Hellcat (Blk2)	102_carrier_blocks	
F6F-3 Hellcat (Blk2) [273]	upgrade F6F-3 Hellcat (Blk2) -> F6F-5 Hellcat	102_carrier_blocks	
F6F-5 Hellcat [437]	upgrade F6F-6 Hellcat -> F6F-5 Hellcat (Blk2)	102_carrier_blocks	
F6F-5 Hellcat (Blk2) [280]	upgrade F6F-5 Hellcat (Blk2) -> F6F-6 Hellcat	102_carrier_blocks	

Item [slot]	Change	Sheet	Note
FG-1A Corsair [288]	upgrade FG-1A Corsair -> FG-1D Corsair	102_carrier_blocks	
F3A-1 Corsair [293]	upgrade F3A-1 Corsair -> F4U-1D Corsair	102_carrier_blocks	
FG-1D Corsair [301]	upgrade FG-1D Corsair -> F4U-4 Corsair	102_carrier_blocks	
TBM-1 Avenger [313]	upgrade TBM-1 Avenger -> TBM-1C Avenger	102_carrier_blocks	
SBW-3 Helldiver [325]	upgrade SBW-3 Helldiver -> SB2C-4 Helldiver	102_carrier_blocks	
PB-1W Fortress [352]	cloned from 287; avail month 9 -> 4; avail year 45 -> 46; build rate 135 -> 2; upgrade B-17G Fortress -> PB-1W Fortress; nationality 5 -> 4; load 6800 -> 0; wpndevid 161 -> 297; wpnnumber 2 -> 1; devices: 2x .50 Browning MG -> 4x Engine, 2x .50 Browning MG -> 1x AN/APS-20 Radar, -2x .50 Browning MG, -2x .50 Browning MG, -1x .50	109_late_recon	PB-1W: the Navy's airborne early-warning Fortress with the AN/APS-20 in a ventral radome, unarmed; 31 converted, the first delivered in 1946; an option for a late game
PV-1 Ventura [470]	devices: +2x 150 gal Drop Tank, 2x 150 gal Drop Tank -> 3x 500 lb GP Bomb, 3x 500 lb GP Bomb -> 1x ASD-1 Radar, 1x ASD-1 Radar -> 2x .30 Browning MG, x .30 Browning MG -> x .50 Browning MG, x .50 Browning MG -> x Engine, x Engine -> x Mk 13 Mine	119_aerial_mining	B2: VB-137's PV-1s mined Jaluit, 1-3 January 1944
SC-1 Seahawk [125]	manoeuvre 24 -> 22; band1 19 -> 22; band2 15 -> 22; band3 11 -> 22; band4 7 -> 17; band5 3 -> 12	120_register_ready	AIR-P1: SC-1 Seahawk: carried the OS2U Kingfisher's bands, on an aircraft 150 mph faster
F8B-1 [100]	band1 0 -> 22; band2 0 -> 22; band3 0 -> 22; band4 0 -> 19; band5 0 -> 15	120_register_ready	AIR-P1: F8B-1: a fighter-bomber with every band at zero

Ships added (44)

Item [slot]	Change	Sheet	Note
14 x Hospital Ship (US)	arrive 411206-450628: Solace, Relief, Refuge, Samaritan, Bountiful, Comfort, Mercy, Hope, Tranquillity, Benevolence, Consolation, Repose, Sanctuary, Haven	14_hospital_ships	
19 x ARD (3,500 t)	arrive 0-450115: ARD-1, ARD-2, ARD-3, ARD-4, ARD-5, ARD-6, ARD-7, ARD-8, ARD-9, ARD-10, ARD-11, ARD-12, ARD-13, ARD-14, ARD-15, ARD-16, ARD-17, ARD-18, ARD-19	38_auxiliaries	
10 x AFDL (1,000 t)	arrive 430610-450125: AFDL-1, AFDL-2, AFDL-3, AFDL-4, AFDL-5, AFDL-6, AFDL-7, AFDL-8, AFDL-9, AFDL-10	38_auxiliaries	
5 x Capella	arrive 420301-440401: Mizar, Polaris, Tarazed, Hyades, Adria	38_auxiliaries	
12 x Cherokee AT	arrive 0-440501: Cherokee, Navajo, Seminole, Apache, Tekesta, Menominee, Pawnee, Arapaho, Tawasa, Ute, Chickasaw, Hitchiti	38_auxiliaries	
1 x Sumner AGS	arrive 0: Sumner	41_search_recon	
1 x Bowditch AGS	arrive 430801: Bowditch	41_search_recon	
3 x Pathfinder AGS	arrive 420601-421001: Hydrographer, Oceanographer, Pathfinder (AGS)	41_search_recon	
10 x Diver ARS	arrive 431001-450715: Clamp, Gear, Grapple, Shackle, Cable, Current, Deliver, Grasp, Seize, Conserver	41_search_recon	
6 x Chanticleer ASR	arrive 430601-441001: Chanticleer, Florikan, Greenlet, Coucal, Macaw, Penguin (ASR)	41_search_recon	
3 x Lapwing ASR	arrive 0-440301: Pigeon, Widgeon, Ortolan	41_search_recon	
1 x Essex 'Long Hull'	arrive 451115: Valley Forge	42_command_and_quality	

Item [slot]	Change	Sheet	Note
1 x Midway	arrive 451215: Franklin Roosevelt	42_command_and_quality	
2 x Iowa	arrive 460301-460601: Illinois, Kentucky	54_material	
28 x S4 Gilliam	arrive 440801-441201: Leedstown, Barrow, Bladen, Bracken, Briscoe, Brule, Carteret, Clarendon, Colusa, Crittenden, Cullman, Fergus, Fillmore, Garrard, Gasconade, Geneva, Presido, Cecil, Queens, Westmoreland, Shelby, Hansford, Grafton, Grundy, Guilford, Sitka, Hampton, Hanover	60_usn_hulls	
64 x VC2 Haskell	arrive 441001-450701: Hinsdale, Hocking, Lanier, Arenac, Attala, Bandera, Barnwell, Beckham, Bland, Bosque, Botetourt, Braxton, Broadwater, Brookings, Buckingham, Clearfield, Clermont, Clinton, Collingsworth, Cottle, Crockett, Audubon, Bergen, Lowndes, Napa, Newberry, Darke, Deuel, Dickens, Gallatin, Gosper, Granville, Grimes, H	60_usn_hulls	
21 x S4 Artemis	arrive 440601-441201: Birgit, Lacerta, Lumen, Mellena, Ostara, Polana, Renate, Roxane, Sarita, Scania, Selinur, Sidonia, Sirona, Sylvania, Tabora, Turandot, Valeria, Vanadis, Veritas, Xenia, Zenobia	60_usn_hulls	
26 x C2-S-AJ Tolland	arrive 441001-450601: Leo, Muliphen, Trego, Venango, Waukesha, Wheatland, Woodford, Duplin, Warrick, Whiteside, Whitley, Winston, Yancey, Marquette, Mathews, Merrick, Montague, Rolette, Oglethorpe, Ottawa, Prentiss, Rankin, Skagit, Union, Vermilion, Washburn	60_usn_hulls	
15 x Auk	arrive 430301-440301: Auk, Broadbill, Chickadee, Nuthatch, Pheasant, Pilot, Seer, Staff, Speed, Steady, Sustain, Sway, Swift, Symbol, Threat	60_usn_hulls	
69 x Admirable	arrive 440601-450601: Admirable, Adopt, Astute, Augury, Barrier, Bombard, Bond, Candid, Capable, Captivate, Caravan, Caution, Change, Clamour, Climax, Compel, Concise, Control, Counsel, Craig, Cruise, Deft, Delegate, Eager, Elusive, Embattle, Garland, Hilarity, Inaugural, Implicit, Improve, Incessant, Incredible, Inflict, Mainst	60_usn_hulls	
31 x Patapsco AOG	arrive 430101-450601: Patapsco, Kern, Genesee, Tombigbee, Halawa, Kaloli, Pasquotank, Sequatchie, Sheepscot, Calamus, Escatawpa, Narragaugus, Ochlocknee, Oconee, Ontonagon, Yahara, Ponchatoula, Quastinet, Sacandaga, Tetonkaha, Towaliga, Tularosa, Wakulla, Yacona, Waupaca, Chehalis, Chewaucan, Maquoketa, Sakonnet, Conemaugh, Klas	60_usn_hulls	
26 x Cherokee AT	arrive 430329-450301: Bannock, Lipan, Mataco, Narragansett, Yuma, Zuni, Arikara, Chowanoc, Jicarilla, Moctobi, Molala, Munsee, Pakana, Potawatomi, Sarsi, Serrano, Tawakoni, Tenino, Tolowa, Wateree, Wenatchee, Achomawi, Atakapa, Avoyel, Chawasha, Cahuilla	60_usn_hulls	
7 x Allen M. Sumner	arrive 450701-460628: Soley, Harlan R. Dickson, Hugh Purvis, Harry E. Hubbard, Lofberg, John W. Thomason, Buck	60_usn_hulls	
1 x Fletcher HB	arrive 440901: Beatty	60_usn_hulls	
10 x Gearing	arrive 450801-460301: William C. Lawe, Lloyd Thomas, Keppler, Gearing, Eugene A. Greene, Gyatt, Kenneth D. Bailey, Vogelgesang, Steinaker, Charles R. Ware	60_usn_hulls	
2 x LSM	arrive 440704-440707: Turner, Leary	60_usn_hulls	
4 x Baltimore	arrive 450701-451101: Bremerton, Fall River, Macon, Los Angeles	60_usn_hulls	
1 x Casablanca	arrive 450301: Tripoli	60_usn_hulls	
12 x Commencement Bay	arrive 450801-460401: Kula Gulf, Salerno Bay, Siboney, Puget Sound, Bairoko, Saidor, Rendova, Point Cruz, Badoeng Strait, Mindoro, Palau, Sicily	60_usn_hulls	
8 x Sumner AGS	arrive 430601-441201: Littlehales, Dutton, Armistead Rust, John Blish, Chauvenet, Harkness, James M. Gillis, Simon Newcomb	60_usn_hulls	
9 x Diver ARS	arrive 431001-450301: Preserver, Anchor, Extricate, Curb, Safeguard, Valve, Vent, Weight, Bolster	60_usn_hulls	
5 x Medusa	arrive 440311-450301: Tutuila, Oahu, Cebu, Mona Island, Kermit Roosevelt	60_usn_hulls	

Item [slot]	Change	Sheet	Note
16 x Capella	arrive 430101-450301: Yukon, Uranus, Talamanca, Pastores, Roamer, Cygnus, Delphinus, Graffias, Corduba, Kerstin, Latonia, Malabar, Palisana, Gordonia, Laurentia, Lucidor	60_usn_hulls	
4 x Barnegat	arrive 431201-450101: Onslow, Shelikof, Suisun, Timbalier	60_usn_hulls	
9 x Heywood	arrive 450301-450601: Lioba, Dorothea L. Dix, Elizabeth C. Stanton, Florence Nightengale, Lyon, Gemini, Anne Arundel, Thurston, Warhawk	60_usn_hulls	
20 x C2 Cargo	arrive 450101-450617: Kochab, Luna, Talita, Volans, Hercules, Enceladus, Auriga, Giansar, Rutilicus, Clarion, Glacier, Habersham, Hidalgo, Lebanon, Lehigh, Midland, Muscatine, Rockdale, Screven, Kenmore	60_usn_hulls	
5 x VC2 Victory Cargo	arrive 450626-450801: Mayfield Victory, Newcastle Victory, Bucyrus Victory, Red Oak Victory, Lakewood Victory	60_usn_hulls	
2 x C2 Lassen	arrive 450101-450201: Sangay, Akutan	60_usn_hulls	
1 x Fulton	arrive 451001: Nereus	60_usn_hulls	
1 x Fletcher HB	arrive 440901: Colhoun II	120_register_ready	
366 x LSM	arrive 440613-460101: LSM-1, LSM-2, LSM-3, LSM-4, LSM-5, LSM-6, LSM-7, LSM-8, LSM-9, LSM-10, LSM-21, LSM-22, LSM-23, LSM-24, LSM-25, LSM-26, LSM-27, LSM-28, LSM-29, LSM-30, LSM-31, LSM-32, LSM-33, LSM-34, LSM-35, LSM-36, LSM-37, LSM-38, LSM-39, LSM-40, LSM-41, LSM-42, LSM-43, LSM-44, LSM-45, LSM-46, LSM-47, LSM-48, LSM-49, LSM-6	123_lift	
447 x LST Type-II	arrive 430101-450829: LST-46, LST-47, LST-49, LST-50, LST-51, LST-68, LST-69, LST-117, LST-118, LST-127, LST-128, LST-129, LST-130, LST-133, LST-134, LST-181, LST-206, LST-229, LST-230, LST-267, LST-278, LST-281, LST-284, LST-286, LST-288, LST-307, LST-308, LST-309, LST-334, LST-372, LST-375, LST-384, LST-388, LST-443, LST-453,	123_lift	
28 x LSM (R)	arrive 450522-450929: LSM(R)-401, LSM(R)-404, LSM(R)-405, LSM(R)-409, LSM(R)-412, LSM(R)-501, LSM(R)-504, LSM(R)-505, LSM(R)-506, LSM(R)-507, LSM(R)-508, LSM(R)-509, LSM(R)-510, LSM(R)-511, LSM(R)-512, LSM(R)-513, LSM(R)-514, LSM(R)-515, LSM(R)-516, LSM(R)-517, LSM(R)-518, LSM(R)-519, LSM(R)-520, LSM(R)-521, LSM(R)-522, LSM(R)-5	123_lift	
3 x C2-S Blue Ridge	arrive 440906-450715: Auburn, Ancon, Catoctin	123_lift	

Ships changed (956)

Item [slot]	Change	Sheet	Note
Sangamon [3049]	class Sangamon -> Neosho; arrival 421215 -> 420401; wpndevid 1573 -> 1624; wpnnumber 1 -> 2; wpnfacing 3 -> 0; wpnarmour 0 -> 5; devices: x 5in/51 Mk 7 Gun -> x 5in/38 Mk12 OP, 4x 40mm Bofors AA Gun -> 1x 5in/38 Mk 12 EBR, 4x 40mm Bofors AA Gun -> 2x 20mm Oerlikon AA Gun, none 6->2, -6x 20mm Oerlikon AA Gun, -1x SC AS Radar, -1x	09_conversions	Arrives as an oiler (Cimarron class) in Apr 42 instead of a CVE in Dec 42; the player converts her (family 9107) or keeps a fleet oiler
Suwannee [3051]	class Sangamon -> Neosho; arrival 421215 -> 420401; wpndevid 1573 -> 1624; wpnnumber 1 -> 2; wpnfacing 3 -> 0; wpnarmour 0 -> 5; devices: x 5in/51 Mk 7 Gun -> x 5in/38 Mk12 OP, 4x 40mm Bofors AA Gun -> 1x 5in/38 Mk 12 EBR, 4x 40mm Bofors AA Gun -> 2x 20mm Oerlikon AA Gun, none 6->2, -6x 20mm Oerlikon AA Gun, -1x SC AS Radar, -1x	09_conversions	
Chenango [3050]	class Sangamon -> Neosho; arrival 421215 -> 420401; wpndevid 1573 -> 1624; wpnnumber 1 -> 2; wpnfacing 3 -> 0; wpnarmour 0 -> 5; devices: x 5in/51 Mk 7 Gun -> x 5in/38 Mk12 OP, 4x 40mm Bofors AA Gun -> 1x 5in/38 Mk 12 EBR, 4x 40mm Bofors AA Gun -> 2x 20mm Oerlikon AA Gun, none 6->2, -6x 20mm Oerlikon AA Gun, -1x SC AS Radar, -1x	09_conversions	
Santee [3052]	class Sangamon -> Neosho; arrival 440124 -> 420601; wpndevid 1573 -> 1624; wpnnumber 1 -> 2; wpnfacing 3 -> 0; wpnarmour 0 -> 5; fuel 0 -> 2369; devices: x 5in/51 Mk 7 Gun -> x 5in/38 Mk12 OP, 4x 40mm Bofors AA Gun -> 1x 5in/38 Mk 12 EBR, 4x 40mm Bofors AA Gun -> 2x 20mm Oerlikon AA Gun, none 6->2, -6x 20mm Oerlikon AA Gun, -1x	09_conversions	
Argonaut [4608]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	Argonaut to COMSUBPAC

Item [slot]	Change	Sheet	Note
Narwhal [4609]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Nautilus [4610]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cachalot [4612]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cuttlefish [4613]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Dolphin [4614]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Porpoise [4616]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Pike [4617]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Shark [4618]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Tarpon [4619]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Perch [4620]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Pickerel [4621]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Permit [4622]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Plunger [4623]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pollack [4624]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pompano [4625]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Salmon [4627]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Seal [4628]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Skipjack [4629]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Snapper [4630]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Stingray [4631]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Sturgeon [4632]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Sargo [4633]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Saury [4634]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Spearfish [4635]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	

Item [slot]	Change	Sheet	Note
Sculpin [4636]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Sailfish [4638]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Swordfish [4639]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Seadragon [4640]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Sealion [4641]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Searaven [4642]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Seawolf [4643]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
Tambor [4645]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tautog [4646]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Thresher [4647]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Triton [4648]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Trout [4649]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tuna [4650]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Gar [4651]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Grampus [4652]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Grayback [4653]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Grayling [4654]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Grenadier [4655]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Gudgeon [4656]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Gato [4658]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Greenling [4659]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Grouper [4660]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Growler [4661]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Grunion [4662]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Guardfish [4663]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Albacore [4664]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Amberjack [4665]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Barb [4666]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Blackfish [4667]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bluefish [4668]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bonefish [4669]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cod [4670]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cero [4671]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Corvina [4672]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Darter [4673]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Drum [4674]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Flying Fish [4675]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Finback [4676]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Haddock [4677]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Halibut [4678]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Herring [4679]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Kingfish [4680]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Shad [4681]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Silversides [4682]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Trigger [4683]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Wahoo [4684]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Whale [4685]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Angler [4686]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Bashaw [4687]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bluegill [4688]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bream [4689]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cavalla [4690]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cobia [4691]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Croaker [4692]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Dace [4693]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Dorado [4694]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Flasher [4695]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Flier [4696]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Flounder [4697]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Gabilan [4698]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Gunnel [4699]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Gurnard [4700]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Haddo [4701]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Hake [4702]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Harder [4703]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Hoe [4704]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Jack [4705]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Lapon [4706]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Mingo [4707]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Muskallunge [4708]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Paddle [4709]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pargo [4710]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Peto [4711]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pogy [4712]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pompon [4713]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Puffer [4714]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Rasher [4715]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Raton [4716]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Ray [4717]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Redfin [4718]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Robalo [4719]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Rock [4720]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Runner [4721]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sawfish [4722]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Scamp [4723]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Scorpion [4724]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Snook [4725]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Steelhead [4726]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sunfish [4727]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tunny [4728]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tinosa [4729]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tullibee [4730]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Balao [4732]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Billfish [4733]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bowfin [4734]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cabrilla [4735]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Capelin [4736]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cisco [4737]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Crevalle [4738]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Devilfish [4739]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Dragonet [4740]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Escolar [4741]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Hackleback [4742]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Lancetfish [4743]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Ling [4744]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Lionfish [4745]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Manta [4746]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Moray [4747]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Roncador [4748]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sabalo [4749]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sablefish [4750]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Seahorse [4751]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Skate [4752]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tang [4753]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tilefish [4754]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Apogon [4755]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Aspro [4756]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Batfish [4757]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Archerfish [4758]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Burrfish [4759]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Barbel [4760]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Barbero [4761]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Baya [4762]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Becuna [4763]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bergall [4764]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Besugo [4765]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Blackfin [4766]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Caiman [4767]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Blenny [4768]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Blower [4769]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Blueback [4770]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Boarfish [4771]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Charr [4772]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Chub [4773]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Brill [4774]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bugara [4775]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bullhead [4776]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bumper [4777]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cabezon [4778]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Dentuda [4779]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Capitaine [4780]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Carbonero [4781]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Carp [4782]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Catfish [4783]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Entemedor [4784]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Chivo [4785]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Chipper [4786]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Clamagore [4787]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cobbler [4788]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cochino [4789]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Corperal [4790]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cubera [4791]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cusk [4792]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Diodon [4793]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Golet [4794]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Guavina [4795]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Guitarro [4796]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Hammerhead [4797]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Hardhead [4798]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Hawkbill [4799]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Icefish [4800]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Jallao [4801]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Kete [4802]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Kraken [4803]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Lagarto [4804]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Lamprey [4805]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Lizardfish [4806]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Loggerhead [4807]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Macabi [4808]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Mapiro [4809]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Menhaden [4810]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Mero [4811]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sand Lance [4812]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Picuda [4813]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pampanito [4814]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Parche [4815]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Bang [4816]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pilotfish [4817]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pintado [4818]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pipefish [4819]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Piranha [4820]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Plaice [4821]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Pomfret [4822]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sterlet [4823]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Queenfish [4824]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Razorback [4825]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Redfish [4826]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Ronquil [4827]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Scabbardfish [4828]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Segundo [4829]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sea Cat [4830]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sea Devil [4831]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Sea Dog [4832]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sea Fox [4833]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Atule [4834]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Spikefish [4835]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sea Owl [4836]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sea Poacher [4837]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sea Robin [4838]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sennet [4839]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Piper [4840]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Threadfin [4841]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Spadefish [4842]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Trepang [4843]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Spot [4844]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Springer [4845]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Stickleback [4846]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tench [4848]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Thornback [4849]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tigrone [4850]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Tigrante [4851]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Trutta [4852]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Toro [4853]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Torsk [4854]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Quillback [4855]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Trumpetfish [4856]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	

Item [slot]	Change	Sheet	Note
Tusk [4857]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Runner II [4858]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Conger [4859]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Cutlass [4860]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Diablo [4861]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Medregal [4862]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Requin [4863]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Irex [4864]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sea Leopard [4865]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Odax [4866]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sirago [4867]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-18 [4869]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-23 [4872]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-27 [4874]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-28 [4875]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-30 [4876]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-31 [4877]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-32 [4878]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-33 [4879]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-34 [4880]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-35 [4881]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-36 [4882]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-37 [4883]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
S-38 [4884]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	

Item [slot]	Change	Sheet	Note
S-39 [4885]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-40 [4886]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
S-41 [4887]	attached HQ Pacific Fleet -> COMSUBSOWESPAC	48_commands	
S-42 [4888]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-43 [4889]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-44 [4890]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-45 [4891]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-46 [4892]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
S-47 [4893]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Argonaut II [11084]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Perch II [11089]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Shark II [11090]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Sealion II [11091]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Chicolar [19010]	attached HQ Pacific Fleet -> COMSUBPAC	48_commands	
Lexington [3002]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Saratoga [3003]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Enterprise [3005]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Maryland [3144]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Colorado [3145]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
West Virginia [3146]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Nevada [3147]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Oklahoma [3148]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Arizona [3149]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Pennsylvania [3150]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
California [3151]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Tennessee [3152]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Portland [3187]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Indianapolis [3188]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Northampton [3189]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Houston [3190]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Chester [3191]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Louisville [3192]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Chicago [3193]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Pensacola [3194]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Salt Lake City [3195]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
New Orleans [3196]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Astoria [3197]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
San Francisco [3199]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Raleigh [3270]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Detroit [3271]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Trenton [3272]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Marblehead [3273]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Concord [3274]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
St. Louis [3276]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Helena [3277]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Phoenix [3278]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Boise [3280]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Honolulu [3281]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
Bagley [3603]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Blue [3604]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Helm [3605]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Mugford [3606]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Ralph Talbot [3607]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Henley [3608]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Patterson [3609]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Jarvis [3610]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Craven [3611]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Gridley [3612]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
McCall [3613]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Maury [3614]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Benham [3617]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Ellet [3618]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Dunlap [3623]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Fanning [3624]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Mahan [3627]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Cummings [3628]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Drayton [3629]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Lamson [3630]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Case [3631]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Conyngham [3632]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Shaw [3633]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Cushing [3634]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
Perkins [3635]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Smith [3636]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Preston [3637]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Reid [3640]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Flusser [3641]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Tucker [3642]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Cassin [3643]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Downes [3644]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Porter [3647]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Selfridge [3648]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Phelps [3649]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Balch [3650]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Clark [3651]	experience (day) 40 -> 55; experience (night) 31 -> 35	51_intensity	
Farragut [3654]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Dewey [3655]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Hull [3656]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
MacDonough [3657]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Worden [3658]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Dale [3659]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Monaghan [3660]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Aylwin [3661]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Alden [3664]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Allen [3665]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Barker [3666]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
Bulmer [3667]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Edsall [3668]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
John D. Edwards [3669]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
John D. Ford [3670]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Fox [3671]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Paul Jones [3673]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Litchfield [3675]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Parrott [3676]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Peary [3677]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Pillsbury [3678]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Pope [3679]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Whipple [3680]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Chew [3681]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Schley [3682]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Stewart [3683]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Ward [3684]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Talbot [4092]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Dent [4094]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Crosby [4096]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Kennison [4097]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Crane [4098]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Kilty [4099]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Brooks [4101]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Humphreys [4102]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
Gilmer [4103]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Sands [4104]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
King [4106]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Lawrence [4107]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Hatfield [4108]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Kane [4110]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Rathburne [4116]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Moray [4747]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Roncador [4748]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sabalo [4749]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sablefish [4750]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Blackfin [4766]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Caiman [4767]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Blenny [4768]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Blower [4769]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Blueback [4770]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Boarfish [4771]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Charr [4772]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Chub [4773]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Brill [4774]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Bugara [4775]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Bullhead [4776]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Bumper [4777]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Cabezon [4778]	devices: +2x Mk 27 Cutie Torpedo	54_material	

Item [slot]	Change	Sheet	Note
Dentuda [4779]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Capitaine [4780]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Carbonero [4781]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Jallao [4801]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Kete [4802]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Kraken [4803]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Lagarto [4804]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Lamprey [4805]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Lizardfish [4806]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Loggerhead [4807]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Macabi [4808]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Mapiro [4809]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sea Cat [4830]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sea Devil [4831]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sea Dog [4832]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sea Fox [4833]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Atule [4834]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Spikefish [4835]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sea Owl [4836]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sea Poacher [4837]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sea Robin [4838]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Sennet [4839]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Piper [4840]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Threadfin [4841]	devices: +2x Mk 27 Cutie Torpedo	54_material	

Item [slot]	Change	Sheet	Note
Spot [4844]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Springer [4845]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Bergall [4764]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Carp [4782]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Catfish [4783]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Entemedor [4784]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Chivo [4785]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Chipper [4786]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Clamagore [4787]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Menhaden [4810]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Mero [4811]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Stickleback [4846]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Cobbler [4788]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Cochino [4789]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Corperal [4790]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Cubera [4791]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Cusk [4792]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Chicolar [19010]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Diodon [4793]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Tench [4848]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Thornback [4849]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Tigrone [4850]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Tigrante [4851]	devices: +2x Mk 27 Cutie Torpedo	54_materia	
Trutta [4852]	devices: +2x Mk 27 Cutie Torpedo	54_materia	

Item [slot]	Change	Sheet	Note
Toro [4853]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Torsk [4854]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Runner II [4858]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Quillback [4855]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Conger [4859]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Cutlass [4860]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Diablo [4861]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Medregal [4862]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Requin [4863]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Irex [4864]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Sea Leopard [4865]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Odax [4866]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Argonaut II [11084]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Trumpetfish [4856]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Tusk [4857]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Sirago [4867]	devices: +2x Mk 27 Cutie Torpedo	54_materiel	
Sacramento [4082]	attached HQ Pacific Fleet -> HawSeaFron	59_usn_organization	The patrol craft, subchasers, sweepers and gunboats in home waters on 7 December attached to their frontier or to Minecraft Pacific
Zane [4319]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Trevor [4320]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Perry [4325]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Wasmuth [4331]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Gamble [4347]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Montgomery [4348]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Ramsay [4349]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	

Item [slot]	Change	Sheet	Note
Breese [4350]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Tracy [4351]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Preble [4352]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Pruitt [4353]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Sicard [4354]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Turkey [4500]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Rail [4501]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Tern [4502]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Grebe [4503]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Vireo [4504]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Bobolink [4508]	attached HQ Pacific Fleet -> Minecraft Pacific	59_usn_organization	
Tiger [9685]	attached HQ Pacific Fleet -> HawSeaFron	59_usn_organization	
Reliance [9686]	attached HQ Pacific Fleet -> HawSeaFron	59_usn_organization	
Kimball [9687]	attached HQ Pacific Fleet -> WestSeaFron	59_usn_organization	
Vigilant [9688]	attached HQ Pacific Fleet -> WestSeaFron	59_usn_organization	
Morris [9689]	attached HQ Pacific Fleet -> WestSeaFron	59_usn_organization	
Crawford [9690]	attached HQ Pacific Fleet -> WestSeaFron	59_usn_organization	
Jackson [9691]	attached HQ Pacific Fleet -> WestSeaFron	59_usn_organization	
Travis [9692]	attached HQ Pacific Fleet -> WestSeaFron	59_usn_organization	
Taney [9695]	attached HQ Pacific Fleet -> HawSeaFron	59_usn_organization	
Charleston [9700]	attached HQ Pacific Fleet -> WestSeaFron	59_usn_organization	
Bastion [9980]	attached HQ none -> WestSeaFron	59_usn_organization	
Obstructor [9981]	attached HQ none -> WestSeaFron	59_usn_organization	
Picket [9982]	attached HQ none -> WestSeaFron	59_usn_organization	

Item [slot]	Change	Sheet	Note
Trapper [9983]	attached HQ none -> WestSeaFron	59_usn_organization	
Buttress [9984]	attached HQ none -> Minecraft Pacific	59_usn_organization	
Planter [9985]	attached HQ none -> WestSeaFron	59_usn_organization	
Chimo [9986]	attached HQ none -> WestSeaFron	59_usn_organization	
Barricade [9987]	attached HQ none -> WestSeaFron	59_usn_organization	
Pintail [9992]	attached HQ none -> WestSeaFron	59_usn_organization	
Chatterer [9993]	attached HQ none -> WestSeaFron	59_usn_organization	
Bunting [9995]	attached HQ none -> WestSeaFron	59_usn_organization	
Cockatoo [9996]	attached HQ none -> HawSeaFron	59_usn_organization	
Redbird [9997]	attached HQ none -> HawSeaFron	59_usn_organization	
Grouse [10000]	attached HQ none -> WestSeaFron	59_usn_organization	
Hornbill [10001]	attached HQ none -> WestSeaFron	59_usn_organization	
Texan [7036]	withdraws 0 -> 420110	84_atlantic_shipping	Texan (Transmarine Cargo): American-Hawaiian; sunk by U-126 off Cuba 11 Mar 1942; does not return
Arkansan [7005]	withdraws 0 -> 420205	84_atlantic_shipping	Arkansan (Transmarine Cargo): American-Hawaiian; sunk by U-126 in the Caribbean 15 Jun 1942; does not return
Ohioan [7029]	withdraws 0 -> 420125	84_atlantic_shipping	Ohioan (Transmarine Cargo): American-Hawaiian; sunk by U-564 off Florida 8 May 1942; does not return
Alaskan [7002]	withdraws 0 -> 420220	84_atlantic_shipping	Alaskan (Transmarine Cargo): American-Hawaiian; sunk by U-172 in the South Atlantic 28 Nov 1942; does not return
Steel Age [7070]	withdraws 0 -> 420105	84_atlantic_shipping	Steel Age (Isthmian Cargo): Isthmian; sunk by the Italian submarine Da Vinci off Guiana 6 Mar 1942; does not return
Steel Maker [7069]	withdraws 0 -> 420120	84_atlantic_shipping	Steel Maker (Isthmian Cargo): Isthmian; sunk by U-654 off Cape Hatteras 19 Apr 1942; does not return
Santa Rita [7053]	withdraws 0 -> 420301	84_atlantic_shipping	Santa Rita (Isthmian Cargo): Grace Line; sunk by U-172 in the mid-Atlantic 9 Jul 1942; does not return
Sagadahoc [7050]	withdraws 0 -> 420315	84_atlantic_shipping	Sagadahoc (Transmarine Cargo): sunk by U-174 off Brazil 3 Dec 1942; does not return
Steel Worker [7082]	withdraws 0 -> 420301	84_atlantic_shipping	Steel Worker (Isthmian Cargo): Isthmian; convoy PQ 16, mined at Murmansk 3 Jun 1942; does not return
Fairfield City [7062]	withdraws 0 -> 420401	84_atlantic_shipping	Fairfield City (Isthmian Cargo): Isthmian; sunk in convoy PQ 17 5 Jul 1942; does not return
Oregonian [7031]	withdraws 0 -> 420515	84_atlantic_shipping	Oregonian (Transmarine Cargo): American-Hawaiian; sunk in convoy PQ 18 13 Sep 1942; does not return
Puerto Rican [7034]	withdraws 0 -> 420615	84_atlantic_shipping	Puerto Rican (Transmarine Cargo): American-Hawaiian; sunk by U-586 returning from Murmansk 9 Mar 1943; does not return

Item [slot]	Change	Sheet	Note
Santa Elisa [7052]	withdraws 0 -> 420401	84_atlantic_shipping	Santa Elisa (Transmarine Cargo): Grace Line; sunk in Operation Pedestal 13 Aug 1942; does not return
Am. Leader [7221]	withdraws 0 -> 420520	84_atlantic_shipping	Am. Leader (C1-A Cargo): United States Lines; sunk by the raider Michel in the South Atlantic 10 Sep 1942; does not return
Andrea Luckenbach [7083]	withdraws 0 -> 420615	84_atlantic_shipping	Andrea Luckenbach (Luckenbach Cargo): sunk by U-221 in convoy HX 228 10 Mar 1943; does not return
Mathew Luckenbach [7099]	withdraws 0 -> 420701	84_atlantic_shipping	Mathew Luckenbach (Transmarine Cargo): sunk in convoy HX 229 19 Mar 1943; does not return
Irenee Du Pont [7055]	withdraws 0 -> 420715	84_atlantic_shipping	Irenee Du Pont (C2 Cargo): sunk by U-600 in convoy HX 229 17 Mar 1943; does not return
Steel Voyager [7081]	withdraws 0 -> 420901	84_atlantic_shipping	Steel Voyager (Isthmian Cargo): Isthmian; sunk by U-952 in convoy ONS 18 23 Sep 1943; does not return
Bellatrix [5379]	withdraws 0 -> 430315; returns 0 -> 440315	84_atlantic_shipping	Bellatrix (C2 Arcturus): USN AK-20; Guadalcanal Aug 1942, Sicily Jul 1943, back for Saipan 1944
Moray [4747]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: boat already on a 1944 class
Roncador [4748]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sabalo [4749]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sablefish [4750]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Bergall [4764]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Blackfin [4766]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Caiman [4767]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Blenny [4768]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Blower [4769]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Blueback [4770]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Boarfish [4771]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Charr [4772]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Chub [4773]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Brill [4774]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Bugara [4775]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Bullhead [4776]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Bumper [4777]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Cabezon [4778]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Dentuda [4779]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Capitaine [4780]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Carbonero [4781]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Carp [4782]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Catfish [4783]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Entemedor [4784]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Chivo [4785]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Chipper [4786]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Clamagore [4787]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Cobbler [4788]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Cochino [4789]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Corperal [4790]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Cubera [4791]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	

Item [slot]	Change	Sheet	Note
Cusk [4792]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Diodon [4793]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Jallao [4801]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Kete [4802]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Kraken [4803]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Lagarto [4804]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Lamprey [4805]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Lizardfish [4806]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Loggerhead [4807]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Macabi [4808]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Mapiro [4809]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Menhaden [4810]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Mero [4811]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Cat [4830]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Devil [4831]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Dog [4832]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Fox [4833]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Atule [4834]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Spikefish [4835]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Owl [4836]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Poacher [4837]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Robin [4838]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sennet [4839]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Piper [4840]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Threadfin [4841]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Spot [4844]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Springer [4845]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Stickleback [4846]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Tench [4848]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Thornback [4849]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Tigrone [4850]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Tigrante [4851]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Trutta [4852]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Toro [4853]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Torsk [4854]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Quillback [4855]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Trumpetfish [4856]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Tusk [4857]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Runner II [4858]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Conger [4859]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Cutlass [4860]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Diablo [4861]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Medregal [4862]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Requin [4863]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	

Item [slot]	Change	Sheet	Note
Irex [4864]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sea Leopard [4865]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Odax [4866]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Sirago [4867]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Argonaut II [11084]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
Chicolar [19010]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	
William C. Cole [3806]	arrival 420512 -> 440512	86_ships_toes	S2: William C. Cole (DE-641) commissioned 12 May 1944; the row said 1942
Willmarth [3841]	arrival 430625 -> 440313	86_ships_toes	S2: Willmarth (DE-638) commissioned 13 March 1944; the row said June 1943
Bright [3925]	arrival 430630 -> 440630	86_ships_toes	S2: Bright (DE-747) commissioned 30 June 1944; the row said June 1943
Solace [34]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.3.1: a Delay equal to the start date lands the ship at the end of turn 1; Solace was meant to be in port on 7 December
Relief [39]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.3.1: a Delay equal to the start date lands the ship at the end of turn 1; Relief was meant to be in port on 7 December
Mizar [1087]		116_editor_compliance	Editor 3.8: Hinrichs, C.I. commands Aldebaran; this record copied him from its template, the game assigns its own leader
Polaris [1088]		116_editor_compliance	Editor 3.8: Hinrichs, C.I. commands Aldebaran; this record copied him from its template, the game assigns its own leader
Tarazed [1109]		116_editor_compliance	Editor 3.8: Hinrichs, C.I. commands Aldebaran; this record copied him from its template, the game assigns its own leader
Hyades [1120]		116_editor_compliance	Editor 3.8: Hinrichs, C.I. commands Aldebaran; this record copied him from its template, the game assigns its own leader
Adria [1124]		116_editor_compliance	Editor 3.8: Hinrichs, C.I. commands Aldebaran; this record copied him from its template, the game assigns its own leader
Golet [4794]	class Balao -> Gato; fuel 0 -> 315; devices: x 4in/50 Mk 9 Gun -> x 3in/50 Mk 10 Gun	117_submarines	B1: the four Manitowoc boats of SS-361 to 364 were built to Gato plans (300 ft)
Guavina [4795]	class Balao -> Gato; fuel 0 -> 315; devices: x 4in/50 Mk 9 Gun -> x 3in/50 Mk 10 Gun	117_submarines	
Guitarro [4796]	class Balao -> Gato; fuel 0 -> 315; devices: x 4in/50 Mk 9 Gun -> x 3in/50 Mk 10 Gun	117_submarines	
Hammerhead [4797]	class Balao -> Gato; fuel 0 -> 315; devices: x 4in/50 Mk 9 Gun -> x 3in/50 Mk 10 Gun	117_submarines	
Dragonet [4740]	arrival 430815 -> 440915	117_submarines	B2: the Cramp-built Balaos were 5 to 18 months late; arrival is commissioning plus about 60 days
Escolar [4741]	arrival 430815 -> 440801	117_submarines	
Devilfish [4739]	arrival 430915 -> 441031	117_submarines	
Hackleback [4742]	arrival 430915 -> 450106	117_submarines	

Item [slot]	Change	Sheet	Note
Lionfish [4745]	arrival 440215 -> 441231	117_submarines	
Manta [4746]	arrival 440215 -> 450405	117_submarines	
Moray [4747]	arrival 440815 -> 450327	117_submarines	
Roncador [4748]	arrival 440815 -> 450708	117_submarines	
Sabalo [4749]	arrival 440915 -> 450818	117_submarines	
Sablefish [4750]	arrival 440915 -> 460216	117_submarines	
Barb [4666]	arrival 420915 -> 430815	117_submarines	B2: Submarine Squadron 50 served from Rosneath and in Torch until mid-1943
Shad [4681]	arrival 420915 -> 430815	117_submarines	
Gurnard [4700]	arrival 420915 -> 430501	117_submarines	
Gunnel [4699]	arrival 420915 -> 430415	117_submarines	
Haddo [4701]	arrival 421015 -> 431015	117_submarines	
Hake [4702]	arrival 421115 -> 430905	117_submarines	
Herring [4679]	arrival 420515 -> 430820	117_submarines	
Blackfish [4667]	arrival 420915 -> 430901	117_submarines	
Barbel [4760]	arrival 440215 -> 440601	117_submarines	
Barbero [4761]	arrival 440315 -> 440628	117_submarines	
Cisco [4737]	arrival 430315 -> 430709	117_submarines	
Cabrilla [4735]	arrival 430415 -> 430723	117_submarines	
Medregal [4862]	arrival 450315 -> 450613	117_submarines	
Clamagore [4787]	arrival 450515 -> 450827	117_submarines	
Trepang [4843]	arrival 440415 -> 440721	117_submarines	
Runner II [4858]	arrival 9999 -> 450415	117_submarines	B2: Runner (SS-476) left New London 5 April 1945 and was in Tokyo Bay for the surrender
Bergall [4764]	arrival 450315 -> 440724	117_submarines	
Corperal [4790]	arrival 450915 -> 460108	117_submarines	

Item [slot]	Change	Sheet	Note
Cubera [4791]	arrival 450915 -> 460217	117_submarines	
Diablo [4861]	arrival 450215 -> 450530	117_submarines	
Irex [4864]	arrival 450415 -> 450713	117_submarines	
Entemedor [4784]	arrival 450315 -> 450605	117_submarines	
Cobbler [4788]	arrival 450715 -> 451007	117_submarines	
Cochino [4789]	arrival 450715 -> 451024	117_submarines	
Ling [4744]	arrival 431215 -> 9999	117_submarines	B2: Ling stayed in the Atlantic until 1946
Lancetfish [4743]	arrival 431215 -> 9999	117_submarines	B2: Lancetfish sank at her pier 15 March 1945
Chicolar [19010]	arrival 451017 -> 9999	117_submarines	B2: Chicolar cancelled 1944
Dorado [4694]	arrival 430815 -> 9999	117_submarines	B2: Dorado lost 12 October 1943 on passage to Panama
Tusk [4857]	arrival 451015 -> 9999	117_submarines	B2: Tusk commissioned April 1946
Cusk [4792]	arrival 451015 -> 9999	117_submarines	B2: Cusk commissioned February 1946, too late to arrive
Diodon [4793]	arrival 451215 -> 9999	117_submarines	B2: Diodon commissioned March 1946
Trumpetfish [4856]	arrival 450815 -> 9999	117_submarines	B2: Trumpetfish commissioned January 1946, too late to arrive
Chopper [4786]	name Chipper -> Chopper	117_submarines	B2: name, Chopper
Corporal [4790]	name Corperal -> Corporal	117_submarines	B2: name, Corporal
Tirante [4851]	name Tigrante -> Tirante	117_submarines	B2: name, Tirante
Narwhal [4609]	withdraws 0 -> 450106	117_submarines	B3: Narwhal left Brisbane for the east coast 6 January 1945
Nautilus [4610]	withdraws 0 -> 450201	117_submarines	B3: Nautilus last patrol ended January 1945
Snapper [4630]	withdraws 440211 -> 441201	117_submarines	B3: Snapper patrolled from March 1944, training from March 1945
Plunger [4623]	withdraws 440919 -> 450215	117_submarines	B3: Plunger left for New London 15 February 1945
S-30 [4876]	fuel 0 -> 70; devices: -1x SJ SS Radar	117_submarines	
S-31 [4877]	fuel 0 -> 70; devices: -1x SJ SS Radar	117_submarines	
S-32 [4878]	fuel 0 -> 70; devices: -1x SJ SS Radar	117_submarines	

Item [slot]	Change	Sheet	Note
S-33 [4879]	fuel 0 -> 70; devices: -1x SJ SS Radar	117_submarines	
Growler [4661]	devices: -1x SJ SS Radar	117_submarines	
Grunion [4662]	devices: -1x SJ SS Radar	117_submarines	
Guardfish [4663]	devices: -1x SJ SS Radar	117_submarines	
Albacore [4664]	devices: -1x SJ SS Radar	117_submarines	
Amberjack [4665]	devices: -1x SJ SS Radar	117_submarines	
Barb [4666]	devices: -1x SJ SS Radar	117_submarines	
Blackfish [4667]	devices: -1x SJ SS Radar	117_submarines	
Drum [4674]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Flying Fish [4675]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Halibut [4678]	devices: -1x SJ SS Radar	117_submarines	
Herring [4679]	devices: -1x SJ SS Radar	117_submarines	
Kingfish [4680]	devices: -1x SJ SS Radar	117_submarines	
Shad [4681]	devices: -1x SJ SS Radar	117_submarines	
Wahoo [4684]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Whale [4685]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Gunnel [4699]	devices: -1x SJ SS Radar	117_submarines	
Gurnard [4700]	devices: -1x SJ SS Radar	117_submarines	
Haddo [4701]	devices: -1x SJ SS Radar	117_submarines	
Hake [4702]	devices: -1x SJ SS Radar	117_submarines	
Peto [4711]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Pogy [4712]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Pompon [4713]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Runner [4721]	devices: -1x SJ SS Radar	117_submarines	

Item [slot]	Change	Sheet	Note
Sawfish [4722]	devices: -1x SJ SS Radar	117_submarines	
Scamp [4723]	devices: -1x SJ SS Radar	117_submarines	
Scorpion [4724]	devices: -1x SJ SS Radar	117_submarines	
Snook [4725]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Sunfish [4727]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Tunny [4728]	fuel 0 -> 315; devices: -1x SJ SS Radar	117_submarines	
Moray [4747]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Roncador [4748]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sabalo [4749]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sablefish [4750]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Blackfin [4766]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Caiman [4767]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Blenny [4768]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Blower [4769]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Blueback [4770]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Boarfish [4771]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Charr [4772]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Chub [4773]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Brill [4774]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Bugara [4775]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Bullhead [4776]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Bumper [4777]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Cabezon [4778]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Dentuda [4779]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	

Item [slot]	Change	Sheet	Note
Capitaine [4780]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Carbonero [4781]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Jallao [4801]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Kete [4802]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Kraken [4803]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Lagarto [4804]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Lamprey [4805]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Lizardfish [4806]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Loggerhead [4807]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Macabi [4808]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Mapiro [4809]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Cat [4830]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Devil [4831]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Dog [4832]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Fox [4833]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Atule [4834]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Spikefish [4835]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Owl [4836]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Poacher [4837]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Robin [4838]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Sennet [4839]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Piper [4840]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Threadfin [4841]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Spot [4844]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	

Item [slot]	Change	Sheet	Note
Springer [4845]	fuel 0 -> 317; devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Bergall [4764]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Carp [4782]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Catfish [4783]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Entemedor [4784]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Chivo [4785]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Chopper [4786]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Clamagore [4787]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Menhaden [4810]	fuel 0 -> 317; devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Mero [4811]	fuel 0 -> 317; devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Stickleback [4846]	fuel 0 -> 317; devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Cobbler [4788]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Cochino [4789]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Corporal [4790]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Cubera [4791]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Cusk [4792]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Chicolar [19010]	fuel 0 -> 317; devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Diodon [4793]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Tench [4848]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Thornback [4849]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Tigrone [4850]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Tirante [4851]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	

Item [slot]	Change	Sheet	Note
Trutta [4852]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Toro [4853]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Torsk [4854]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Runner II [4858]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Quillback [4855]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Conger [4859]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Cutlass [4860]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Diablo [4861]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Medregal [4862]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Requin [4863]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Irex [4864]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Sea Leopard [4865]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Odax [4866]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Argonaut II [11084]	fuel 0 -> 386; devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Trumpetfish [4856]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Tusk [4857]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Sirago [4867]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2, x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo, -2x Mk 27 Cutie Torpedo	117_submarines	
Golet [4794]		117_submarines	
Guavina [4795]		117_submarines	
Guitarro [4796]		117_submarines	
Hammerhead [4797]		117_submarines	
Bergall [4764]	class Balao -> Balao; devices: x 21in Mk 18 Mod 2 -> x 21in Mk 18 Torpedo, x 21in Mk 18 Mod 2 -> x 21in Mk 14 Torpedo, x 21in Mk 18 Mod 2 -> x 21in Mk 18 Torpedo, x Mk 27 Cutie Torpedo -> x 21in Mk 14 Torpedo, x 5in/25 Mk 10 Gun -> x 4in/50 Mk 9 Gun	120_register_ready	COV-A1: Bergall arrives 24 July 1944 and takes the Balao version of June 1944, not the one dated March 1945
Irwin [3446]	arrival 430914 -> 440214	120_register_ready	NAV-W3: Irwin arrived five months before she was commissioned

Item [slot]	Change	Sheet	Note
Bradford [3382]	arrival 430508 -> 430612	120_register_ready	NAV-W3: Bradford, three weeks early
Hazelwood [3433]	arrival 430528 -> 430618	120_register_ready	NAV-W3: Hazelwood, three weeks early
Killen [3452]	arrival 440405 -> 440504	120_register_ready	NAV-W3: Killen, four weeks early
Beatty II [11111]	arrival 441125 -> 450601	120_register_ready	NAV-W3: Beatty II was commissioned 31 March 1945; allow trials and passage
Chicago II [11125]	arrival 440515 -> 450401	120_register_ready	NAV-W3: Chicago II was commissioned 10 January 1945
John W. Thomason [10792]	arrival 450701 -> 451011	120_register_ready	NAV-W3: John W. Thomason was commissioned 11 October 1945
Buck [10793]	arrival 450801 -> 460628	120_register_ready	NAV-W3: Buck was commissioned 28 June 1946
Colhoun [4087]	sunk 450406 -> 420830	120_register_ready	NAV-W4: the APD Colhoun was sunk off Guadalcanal on 30 August 1942; the record carried the destroyer Colhoun's 1945 loss date
LSM-11 [5925]	arrival 440615 -> 440730	123_lift	LFT-M2a: CRS's LSMs arrive a median of zero days after commissioning and 59 of them before it; each now arrives in the Pacific 60 days after commissioning, which is what the hull pages and the delivery voyage allow
LSM-12 [5926]	arrival 440615 -> 440730	123_lift	
LSM-13 [5927]	arrival 440615 -> 440731	123_lift	
LSM-14 [5928]	arrival 440615 -> 440731	123_lift	
LSM-15 [5929]	arrival 440615 -> 440801	123_lift	
LSM-16 [5930]	arrival 440615 -> 440809	123_lift	
LSM-17 [5931]	arrival 440615 -> 440813	123_lift	
LSM-18 [5932]	arrival 440615 -> 440813	123_lift	
LSM-19 [5933]	arrival 440615 -> 440814	123_lift	
LSM-20 [5934]	arrival 440615 -> 440816	123_lift	
LSM-50 [5935]	arrival 440815 -> 441008	123_lift	
LSM-51 [5936]	arrival 440815 -> 441010	123_lift	
LSM-52 [5937]	arrival 440815 -> 441013	123_lift	
LSM-53 [5938]	arrival 440815 -> 441015	123_lift	
LSM-54 [5939]	arrival 440815 -> 441016	123_lift	
LSM-55 [5940]	arrival 440815 -> 441020	123_lift	
LSM-56 [5941]	arrival 440815 -> 441030	123_lift	
LSM-57 [5942]	arrival 440815 -> 441017	123_lift	
LSM-58 [5943]	arrival 440815 -> 441020	123_lift	
LSM-59 [5944]	arrival 440815 -> 441022	123_lift	
LSM-95 [5945]	arrival 440915 -> 441227	123_lift	
LSM-96 [5946]	arrival 440915 -> 441230	123_lift	
LSM-97 [5947]	arrival 440915 -> 441231	123_lift	
LSM-98 [5948]	arrival 440915 -> 450101	123_lift	
LSM-99 [5949]	arrival 440915 -> 450105	123_lift	
LSM-301 [5977]	arrival 441115 -> 450302	123_lift	
LSM-302 [5978]	arrival 441115 -> 450307	123_lift	
LSM-303 [5979]	arrival 441115 -> 450307	123_lift	

Item [slot]	Change	Sheet	Note
LSM-304 [5980]	arrival 441115 -> 450312	123_lift	
LSM-305 [5981]	arrival 441115 -> 450312	123_lift	
LSM-306 [5982]	arrival 441115 -> 450317	123_lift	
LSM-307 [5983]	arrival 441115 -> 450317	123_lift	
LSM-308 [5984]	arrival 441115 -> 450323	123_lift	
LSM-309 [5985]	arrival 441115 -> 450323	123_lift	
LSM-350 [5997]	arrival 441215 -> 450606	123_lift	
LSM-351 [5998]	arrival 441215 -> 450614	123_lift	
LSM-352 [5999]	arrival 441215 -> 450620	123_lift	
LSM-353 [6000]	arrival 441215 -> 450627	123_lift	
LSM-354 [6001]	arrival 441215 -> 450222	123_lift	
LSM-355 [6002]	arrival 441215 -> 450222	123_lift	
LSM-356 [6003]	arrival 441215 -> 450225	123_lift	
LSM-357 [6004]	arrival 441215 -> 450227	123_lift	
LSM-358 [6005]	arrival 441215 -> 450303	123_lift	
LSM-359 [6006]	arrival 441215 -> 450305	123_lift	
LSM-360 [6007]	arrival 441215 -> 450306	123_lift	
LSM-361 [6008]	arrival 441215 -> 460307	123_lift	
LSM-362 [6009]	arrival 441215 -> 450312	123_lift	
LSM-363 [6010]	arrival 441215 -> 450313	123_lift	
LSM-364 [6011]	arrival 441215 -> 450314	123_lift	
LSM-365 [6012]	arrival 441215 -> 450315	123_lift	
LSM-366 [6013]	arrival 441215 -> 450318	123_lift	
LSM-367 [6014]	arrival 441215 -> 450321	123_lift	
LSM-368 [6015]	arrival 441215 -> 450322	123_lift	
LSM-369 [6016]	arrival 441215 -> 450324	123_lift	
LSM-370 [6017]	arrival 441215 -> 450325	123_lift	
LSM-371 [6018]	arrival 441215 -> 450326	123_lift	
LSM-372 [6019]	arrival 441215 -> 450327	123_lift	
LSM-373 [6020]	arrival 441215 -> 450328	123_lift	
LSM-374 [6021]	arrival 441215 -> 450329	123_lift	
LSM-375 [6022]	arrival 441215 -> 450331	123_lift	
LSM-376 [6023]	arrival 441215 -> 450401	123_lift	
LSM-377 [6024]	arrival 441215 -> 450405	123_lift	
LSM-378 [6025]	arrival 441215 -> 450410	123_lift	
LSM-379 [6026]	arrival 441215 -> 450411	123_lift	
LSM-413 [6027]	arrival 450115 -> 451027	123_lift	
LSM-415 [6029]	arrival 450115 -> 450118	123_lift	
LSM-416 [6030]	arrival 450115 -> 450125	123_lift	
LSM-417 [6031]	arrival 450115 -> 450130	123_lift	
LSM-418 [6032]	arrival 450115 -> 450205	123_lift	
LSM-419 [6033]	arrival 450115 -> 450212	123_lift	
LSM-420 [6034]	arrival 450115 -> 450302	123_lift	
LSM-421 [6035]	arrival 450115 -> 450222	123_lift	

Item [slot]	Change	Sheet	Note
LSM-422 [6036]	arrival 450115 -> 450302	123_lift	
LSM-423 [6037]	arrival 450115 -> 450312	123_lift	
LSM-424 [6038]	arrival 450115 -> 450318	123_lift	
LSM-425 [6039]	arrival 450115 -> 450324	123_lift	
LSM-426 [6040]	arrival 450115 -> 450328	123_lift	
LSM-427 [6041]	arrival 450115 -> 450403	123_lift	
LSM-428 [6042]	arrival 450115 -> 450527	123_lift	
LSM-429 [6043]	arrival 450115 -> 450417	123_lift	
LST-379 [5537]	name LST-21 -> LST-379	123_lift	LFT-M3a: LST-21's NavSource page shows no Asiatic-Pacific Campaign Medal, so that hull did not serve in the Pacific; LST-379, commissioned within weeks of the same date, did
LST-378 [5543]	name LST-27 -> LST-378	123_lift	
LST-377 [5544]	name LST-28 -> LST-377	123_lift	
LST-67 [5545]	name LST-29 -> LST-67	123_lift	
LST-61 [5546]	name LST-30 -> LST-61	123_lift	
LST-197 [5548]	name LST-32 -> LST-197	123_lift	
LST-131 [5563]	name LST-74 -> LST-131	123_lift	
LST-283 [5588]	name LST-174 -> LST-283	123_lift	
LST-52 [5589]	name LST-175 -> LST-52	123_lift	
LST-285 [5591]	name LST-177 -> LST-285	123_lift	
LST-487 [5633]	name LST-335 -> LST-487	123_lift	
LST-168 [5634]	name LST-338 -> LST-168	123_lift	
LST-209 [5640]	name LST-344 -> LST-209	123_lift	
LST-213 [5641]	name LST-350 -> LST-213	123_lift	
LST-611 [5645]	name LST-356 -> LST-611	123_lift	
LST-626 [5648]	name LST-391 -> LST-626	123_lift	
LST-679 [5649]	name LST-392 -> LST-679	123_lift	
LST-925 [5650]	name LST-393 -> LST-925	123_lift	
LST-1029 [5711]	name LST-601 -> LST-1029	123_lift	
LST-1030 [5712]	name LST-602 -> LST-1030	123_lift	
LST-625 [5713]	name LST-603 -> LST-625	123_lift	
LST-595 [5740]	name LST-664 -> LST-595	123_lift	
LST-16 [5532]	arrival 430115 -> 430516	123_lift	LFT-M3a: 43 of CRS's LSTs reach the Pacific before the day they were commissioned; each now arrives 60 days after
LST-17 [5533]	arrival 430115 -> 430618	123_lift	
LST-18 [5534]	arrival 430115 -> 430625	123_lift	
LST-19 [5535]	arrival 430115 -> 430714	123_lift	
LST-20 [5536]	arrival 430115 -> 430713	123_lift	
LST-22 [5538]	arrival 430215 -> 430728	123_lift	
LST-23 [5539]	arrival 430215 -> 430721	123_lift	
LST-25 [5541]	arrival 430215 -> 430702	123_lift	
LST-26 [5542]	arrival 430315 -> 430806	123_lift	
LST-67 [5545]	arrival 430315 -> 430619	123_lift	
LST-31 [5547]	arrival 430415 -> 430919	123_lift	
LST-34 [5549]	arrival 430415 -> 430924	123_lift	

Item [slot]	Change	Sheet	Note
LST-44 [5556]	arrival 431015 -> 431221	123_lift	
LST-283 [5588]	arrival 431115 -> 440117	123_lift	
LST-487 [5633]	arrival 430415 -> 430626	123_lift	
LST-168 [5634]	arrival 430415 -> 430702	123_lift	
LST-476 [5684]	arrival 430219 -> 430603	123_lift	
LST-481 [5689]	arrival 430320 -> 430714	123_lift	
LST-483 [5691]	arrival 430423 -> 430703	123_lift	
LST-599 [5709]	arrival 440715 -> 441126	123_lift	
LST-1030 [5712]	arrival 440715 -> 440917	123_lift	
LST-633 [5724]	arrival 440815 -> 441016	123_lift	
LST-634 [5725]	arrival 440815 -> 441021	123_lift	
LST-635 [5726]	arrival 440815 -> 441025	123_lift	
LST-636 [5727]	arrival 440815 -> 441030	123_lift	
LST-637 [5728]	arrival 440815 -> 441104	123_lift	
LST-638 [5729]	arrival 440815 -> 441107	123_lift	
LST-639 [5730]	arrival 440815 -> 441113	123_lift	
LST-640 [5731]	arrival 440815 -> 441117	123_lift	
LST-641 [5732]	arrival 440815 -> 441121	123_lift	
LST-642 [5733]	arrival 440815 -> 441127	123_lift	
LST-643 [5734]	arrival 440815 -> 441201	123_lift	
LST-880 [5811]	arrival 440915 -> 450310	123_lift	
LST-881 [5812]	arrival 440915 -> 450316	123_lift	
LST-882 [5813]	arrival 440915 -> 450319	123_lift	
LST-883 [5814]	arrival 440915 -> 450324	123_lift	
LST-884 [5815]	arrival 440915 -> 441209	123_lift	
LST-885 [5816]	arrival 440915 -> 441225	123_lift	
LST-886 [5817]	arrival 440915 -> 450101	123_lift	
LST-887 [5818]	arrival 440915 -> 450106	123_lift	
LST-888 [5819]	arrival 440915 -> 450112	123_lift	
LST-889 [5820]	arrival 440915 -> 450117	123_lift	

Ship classes (1124)

Item [slot]	Change	Sheet	Note
C3-S Cargo [2401]	conversion family 0 -> 9101; special 0 -> 16	09_conversions	C3-S Cargo -> conversion family 9101 (C3 hull). 'Convert from' bit 16 on sources, 'Convert to' bit 8 on targets; classes sharing convertFrom form one family (verified from the stock Clemson/Gleaves families)
C3-S Cargo [2490]	conversion family 0 -> 9101; special 0 -> 16	09_conversions	
C3-S Cargo [2491]	conversion family 0 -> 9101; special 0 -> 16	09_conversions	
C3-E Cargo [2402]	conversion family 0 -> 9101; special 0 -> 16	09_conversions	C3-E Cargo
C3-E Cargo [2492]	conversion family 0 -> 9101; special 0 -> 16	09_conversions	

Item [slot]	Change	Sheet	Note
C3-E Cargo [2493]	conversion family 0 -> 9101; special 0 -> 16	09_conversions	
Bogue [698]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	Bogue CVE: built on C3 hulls (historical)
Bogue [699]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	
C3-S-A Bayfield [2450]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	Bayfield APA (C3-S-A conversions)
C3-S-A Bayfield [2547]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	
C3 Griffin [2636]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	Griffin AS (C3)
C3 Griffin [2637]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	
C3 Griffin [2638]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	
C3 Hamul [2668]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	Hamul AD (C3)
C3 Hamul [2669]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	
C3 Delta [2653]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	Delta AR (C3)
C3 Delta [2654]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	
Tangier [2613]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	Tangier AV (C3 conversion)
Tangier [2614]	conversion family 0 -> 9101; special 0 -> 8	09_conversions	
C2-S-B1 Andromeda [2435]	conversion family 0 -> 374; special 0 -> 8	09_conversions	C2 family (374, stock): add Andromeda AKA
C2-S-AJ Tolland [2436]	conversion family 0 -> 374; special 0 -> 8	09_conversions	Tolland AKA
C2-S Blue Ridge [2685]	conversion family 0 -> 374; special 0 -> 8	09_conversions	Blue Ridge AGC (C2-S)
C2 Arcturus [2434]	conversion family 0 -> 374; special 0 -> 8	09_conversions	Arcturus AKS
C2 Arcturus [2534]	conversion family 0 -> 374; special 0 -> 8	09_conversions	
C1 Acontius [2677]	conversion family 0 -> 373; special 0 -> 8	09_conversions	C1 family (373, stock): add Acontius AGP
C1 Acontius [2678]	conversion family 0 -> 373; special 0 -> 8	09_conversions	
C1 Acontius [2679]	conversion family 0 -> 373; special 0 -> 8	09_conversions	
EC2 Xanthus [2655]	conversion family 0 -> 375; special 0 -> 8	09_conversions	Liberty family (375, stock): add Xanthus AR
EC2 Xanthus [2656]	conversion family 0 -> 375; special 0 -> 8	09_conversions	

Item [slot]	Change	Sheet	Note
EC2 Xanthus [2657]	conversion family 0 -> 375; special 0 -> 8	09_conversions	
EC2 Crater [2438]	conversion family 0 -> 375; special 0 -> 8	09_conversions	Crater AK (naval-manned Liberty)
Cleveland [419]	conversion family 0 -> 9103; special 0 -> 16	09_conversions	Cleveland CL -> Independence CVL (9 hulls historically). Costs a light cruiser per carrier
Cleveland [420]	conversion family 0 -> 9103; special 0 -> 16	09_conversions	
Cleveland [421]	conversion family 0 -> 9103; special 0 -> 16	09_conversions	
Cleveland [422]	conversion family 0 -> 9103; special 0 -> 16	09_conversions	
Cleveland 42 Design [423]	conversion family 0 -> 9103; special 0 -> 16	09_conversions	
Independence [694]	conversion family 0 -> 9103; special 0 -> 8	09_conversions	
Independence [695]	conversion family 0 -> 9103; special 0 -> 8	09_conversions	
Buckley 'TE' [720]	conversion family 0 -> 9104; special 0 -> 16	09_conversions	Buckley/Rudderow DE -> Crosley APD (94 conversions 1944-45)
Buckley 'TE' [729]	conversion family 0 -> 9104; special 0 -> 16	09_conversions	
Rudderow 'TEV' [721]	conversion family 0 -> 9104; special 0 -> 16	09_conversions	
Rudderow 'TEV' [730]	conversion family 0 -> 9104; special 0 -> 16	09_conversions	
Crosley [734]	conversion family 0 -> 9104; special 0 -> 8	09_conversions	
T2-SE-A [2581]	conversion family 0 -> 9105; special 0 -> 16	09_conversions	T2-SE-A tanker (TK) -> Kennebec-type fleet oiler (AO): commercial tanker or UNREP oiler
T2-SE-A [2596]	conversion family 0 -> 9105; special 0 -> 16	09_conversions	
T2-SE-A [2597]	conversion family 0 -> 9105; special 0 -> 16	09_conversions	
Kennebec [2385]	conversion family 0 -> 9105; special 0 -> 8	09_conversions	
Kennebec [2386]	conversion family 0 -> 9105; special 0 -> 8	09_conversions	
Kennebec [2387]	conversion family 0 -> 9105; special 0 -> 8	09_conversions	
LST Type-II [2688]	conversion family 0 -> 9106; special 0 -> 16	09_conversions	LST -> Achelous ARL (landing-craft repair ship): forward repair vs lift
Achelous ARL [3103]	conversion family 0 -> 9106; special 0 -> 8	09_conversions	
Neosho [2382]	conversion family 0 -> 9107; special 0 -> 16	09_conversions	Neosho/Cimarron AO -> Sangamon CVE (the four Sangamons WERE Cimarron-class oilers). See ship rows below
Sangamon [700]	conversion family 0 -> 9107; special 0 -> 8	09_conversions	

Item [slot]	Change	Sheet	Note
Sangamon [701]	conversion family 0 -> 9107; special 0 -> 8	09_conversions	
Saipan [197]	cloned from 694; tonnage 10662 -> 14500; max speed 31 -> 33; aircraft Meteor F.3 -> Ki-44-III Tojo; avail month 4 -> 7; avail year 43 -> 45; conversion family 9103 -> 9108	12_cv_conversions	Saipan-class CVL on a Baltimore hull (Saipan and Wright, completed 1946-47): the late-war escalation option. Class cloned from Independence
Baltimore [405]	conversion family 0 -> 9108; special 0 -> 16	12_cv_conversions	Baltimore CA -> Saipan CVL
Oregon City [406]	conversion family 0 -> 9108; special 0 -> 16	12_cv_conversions	Oregon City CA -> Saipan CVL
Alaska (CV) [280]	cloned from 692; tonnage 27208 -> 27500; max speed 32 -> 33; aircraft B-24N Liberator -> Beaufighter TF.X; avail year 44 -> 45; conversion family 0 -> 9109; special 0 -> 8	12_cv_conversions	Alaska-class hull completed as a fleet carrier (studied 1944 for CB-3 Hawaii): class cloned from Essex long hull
Alaska [384]	conversion family 0 -> 9109; special 0 -> 16	12_cv_conversions	Alaska CB -> Alaska (CV)
Commencement Bay [704]	conversion family 0 -> 9107; special 0 -> 8	12_cv_conversions	Commencement Bay CVE joins the oiler-hull family (T3 tanker hulls): a Cimarron-class AO can become a Sangamon or a Commencement Bay
Hospital Ship (US) [300]	cloned from 2459; troops 4300 -> 300; bulk 2200 -> 0; max speed 22 -> 18; cruise 18 -> 15; upgrade class 2556 -> 0	14_hospital_ships	AP-type class with small troop capacity and no cargo: the honest version of a hospital ship (nothing afloat heals land elements). Its job is to lift a field-hospital unit forward and evacuate a battered unit. Cloned from the Matson liner class
Farragut [446]	max speed 32 -> 36	32_ship_speeds	Farragut: 32 -> 36 kt (trial speed after last pre-war refit; section 09c)
Farragut [447]	max speed 32 -> 36	32_ship_speeds	Farragut: 32 -> 36 kt (trial speed after last pre-war refit; section 09c)
Farragut [448]	max speed 32 -> 36	32_ship_speeds	Farragut: 32 -> 36 kt (trial speed after last pre-war refit; section 09c)
Farragut [449]	max speed 32 -> 36	32_ship_speeds	Farragut: 32 -> 36 kt (trial speed after last pre-war refit; section 09c)
Farragut [450]	max speed 32 -> 36	32_ship_speeds	Farragut: 32 -> 36 kt (trial speed after last pre-war refit; section 09c)
Porter [451]	max speed 34 -> 36	32_ship_speeds	Porter: 34 -> 36 kt (trial speed after last pre-war refit; section 09c)
Porter [452]	max speed 34 -> 36	32_ship_speeds	Porter: 34 -> 36 kt (trial speed after last pre-war refit; section 09c)
Porter [453]	max speed 34 -> 36	32_ship_speeds	Porter: 34 -> 36 kt (trial speed after last pre-war refit; section 09c)
Porter [454]	max speed 34 -> 36	32_ship_speeds	Porter: 34 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mahan [456]	max speed 35 -> 36	32_ship_speeds	Mahan: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mahan [457]	max speed 35 -> 36	32_ship_speeds	Mahan: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mahan [458]	max speed 35 -> 36	32_ship_speeds	Mahan: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mahan [459]	max speed 35 -> 36	32_ship_speeds	Mahan: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Mahan [460]	max speed 35 -> 36	32_ship_speeds	Mahan: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Benson [496]	max speed 35 -> 36	32_ship_speeds	Benson: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Benson [497]	max speed 35 -> 36	32_ship_speeds	Benson: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)

Item [slot]	Change	Sheet	Note
Benson [498]	max speed 35 -> 36	32_ship_speeds	Benson: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Benson [499]	max speed 35 -> 36	32_ship_speeds	Benson: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Benson [500]	max speed 35 -> 36	32_ship_speeds	Benson: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Gleaves [502]	max speed 35 -> 36	32_ship_speeds	Gleaves: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Gleaves [503]	max speed 35 -> 36	32_ship_speeds	Gleaves: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Gleaves [504]	max speed 35 -> 36	32_ship_speeds	Gleaves: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Gleaves [505]	max speed 35 -> 36	32_ship_speeds	Gleaves: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Gleaves [506]	max speed 35 -> 36	32_ship_speeds	Gleaves: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
Fletcher LB [526]	max speed 38 -> 37	32_ship_speeds	Fletcher LB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher HB [527]	max speed 38 -> 37	32_ship_speeds	Fletcher HB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher LB [528]	max speed 38 -> 37	32_ship_speeds	Fletcher LB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher HB [529]	max speed 38 -> 37	32_ship_speeds	Fletcher HB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher LB [530]	max speed 38 -> 37	32_ship_speeds	Fletcher LB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher HB [531]	max speed 38 -> 37	32_ship_speeds	Fletcher HB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher LB [532]	max speed 38 -> 37	32_ship_speeds	Fletcher LB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher HB [533]	max speed 38 -> 37	32_ship_speeds	Fletcher HB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher LB [534]	max speed 38 -> 37	32_ship_speeds	Fletcher LB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher HB [535]	max speed 38 -> 37	32_ship_speeds	Fletcher HB: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher LB AA [536]	max speed 38 -> 37	32_ship_speeds	Fletcher LB AA: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Fletcher HB AA [537]	max speed 38 -> 37	32_ship_speeds	Fletcher HB AA: 38 -> 37 kt (trial speed after last pre-war refit; section 09c)
Gearing [540]	max speed 35 -> 36	32_ship_speeds	Gearing: 35 -> 36 kt (trial speed after last pre-war refit; section 09c)
ARD (3,500 t) [379]	cloned from ARD-ABSD; durability 62 -> 20; bulk 55 -> 12; tonnage 30800 -> 5200; avail month 5 -> 12; avail year 43 -> 41	38_auxiliaries	Auxiliary repair docks, 3,500-ton lift (a destroyer or a submarine): nineteen went to the Pacific. Towed from the West Coast like the sectional docks in stock
AFDL (1,000 t) [669]	cloned from ARD-ABSD; max speed 5 -> 4; cruise 4 -> 3; durability 62 -> 8; bulk 55 -> 4; tonnage 30800 -> 1900; avail month 5 -> 6	38_auxiliaries	Small floating docks for landing craft and minesweepers
Cherokee AT [809]	cloned from Navajo AT;	38_auxiliaries	Fleet tugs. The engine has no towing, so these are immersion and salvage-bait; a dozen of the seventy that served

Item [slot]	Change	Sheet	Note
Bowditch AGS [811]	cloned from Isthmian Tender; durability 14 -> 12; bulk 3840 -> 1200; tonnage 4620 -> 4300	41_search_recon	Survey ship (ex-liner Santa Inez): surveyed the Marshalls, Ulithi and Okinawa anchorages ahead of the fleet. AG type: the engine has no survey function, so she carries a little cargo and her name
Sumner AGS [812]	cloned from Transmarine Tender; max speed 12 -> 14; cruise 10 -> 11; bulk 2560 -> 800; tonnage 3050 -> 3500	41_search_recon	Ex-submarine tender Bushnell, survey ship since 1940; at Pearl Harbor on 7 December
Pathfinder AGS [813]	cloned from Transmarine Tender; max speed 12 -> 13; durability 9 -> 4; bulk 2560 -> 300; tonnage 3050 -> 1000	41_search_recon	Coast and Geodetic Survey ships taken into the Navy in 1942: Pathfinder, Hydrographer and the ex-yacht Oceanographer
Diver ARS [816]	cloned from Aristaeus; max speed 11 -> 14; cruise 9 -> 12; durability 5 -> 6; avail month 8 -> 5; tonnage 1625 -> 1900	41_search_recon	Salvage ships (Diver class, 1,900 t): salvage, towing and battle-damage patching at the forward anchorages. AR type, as the closest the engine has
Chanticleer ASR [817]	cloned from 780; type 39 -> 35; max speed 14 -> 15; durability 3 -> 6; avail month 7 -> 3; avail year 42 -> 43; bulk 160 -> 300; tonnage 840 -> 2320	41_search_recon	Submarine rescue ships (Chanticleer class): divers, rescue chamber, and in practice tender work for the boats at Midway and Saipan. AS type
Lapwing ASR [818]	cloned from 779; type 39 -> 35; bulk 160 -> 150	41_search_recon	Bird-class minesweepers converted to submarine rescue: Pigeon at Cavite, Widgeon at Pearl Harbor
Pensacola [388]	durability 35 -> 37	42_command_and_quality	Pensacola 1/44 fit: six percent on durability for the 1943-45 fits of US carriers and cruisers, the only place the class table can carry damage control
Northampton [392]	durability 35 -> 37	42_command_and_quality	
Northampton [393]	durability 35 -> 37	42_command_and_quality	
Portland [397]	durability 40 -> 42	42_command_and_quality	
New Orleans [401]	durability 40 -> 42	42_command_and_quality	
Wichita [404]	durability 40 -> 42	42_command_and_quality	
Baltimore [405]	durability 55 -> 58	42_command_and_quality	
Oregon City [406]	durability 55 -> 58	42_command_and_quality	
Omaha [409]	durability 28 -> 30	42_command_and_quality	
Brooklyn [413]	durability 40 -> 42	42_command_and_quality	
Brooklyn [414]	durability 44 -> 47	42_command_and_quality	
Helena [418]	durability 40 -> 42	42_command_and_quality	

Item [slot]	Change	Sheet	Note
Cleveland [420]	durability 41 -> 43	42_command_and_quality	
Cleveland [421]	durability 41 -> 43	42_command_and_quality	
Cleveland [422]	durability 41 -> 43	42_command_and_quality	
Cleveland 42 Design [423]	durability 41 -> 43	42_command_and_quality	
Lexington [678]	durability 126 -> 134	42_command_and_quality	
Lexington [679]	durability 126 -> 134	42_command_and_quality	
Yorktown [684]	durability 79 -> 84	42_command_and_quality	
Wasp [688]	durability 59 -> 63	42_command_and_quality	
Essex 'Short Hull' [689]	durability 108 -> 114	42_command_and_quality	
Essex 'Short Hull' [690]	durability 108 -> 114	42_command_and_quality	
Essex 'Short Hull' [691]	durability 108 -> 114	42_command_and_quality	
Essex 'Long Hull' [692]	durability 109 -> 116	42_command_and_quality	
Essex 'Long Hull' [693]	durability 109 -> 116	42_command_and_quality	
Independence [694]	durability 40 -> 42	42_command_and_quality	
Independence [695]	durability 40 -> 42	42_command_and_quality	
Nevada [307]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Nevada 11/44 fit: the first of the fits; every US fit from 1943 and every RN fit from 1944 that carries these guns follows
Pennsylvania [313]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Pennsylvania 6/43 fit

Item [slot]	Change	Sheet	Note
Pennsylvania [314]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Pennsylvania 3/45 fit
New Mexico [328]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	New Mexico 10/44 fit
New Mexico [329]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	New Mexico 10/44 fit
Tennessee [334]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Tennessee 1/43 fit
Colorado [345]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Colorado 4/45 fit
Maryland [346]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Maryland 4/45 fit
North Carolina [353]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	North Carolina 3/43 fit
North Carolina [354]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	North Carolina 6/43 fit
North Carolina [355]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	North Carolina 3/44 fit
Washington [356]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Washington 4/44 fit
North Carolina [357]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	North Carolina 11/44 fit
North Carolina [358]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	North Carolina 2/45 fit
North Carolina [359]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	North Carolina 8/45 fit
North Carolina [360]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	North Carolina 10/45 fit
South Dakota [364]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	South Dakota 2/43 fit
South Dakota [365]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	South Dakota 7/43 fit
South Dakota [366]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	South Dakota 7/44 fit
South Dakota [367]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	South Dakota 2/45 fit
Indiana [369]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Indiana 2/43 fit
Indiana [370]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Indiana 8/43 fit
Indiana [371]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Indiana 7/44 fit
Indiana [372]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Indiana 4/45 fit
Massachusetts [374]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Massachusetts 2/43 fit
Massachusetts [375]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Massachusetts 5/44 fit

Item [slot]	Change	Sheet	Note
Massachusetts [376]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Massachusetts 4/45 fit
Iowa [380]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Iowa 4/43 fit
New Jersey [381]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	New Jersey 4/43 fit
Iowa [382]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Iowa 3/45 fit
New Jersey [383]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	New Jersey 3/45 fit
Alaska [384]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Alaska 1/45 fit
Wichita [404]	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (1 record, 2 device slots)	46_pacific_specials	Wichita 4/43 fit
Wichita [404]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Wichita 4/43 fit
Baltimore [405]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Baltimore 6/43 fit
Oregon City [406]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Oregon City 6/43 fit
Brooklyn [414]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Brooklyn 4/45 fit
Helena [418]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Helena 4/44 fit
Cleveland [420]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Cleveland 4/43 fit
Cleveland [421]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Cleveland 4/44 fit
Cleveland [422]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Cleveland 4/45 fit
Cleveland 42 Design [423]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Cleveland 42 Design 4/45 fit
Atlanta [426]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Atlanta 11/43 fit
Atlanta [427]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 4 device slots)	46_pacific_specials	Atlanta 6/45 fit
Oakland [429]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Oakland 1/44 fit
Oakland [430]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Oakland 5/45 fit
Farragut [449]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Farragut 4/43 fit
Farragut [449]	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (1 record, 1 device slots)	46_pacific_specials	Farragut 4/43 fit
Farragut [450]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Farragut 4/44 fit
Farragut [450]	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (1 record, 1 device slots)	46_pacific_specials	Farragut 4/44 fit

Item [slot]	Change	Sheet	Note
Porter [453]	device 5in/38 Mk12 SP EBR replaced by 5in/38 SP EBR VT (1 record, 2 device slots)	46_pacific_specials	Porter 3/43 fit
Porter [454]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Porter 8/44 fit
Porter AA [455]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Porter AA 4/45 fit
Mahan [459]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Mahan 10/43 fit
Mahan [459]	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (1 record, 1 device slots)	46_pacific_specials	Mahan 10/43 fit
Mahan [460]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Mahan 2/45 fit
Mahan [460]	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (1 record, 1 device slots)	46_pacific_specials	Mahan 2/45 fit
Mahan AA [461]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Mahan AA 5/45 fit
Mahan AA [461]	device 5in/38 Mk12 OP(S) replaced by 5in/38 OP(S) VT (1 record, 1 device slots)	46_pacific_specials	Mahan AA 5/45 fit
Fanning [465]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Fanning 10/43 fit
Fanning [465]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Fanning 10/43 fit
Fanning [466]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Fanning 2/45 fit
Fanning [466]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Fanning 2/45 fit
Gridley [471]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Gridley 4/43 fit
Gridley [471]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Gridley 4/43 fit
Gridley AA [472]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Gridley AA 4/45 fit
Gridley AA [472]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Gridley AA 4/45 fit
Bagley [476]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Bagley 4/43 fit
Bagley [476]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Bagley 4/43 fit
Bagley AA [477]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Bagley AA 4/45 fit
Bagley AA [477]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Bagley AA 4/45 fit
Somers [480]	device 5in/38 Mk12 SP EBR replaced by 5in/38 SP EBR VT (1 record, 2 device slots)	46_pacific_specials	Somers 3/43 fit
Somers [481]	device 5in/38 Mk12 SP EBR replaced by 5in/38 SP EBR VT (1 record, 2 device slots)	46_pacific_specials	Somers 4/44 fit
Somers AA [482]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Somers AA 4/45 fit

Item [slot]	Change	Sheet	Note
Benham [487]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Benham 4/43 fit
Benham [487]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Benham 4/43 fit
Benham [488]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Benham 4/44 fit
Benham [488]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Benham 4/44 fit
Benham AA [489]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Benham AA 4/45 fit
Benham AA [489]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Benham AA 4/45 fit
Sims [494]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Sims 7/44 fit
Sims [494]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Sims 7/44 fit
Sims AA [495]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Sims AA 4/45 fit
Sims AA [495]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Sims AA 4/45 fit
Benson [499]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Benson 2/43 fit
Benson [500]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Benson 2/44 fit
Benson AA [501]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Benson AA 4/45 fit
Gleaves [505]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Gleaves 2/43 fit
Gleaves [506]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Gleaves 2/44 fit
Gleaves AA [507]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Gleaves AA 4/45 fit
Livermore [511]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Livermore 2/43 fit
Livermore [512]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Livermore 2/44 fit
Livermore AA [513]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Livermore AA 4/45 fit
Bristol [517]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Bristol 2/43 fit
Bristol [518]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Bristol 2/44 fit
Bristol AA [519]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Bristol AA 4/45 fit
Repeat Benson [523]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Repeat Benson 2/43 fit
Repeat Benson [524]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Repeat Benson 2/44 fit

Item [slot]	Change	Sheet	Note
Repeat Benson AA [525]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Repeat Benson AA 4/45 fit
Fletcher LB [532]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Fletcher LB 2/43 fit
Fletcher HB [533]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Fletcher HB 2/43 fit
Fletcher LB [534]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Fletcher LB 7/43 fit
Fletcher HB [535]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Fletcher HB 7/43 fit
Fletcher LB AA [536]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Fletcher LB AA 4/45 fit
Fletcher HB AA [537]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 3 device slots)	46_pacific_specials	Fletcher HB AA 4/45 fit
Allen M. Sumner [538]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Allen M. Sumner 1/44 fit
Allen M. Sumner AA [539]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Allen M. Sumner AA 4/45 fit
Gearing [540]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Gearing 10/44 fit
Gearing AA [541]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Gearing AA 4/45 fit
Lexington [678]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Lexington 1/44 fit
Lexington [678]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Lexington 1/44 fit
Lexington [679]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Lexington 1/45 fit
Lexington [679]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Lexington 1/45 fit
Yorktown [684]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Yorktown 10/43 fit
Wasp [688]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Wasp 4/43 fit
Essex 'Short Hull' [689]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Short Hull' 3/43 fit
Essex 'Short Hull' [689]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Short Hull' 3/43 fit
Essex 'Short Hull' [690]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Short Hull' 10/43 fit
Essex 'Short Hull' [690]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Short Hull' 10/43 fit
Essex 'Short Hull' [691]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Short Hull' 6/44 fit
Essex 'Short Hull' [691]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Short Hull' 6/44 fit
Essex 'Long Hull' [692]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Long Hull' 3/44 fit

Item [slot]	Change	Sheet	Note
Essex 'Long Hull' [692]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Long Hull' 3/44 fit
Essex 'Long Hull' [693]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Long Hull' 1/45 fit
Essex 'Long Hull' [693]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Essex 'Long Hull' 1/45 fit
Bogue [699]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Bogue 4/43 fit
Casablanca [702]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Casablanca 6/43 fit
Casablanca [703]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	Casablanca 9/44 fit
Commencement Bay [704]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 2 device slots)	46_pacific_specials	Commencement Bay 12/44 fit
John C. Butler WGT [718]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	John C. Butler WGT 12/43 fit
Rudderow 'TEV' [721]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Rudderow 'TEV' 10/43 fit
Rudderow 'TEV' [730]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Rudderow 'TEV' 2/45 fit
Crosley [734]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Crosley 2/44 fit
Robert H. Smith [735]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Robert H. Smith 5/44 fit
Terror [743]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Terror 3/43 fit
Gearing DDR [746]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Gearing DDR 10/44 fit
Gearing DDR AA [747]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Gearing DDR AA 5/45 fit
Ellyson [751]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Ellyson 1/44 fit
Treasury 327' AGC [755]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Treasury 327' AGC 9/44 fit
Treasury 327' AGC [755]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Treasury 327' AGC 9/44 fit
Treasury 327' PC [758]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Treasury 327' PC 9/44 fit
Treasury 327' PC [758]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Treasury 327' PC 9/44 fit
LSM (R) [796]	device 5in/38 Mk12 OBR replaced by 5in/38 Mk12 OBR VT (1 record, 1 device slots)	46_pacific_specials	LSM (R) 1/44 fit
Neosho [2384]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Neosho 6/43 fit
Neosho [2384]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Neosho 6/43 fit
Kennebec [2387]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Kennebec 6/43 fit

Item [slot]	Change	Sheet	Note
Kanawha [2390]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Kanawha 6/43 fit
Patoka [2393]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Patoka 6/43 fit
VC2 Victory Cargo [2407]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	VC2 Victory Cargo 2/44 fit
C2-S-B1 Andromeda [2435]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C2-S-B1 Andromeda 3/43 fit
C2-S-AJ Tolland [2436]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C2-S-AJ Tolland 4/44 fit
VC2 Boulder Victory [2437]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	VC2 Boulder Victory 4/44 fit
S4 Artemis [2440]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	S4 Artemis 1/44 fit
VC2 Haskell [2449]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	VC2 Haskell 4/44 fit
C3-S-A Bayfield [2450]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	C3-S-A Bayfield 3/43 fit
S4 Gilliam [2451]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	S4 Gilliam 2/44 fit
P2 General [2461]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	P2 General 8/43 fit
P2 General [2461]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	P2 General 8/43 fit
P2 Admiral [2462]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	P2 Admiral 4/44 fit
P2 Admiral [2462]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	P2 Admiral 4/44 fit
C4 General [2463]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	C4 General 9/43 fit
C4 General [2463]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	C4 General 9/43 fit
C3-S Cargo [2491]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C3-S Cargo 6/43 fit
C3-E Cargo [2493]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C3-E Cargo 6/43 fit
C2-T Cargo [2495]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C2-T Cargo 6/43 fit
C2 Cargo [2497]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C2 Cargo 6/43 fit
EC2 Liberty Cargo [2506]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	EC2 Liberty Cargo 6/43 fit
C2 Arcturus [2535]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C2 Arcturus 6/43 fit
Kittyhawk [2536]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Kittyhawk 3/43 fit
C2-S-B Sumter [2546]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	C2-S-B Sumter 9/43 fit

Item [slot]	Change	Sheet	Note
C3-S-A Bayfield [2547]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C3-S-A Bayfield 4/44 fit
Esso Type-T [2599]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Esso Type-T 6/43 fit
Curtiss [2612]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Curtiss 3/43 fit
Curtiss [2612]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Curtiss 3/43 fit
Tangier [2614]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Tangier 3/43 fit
Wright [2620]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Wright 3/43 fit
C2-S Mt. Hood [2625]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C2-S Mt. Hood 4/44 fit
C2 Lassen [2631]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C2 Lassen 3/43 fit
C3 Griffin [2638]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C3 Griffin 3/43 fit
Fulton [2644]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Fulton 3/43 fit
Medusa [2647]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Medusa 3/43 fit
Prometheus [2649]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Prometheus 3/43 fit
Vulcan [2652]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Vulcan 3/43 fit
C3 Delta [2653]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C3 Delta 3/43 fit
C3 Delta [2654]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C3 Delta 4/44 fit
EC2 Xanthus [2656]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	EC2 Xanthus 3/43 fit
EC2 Xanthus [2657]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	EC2 Xanthus 4/44 fit
Dobbin [2661]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	Dobbin 9/43 fit
Dixie [2667]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Dixie 6/43 fit
C3 Hamul [2669]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C3 Hamul 10/43 fit
Oyster Bay [2676]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Oyster Bay 4/43 fit
Oyster Bay [2676]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Oyster Bay 4/43 fit
C1 Acontius [2678]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C1 Acontius 3/43 fit
C1 Acontius [2679]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	C1 Acontius 4/44 fit

Item [slot]	Change	Sheet	Note
Barnegat [2683]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 1 device slots)	46_pacific_specials	Barnegat 4/43 fit
C2-S Blue Ridge [2685]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 2 device slots)	46_pacific_specials	C2-S Blue Ridge 9/43 fit
Belle Grove [2686]	device 5in/38 Mk12 OP replaced by 5in/38 Mk12 OP VT (1 record, 1 device slots)	46_pacific_specials	Belle Grove 4/43 fit
Catskill [2687]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Catskill 1/44 fit
Gato [645]	devices: +2x Mk 27 Cutie Torpedo	54_material	26 Gato, Balao and Tench fits of 1944 and later
Gato [646]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Gato [647]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Gato [648]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Gato [649]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Gato 'Gunboat' [650]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Gato 'Gunboat' [651]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Gato 'Gunboat' [652]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Gato 'Gunboat' [653]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao [656]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao [657]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao [658]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao [659]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao [660]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao 'Gunboat' [661]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao 'Gunboat' [662]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao 'Gunboat' [663]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Balao 'Gunboat' [664]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Tench [665]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Tench [666]	devices: +2x Mk 27 Cutie Torpedo	54_material	

Item [slot]	Change	Sheet	Note
Tench [667]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Tench [668]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Tench 'Gunboat' [670]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Tench 'Gunboat' [671]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Tench 'Gunboat' [672]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Tench 'Gunboat' [673]	devices: +2x Mk 27 Cutie Torpedo	54_material	
Essex 'Short Hull' [689]	aircraft B-24N Liberator -> F8B-1	58_usn_air	The Essex classes rated for 100 aircraft, the 1945 air group of 36 fighters, 36 fighter-bombers, 15 and 15 that stock sends the ships out with; at the stock rating of 90 every Essex was overloaded from the day it appeared
Essex 'Short Hull' [690]	aircraft B-24N Liberator -> F8B-1	58_usn_air	
Essex 'Short Hull' [691]	aircraft B-24N Liberator -> F8B-1	58_usn_air	
Essex 'Long Hull' [692]	aircraft B-24N Liberator -> F8B-1	58_usn_air	
Essex 'Long Hull' [693]	aircraft B-24N Liberator -> F8B-1	58_usn_air	
Saipan [197]	picture 243 -> 605	34_plane_art	side view from saipan.png as AnSide0605
Alaska (CV) [280]	picture 241 -> 606	34_plane_art	side view from alaska.png as AnSide0606
Hospital Ship (US) [300]	picture 458 -> 607	34_plane_art	side view from hosp_us.png as AnSide0607
John C. Butler 45 [844]	cloned from 718; avail month 12 -> 3; avail year 43 -> 45; upgrade class 718 -> 844; upg yard 0 -> 5; upg sys 0 -> 5; upg eng 0 -> 14; devices: none 5->8, none 5->8, 3x 21in Mk 15 Torpedo -> 4x 40mm Bofors AA Gun	77_thin_chain_refits	John C. Butler DE, 1945 refit (yard 5): triple torpedo mount landed for two twin 40 mm, the ten 20 mm singles replaced by twins. Declinable: keep the torpedoes for the surface fight or take the AA for the picket line
John C. Butler WGT [718]	upgrade class 718 -> 844	77_thin_chain_refits	John C. Butler WGT: next step -> John C. Butler 45
Evarts 45 [845]	cloned from 717; avail month 1 -> 3; avail year 44 -> 45; upgrade class 717 -> 845; upg yard 0 -> 5; upg sys 0 -> 5; upg eng 10 -> 14; devices: none 2->4, none 3->6, none 3->6	77_thin_chain_refits	Evarts DE, 1945 refit (yard 5): second twin 40 mm aft, 20 mm singles to twins
Evarts 'GMT' [717]	upgrade class 717 -> 845	77_thin_chain_refits	Evarts 'GMT': next step -> Evarts 45
Cannon 45 [846]	cloned from 719; avail month 7 -> 3; avail year 43 -> 45; upgrade class 719 -> 846; upg yard 0 -> 5; upg sys 0 -> 5; upg eng 0 -> 14; devices: none 4->8, none 4->8, 3x 21in Mk 15 Torpedo -> 2x 40mm Bofors AA Gun	77_thin_chain_refits	Cannon 'DET' DE, 1945 refit (yard 5): triple torpedo mount landed for a twin 40 mm, 20 mm singles to twins
Cannon 'DET' [719]	upgrade class 719 -> 846	77_thin_chain_refits	Cannon 'DET': next step -> Cannon 45
Edsall 45 [847]	cloned from 722; avail month 7 -> 3; avail year 43 -> 45; upgrade class 722 -> 847; upg yard 0 -> 5; upg sys 0 -> 5; upg eng 0 -> 14; devices: none 4->8, none 4->8, 3x 21in Mk 15 Torpedo -> 2x 40mm Bofors AA Gun	77_thin_chain_refits	Edsall 'FMR' DE, 1945 refit (yard 5): triple torpedo mount landed for a twin 40 mm, 20 mm singles to twins
Edsall 'FMR' [722]	upgrade class 722 -> 847	77_thin_chain_refits	Edsall 'FMR': next step -> Edsall 45
Baltimore 45 [848]	cloned from 405; avail month 6 -> 1; avail year 43 -> 45; upgrade class 405 -> 848; upg yard 0 -> 10; upg sys 0 -> 5; upg eng 0 -> 14; devices: none 12->20, none 12->20	77_thin_chain_refits	Baltimore CA, 1945 refit (yard 10): 20 mm singles replaced by twin mounts. The class keeps its conversion family, so the Saipan option survives the refit
Baltimore [405]	upgrade class 405 -> 848	77_thin_chain_refits	Baltimore: next step -> Baltimore 45
APL Line [2455]	conversion family 0 -> 9216; special 0 -> 16	79_liner_apa	APL Line liners (President class): conversion source -> C3-A Pres. Jackson APA, as their sisters were rebuilt in 1942

Item [slot]	Change	Sheet	Note
C3-A Pres. Jackson [2446]	conversion family 0 -> 9216; special 0 -> 8	79_liner_apa	C3-A Pres. Jackson APA: conversion target
C3-A Pres. Jackson [2542]	conversion family 0 -> 9216; special 0 -> 8	79_liner_apa	C3-A Pres. Jackson APA, later step: conversion target
Grace Line [2460]	conversion family 0 -> 9217; special 0 -> 16	79_liner_apa	Grace Line liners (Santa class): conversion source -> McCawley APA (McCawley ex-Santa Barbara, Barnett ex-Santa Maria)
Grace Line [2557]	conversion family 0 -> 9217; special 0 -> 16	79_liner_apa	Grace Line, 1942 step: conversion source
McCawley [2445]	conversion family 0 -> 9217; special 0 -> 8	79_liner_apa	McCawley APA: conversion target
McCawley [2541]	conversion family 0 -> 9217; special 0 -> 8	79_liner_apa	McCawley APA, later step: conversion target
Saipan [197]	upg yard 0 -> 10	80_yard_floors	Saipan (type 3, conversion target, 7/45): yard 0 -> 10
Alaska (CV) [280]	upg yard 0 -> 10	80_yard_floors	Alaska (CV) (type 2, conversion target, 3/45): yard 0 -> 10
Nevada [305]	upg yard 5 -> 10	80_yard_floors	Nevada (type 5, refit step, 8/42): yard 5 -> 10
Nevada [307]	upg yard 0 -> 10	80_yard_floors	Nevada (type 5, refit step, 11/44): yard 0 -> 10
Pennsylvania [313]	upg yard 5 -> 10	80_yard_floors	Pennsylvania (type 5, refit step, 6/43): yard 5 -> 10
Pennsylvania [314]	upg yard 0 -> 10	80_yard_floors	Pennsylvania (type 5, refit step, 3/45): yard 0 -> 10
New Mexico [319]	upg yard 5 -> 10	80_yard_floors	New Mexico (type 5, refit step, 6/42): yard 5 -> 10
New Mexico [320]	upg yard 5 -> 10	80_yard_floors	New Mexico (type 5, refit step, 6/42): yard 5 -> 10
New Mexico [322]	upg yard 5 -> 10	80_yard_floors	New Mexico (type 5, refit step, 10/43): yard 5 -> 10
New Mexico [323]	upg yard 0 -> 10	80_yard_floors	New Mexico (type 5, refit step, 10/44): yard 0 -> 10
New Mexico [324]	upg yard 5 -> 10	80_yard_floors	New Mexico (type 5, refit step, 10/43): yard 5 -> 10
Tennessee [333]	upg yard 0 -> 10	80_yard_floors	Tennessee (type 5, refit step, 6/42): yard 0 -> 10
Maryland [338]	upg yard 5 -> 10	80_yard_floors	Maryland (type 5, refit step, 1/42): yard 5 -> 10
Colorado [339]	upg yard 5 -> 10	80_yard_floors	Colorado (type 5, refit step, 1/42): yard 5 -> 10
Colorado [340]	upg yard 0 -> 10	80_yard_floors	Colorado (type 5, refit step, 11/42): yard 0 -> 10
Maryland [341]	upg yard 0 -> 10	80_yard_floors	Maryland (type 5, refit step, 2/43): yard 0 -> 10
Colorado [344]	upg yard 0 -> 10	80_yard_floors	Colorado (type 5, refit step, 2/44): yard 0 -> 10
North Carolina [348]	upg yard 5 -> 10	80_yard_floors	North Carolina (type 5, refit step, 3/42): yard 5 -> 10

Item [slot]	Change	Sheet	Note
North Carolina [349]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 4/42): yard 0 -> 10
North Carolina [350]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 6/42): yard 0 -> 10
North Carolina [351]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 9/42): yard 0 -> 10
North Carolina [352]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 11/42): yard 0 -> 10
North Carolina [353]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 3/43): yard 0 -> 10
North Carolina [354]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 6/43): yard 0 -> 10
North Carolina [355]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 3/44): yard 0 -> 10
North Carolina [357]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 11/44): yard 0 -> 10
North Carolina [358]	upg yard 0 -> 10	80_yard_floors	North Carolina (type 5, refit step, 2/45): yard 0 -> 10
South Dakota [365]	upg yard 0 -> 10	80_yard_floors	South Dakota (type 5, refit step, 7/43): yard 0 -> 10
South Dakota [366]	upg yard 0 -> 10	80_yard_floors	South Dakota (type 5, refit step, 7/44): yard 0 -> 10
South Dakota [367]	upg yard 0 -> 10	80_yard_floors	South Dakota (type 5, refit step, 2/45): yard 0 -> 10
Indiana [369]	upg yard 5 -> 10	80_yard_floors	Indiana (type 5, refit step, 2/43): yard 5 -> 10
Indiana [370]	upg yard 0 -> 10	80_yard_floors	Indiana (type 5, refit step, 8/43): yard 0 -> 10
Indiana [371]	upg yard 0 -> 10	80_yard_floors	Indiana (type 5, refit step, 7/44): yard 0 -> 10
Indiana [372]	upg yard 0 -> 10	80_yard_floors	Indiana (type 5, refit step, 4/45): yard 0 -> 10
Massachusetts [375]	upg yard 0 -> 10	80_yard_floors	Massachusetts (type 5, refit step, 5/44): yard 0 -> 10
Massachusetts [376]	upg yard 0 -> 10	80_yard_floors	Massachusetts (type 5, refit step, 4/45): yard 0 -> 10
Iowa [382]	upg yard 0 -> 10	80_yard_floors	Iowa (type 5, refit step, 3/45): yard 0 -> 10
New Jersey [383]	upg yard 0 -> 10	80_yard_floors	New Jersey (type 5, refit step, 3/45): yard 0 -> 10
Pensacola [386]	upg yard 5 -> 10	80_yard_floors	Pensacola (type 8, refit step, 4/42): yard 5 -> 10
Pensacola [387]	upg yard 5 -> 10	80_yard_floors	Pensacola (type 8, refit step, 10/42): yard 5 -> 10
Northampton [390]	upg yard 5 -> 10	80_yard_floors	Northampton (type 8, refit step, 2/42): yard 5 -> 10
Northampton [392]	upg yard 5 -> 10	80_yard_floors	Northampton (type 8, refit step, 1/44): yard 5 -> 10

Item [slot]	Change	Sheet	Note
Northampton [393]	upg yard 0 -> 10	80_yard_floors	Northampton (type 8, refit step, 1/45): yard 0 -> 10
Portland [395]	upg yard 5 -> 10	80_yard_floors	Portland (type 8, refit step, 4/42): yard 5 -> 10
Portland [396]	upg yard 5 -> 10	80_yard_floors	Portland (type 8, refit step, 10/42): yard 5 -> 10
New Orleans [399]	upg yard 5 -> 10	80_yard_floors	New Orleans (type 8, refit step, 4/42): yard 5 -> 10
New Orleans [400]	upg yard 5 -> 10	80_yard_floors	New Orleans (type 8, refit step, 10/42): yard 5 -> 10
New Orleans [401]	upg yard 5 -> 10	80_yard_floors	New Orleans (type 8, refit step, 10/44): yard 5 -> 10
Wichita [403]	upg yard 5 -> 10	80_yard_floors	Wichita (type 8, refit step, 10/42): yard 5 -> 10
Wichita [404]	upg yard 5 -> 10	80_yard_floors	Wichita (type 8, refit step, 4/43): yard 5 -> 10
Omaha [408]	upg yard 5 -> 10	80_yard_floors	Omaha (type 9, refit step, 4/42): yard 5 -> 10
Omaha [409]	upg yard 5 -> 10	80_yard_floors	Omaha (type 9, refit step, 4/43): yard 5 -> 10
Brooklyn [411]	upg yard 5 -> 10	80_yard_floors	Brooklyn (type 9, refit step, 4/42): yard 5 -> 10
Brooklyn [412]	upg yard 5 -> 10	80_yard_floors	Brooklyn (type 9, refit step, 10/42): yard 5 -> 10
Brooklyn [413]	upg yard 5 -> 10	80_yard_floors	Brooklyn (type 9, refit step, 4/44): yard 5 -> 10
Brooklyn [414]	upg yard 5 -> 10	80_yard_floors	Brooklyn (type 9, refit step, 4/45): yard 5 -> 10
Helena [416]	upg yard 5 -> 10	80_yard_floors	Helena (type 9, refit step, 4/42): yard 5 -> 10
Helena [417]	upg yard 5 -> 10	80_yard_floors	Helena (type 9, refit step, 10/42): yard 5 -> 10
Helena [418]	upg yard 5 -> 10	80_yard_floors	Helena (type 9, refit step, 4/44): yard 5 -> 10
Cleveland [420]	upg yard 0 -> 10	80_yard_floors	Cleveland (type 9, refit step, 4/43): yard 0 -> 10
Cleveland [421]	upg yard 5 -> 10	80_yard_floors	Cleveland (type 9, refit step, 4/44): yard 5 -> 10
Cleveland [422]	upg yard 0 -> 10	80_yard_floors	Cleveland (type 9, refit step, 4/45): yard 0 -> 10
Atlanta [425]	upg yard 0 -> 10	80_yard_floors	Atlanta (type 10, refit step, 4/42): yard 0 -> 10
Atlanta [426]	upg yard 5 -> 10	80_yard_floors	Atlanta (type 10, refit step, 11/43): yard 5 -> 10
Atlanta [427]	upg yard 0 -> 10	80_yard_floors	Atlanta (type 10, refit step, 6/45): yard 0 -> 10
Oakland [429]	upg yard 0 -> 10	80_yard_floors	Oakland (type 10, refit step, 1/44): yard 0 -> 10

Item [slot]	Change	Sheet	Note
Oakland [430]	upg yard 0 -> 10	80_yard_floors	Oakland (type 10, refit step, 5/45): yard 0 -> 10
Clemson DD [432]	upg yard 0 -> 5	80_yard_floors	Clemson DD (type 12, refit step, 2/42): yard 0 -> 5
Clemson DE LR [434]	upg yard 5 -> 10	80_yard_floors	Clemson DE LR (type 13, conversion target, 4/42): yard 5 -> 10
Clemson DE LR [435]	upg yard 0 -> 5	80_yard_floors	Clemson DE LR (type 13, refit step, 4/43): yard 0 -> 5
Clemson DE LR [436]	upg yard 0 -> 10	80_yard_floors	Clemson DE LR (type 13, conversion target, 4/43): yard 0 -> 10
Wickes DD [438]	upg yard 0 -> 5	80_yard_floors	Wickes DD (type 12, refit step, 2/42): yard 0 -> 5
Wickes DE [440]	upg yard 5 -> 10	80_yard_floors	Wickes DE (type 13, conversion target, 5/42): yard 5 -> 10
Wickes DE [441]	upg yard 0 -> 5	80_yard_floors	Wickes DE (type 13, refit step, 4/43): yard 0 -> 5
Sampson [444]	upg yard 0 -> 5	80_yard_floors	Sampson (type 12, refit step, 4/42): yard 0 -> 5
Farragut [447]	upg yard 0 -> 5	80_yard_floors	Farragut (type 12, refit step, 2/42): yard 0 -> 5
Farragut [449]	upg yard 0 -> 5	80_yard_floors	Farragut (type 12, refit step, 4/43): yard 0 -> 5
Farragut [450]	upg yard 0 -> 5	80_yard_floors	Farragut (type 12, refit step, 4/44): yard 0 -> 5
Mahan [458]	upg yard 0 -> 5	80_yard_floors	Mahan (type 12, refit step, 9/42): yard 0 -> 5
Mahan [459]	upg yard 0 -> 5	80_yard_floors	Mahan (type 12, refit step, 10/43): yard 0 -> 5
Mahan [460]	upg yard 0 -> 5	80_yard_floors	Mahan (type 12, refit step, 2/45): yard 0 -> 5
Fanning [464]	upg yard 0 -> 5	80_yard_floors	Fanning (type 12, refit step, 9/42): yard 0 -> 5
Fanning [465]	upg yard 0 -> 5	80_yard_floors	Fanning (type 12, refit step, 10/43): yard 0 -> 5
Fanning [466]	upg yard 0 -> 5	80_yard_floors	Fanning (type 12, refit step, 2/45): yard 0 -> 5
Gridley [468]	upg yard 0 -> 5	80_yard_floors	Gridley (type 12, refit step, 1/42): yard 0 -> 5
Gridley [470]	upg yard 0 -> 5	80_yard_floors	Gridley (type 12, refit step, 11/42): yard 0 -> 5
Gridley [471]	upg yard 0 -> 5	80_yard_floors	Gridley (type 12, refit step, 4/43): yard 0 -> 5
Bagley [474]	upg yard 0 -> 5	80_yard_floors	Bagley (type 12, refit step, 1/42): yard 0 -> 5
Bagley [476]	upg yard 0 -> 5	80_yard_floors	Bagley (type 12, refit step, 4/43): yard 0 -> 5
Somers [481]	upg yard 0 -> 5	80_yard_floors	Somers (type 12, refit step, 4/44): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Benham [484]	upg yard 0 -> 5	80_yard_floors	Benham (type 12, refit step, 1/42): yard 0 -> 5
Benham [485]	upg yard 0 -> 5	80_yard_floors	Benham (type 12, refit step, 4/42): yard 0 -> 5
Benham [487]	upg yard 0 -> 5	80_yard_floors	Benham (type 12, refit step, 4/43): yard 0 -> 5
Benham [488]	upg yard 0 -> 5	80_yard_floors	Benham (type 12, refit step, 4/44): yard 0 -> 5
Sims [491]	upg yard 0 -> 5	80_yard_floors	Sims (type 12, refit step, 3/42): yard 0 -> 5
Sims [492]	upg yard 0 -> 5	80_yard_floors	Sims (type 12, refit step, 6/42): yard 0 -> 5
Sims [493]	upg yard 0 -> 5	80_yard_floors	Sims (type 12, refit step, 11/42): yard 0 -> 5
Sims [494]	upg yard 0 -> 5	80_yard_floors	Sims (type 12, refit step, 7/44): yard 0 -> 5
Benson [499]	upg yard 0 -> 5	80_yard_floors	Benson (type 12, refit step, 2/43): yard 0 -> 5
Benson [500]	upg yard 0 -> 5	80_yard_floors	Benson (type 12, refit step, 2/44): yard 0 -> 5
Gleaves [503]	upg yard 0 -> 5	80_yard_floors	Gleaves (type 12, refit step, 6/42): yard 0 -> 5
Gleaves [504]	upg yard 0 -> 5	80_yard_floors	Gleaves (type 12, refit step, 11/42): yard 0 -> 5
Gleaves [505]	upg yard 0 -> 5	80_yard_floors	Gleaves (type 12, refit step, 2/43): yard 0 -> 5
Gleaves [506]	upg yard 0 -> 5	80_yard_floors	Gleaves (type 12, refit step, 2/44): yard 0 -> 5
Livermore [511]	upg yard 0 -> 5	80_yard_floors	Livermore (type 12, refit step, 2/43): yard 0 -> 5
Livermore [512]	upg yard 0 -> 5	80_yard_floors	Livermore (type 12, refit step, 2/44): yard 0 -> 5
Bristol [515]	upg yard 0 -> 5	80_yard_floors	Bristol (type 12, refit step, 6/42): yard 0 -> 5
Bristol [516]	upg yard 0 -> 5	80_yard_floors	Bristol (type 12, refit step, 8/42): yard 0 -> 5
Bristol [517]	upg yard 0 -> 5	80_yard_floors	Bristol (type 12, refit step, 2/43): yard 0 -> 5
Bristol [518]	upg yard 0 -> 5	80_yard_floors	Bristol (type 12, refit step, 2/44): yard 0 -> 5
Repeat Benson [521]	upg yard 0 -> 5	80_yard_floors	Repeat Benson (type 12, refit step, 6/42): yard 0 -> 5
Repeat Benson [523]	upg yard 0 -> 5	80_yard_floors	Repeat Benson (type 12, refit step, 2/43): yard 0 -> 5
Repeat Benson [524]	upg yard 0 -> 5	80_yard_floors	Repeat Benson (type 12, refit step, 2/44): yard 0 -> 5
Fletcher LB [528]	upg yard 0 -> 5	80_yard_floors	Fletcher LB (type 12, refit step, 7/42): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Fletcher HB [529]	upg yard 0 -> 5	80_yard_floors	Fletcher HB (type 12, refit step, 7/42): yard 0 -> 5
Fletcher LB [530]	upg yard 0 -> 5	80_yard_floors	Fletcher LB (type 12, refit step, 11/42): yard 0 -> 5
Fletcher HB [531]	upg yard 0 -> 5	80_yard_floors	Fletcher HB (type 12, refit step, 10/42): yard 0 -> 5
Fletcher LB [532]	upg yard 0 -> 5	80_yard_floors	Fletcher LB (type 12, refit step, 2/43): yard 0 -> 5
Fletcher HB [533]	upg yard 0 -> 5	80_yard_floors	Fletcher HB (type 12, refit step, 2/43): yard 0 -> 5
Fletcher LB [534]	upg yard 0 -> 5	80_yard_floors	Fletcher LB (type 12, refit step, 7/43): yard 0 -> 5
Fletcher HB [535]	upg yard 0 -> 5	80_yard_floors	Fletcher HB (type 12, refit step, 7/43): yard 0 -> 5
Fletcher LB AA [536]	upg yard 0 -> 5	80_yard_floors	Fletcher LB AA (type 12, refit step, 4/45): yard 0 -> 5
Fletcher HB AA [537]	upg yard 0 -> 5	80_yard_floors	Fletcher HB AA (type 12, refit step, 4/45): yard 0 -> 5
Allen M. Sumner AA [539]	upg yard 0 -> 5	80_yard_floors	Allen M. Sumner AA (type 12, refit step, 4/45): yard 0 -> 5
Gearing AA [541]	upg yard 0 -> 5	80_yard_floors	Gearing AA (type 12, refit step, 4/45): yard 0 -> 5
Barracuda [543]	upg yard 0 -> 5	80_yard_floors	Barracuda (type 26, refit step, 6/42): yard 0 -> 5
Barracuda [544]	upg yard 0 -> 5	80_yard_floors	Barracuda (type 27, refit step, 1/43): yard 0 -> 5
Electric Boat S-18 [546]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-18 (type 26, refit step, 4/42): yard 0 -> 5
Electric Boat S-18 [547]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-18 (type 26, refit step, 10/42): yard 0 -> 5
Electric Boat S-18 [548]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-18 (type 26, refit step, 6/43): yard 0 -> 5
Electric Boat S-18 [549]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-18 (type 26, refit step, 4/44): yard 0 -> 5
Electric Boat S-42 [551]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-42 (type 26, refit step, 4/42): yard 0 -> 5
Electric Boat S-42 [552]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-42 (type 26, refit step, 10/42): yard 0 -> 5
Electric Boat S-42 [553]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-42 (type 26, refit step, 6/43): yard 0 -> 5
Electric Boat S-42 [554]	upg yard 0 -> 5	80_yard_floors	Electric Boat S-42 (type 26, refit step, 4/44): yard 0 -> 5
Argonaut [559]	upg yard 0 -> 5	80_yard_floors	Argonaut (type 27, refit step, 2/44): yard 0 -> 5
Narwhal [561]	upg yard 0 -> 10	80_yard_floors	Narwhal (type 26, conversion target, 4/42): yard 0 -> 10
Narwhal [563]	upg yard 0 -> 5	80_yard_floors	Narwhal (type 26, refit step, 6/43): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Narwhal [564]	upg yard 0 -> 5	80_yard_floors	Narwhal (type 26, refit step, 11/45): yard 0 -> 5
Narwhal [565]	upg yard 0 -> 10	80_yard_floors	Narwhal (type 27, conversion target, 4/42): yard 0 -> 10
Narwhal [566]	upg yard 0 -> 5	80_yard_floors	Narwhal (type 27, refit step, 10/42): yard 0 -> 5
Narwhal [567]	upg yard 0 -> 5	80_yard_floors	Narwhal (type 27, refit step, 6/43): yard 0 -> 5
Dolphin [569]	upg yard 0 -> 5	80_yard_floors	Dolphin (type 26, refit step, 4/42): yard 0 -> 5
Dolphin [570]	upg yard 0 -> 5	80_yard_floors	Dolphin (type 26, refit step, 10/42): yard 0 -> 5
Dolphin [571]	upg yard 0 -> 5	80_yard_floors	Dolphin (type 26, refit step, 6/43): yard 0 -> 5
Cachalot [573]	upg yard 0 -> 5	80_yard_floors	Cachalot (type 26, refit step, 4/42): yard 0 -> 5
Cachalot [574]	upg yard 0 -> 5	80_yard_floors	Cachalot (type 26, refit step, 10/42): yard 0 -> 5
Cachalot [575]	upg yard 0 -> 5	80_yard_floors	Cachalot (type 26, refit step, 6/43): yard 0 -> 5
Cachalot [576]	upg yard 0 -> 5	80_yard_floors	Cachalot (type 26, refit step, 11/45): yard 0 -> 5
Porpoise [578]	upg yard 0 -> 5	80_yard_floors	Porpoise (type 26, refit step, 4/42): yard 0 -> 5
Porpoise [579]	upg yard 0 -> 5	80_yard_floors	Porpoise (type 26, refit step, 8/42): yard 0 -> 5
Porpoise [580]	upg yard 0 -> 5	80_yard_floors	Porpoise (type 26, refit step, 12/42): yard 0 -> 5
Porpoise [581]	upg yard 0 -> 5	80_yard_floors	Porpoise (type 26, refit step, 6/43): yard 0 -> 5
Porpoise [582]	upg yard 0 -> 5	80_yard_floors	Porpoise (type 26, refit step, 7/45): yard 0 -> 5
Porpoise [583]	upg yard 0 -> 5	80_yard_floors	Porpoise (type 26, refit step, 11/45): yard 0 -> 5
Porpoise [584]	upg yard 0 -> 5	80_yard_floors	Porpoise (type 26, refit step, 2/46): yard 0 -> 5
Shark [586]	upg yard 0 -> 5	80_yard_floors	Shark (type 26, refit step, 4/42): yard 0 -> 5
Shark [587]	upg yard 0 -> 5	80_yard_floors	Shark (type 26, refit step, 8/42): yard 0 -> 5
Shark [588]	upg yard 0 -> 5	80_yard_floors	Shark (type 26, refit step, 12/42): yard 0 -> 5
Shark [589]	upg yard 0 -> 5	80_yard_floors	Shark (type 26, refit step, 6/43): yard 0 -> 5
Shark [590]	upg yard 0 -> 5	80_yard_floors	Shark (type 26, refit step, 7/45): yard 0 -> 5
Shark [591]	upg yard 0 -> 5	80_yard_floors	Shark (type 26, refit step, 11/45): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Shark [592]	upg yard 0 -> 5	80_yard_floors	Shark (type 26, refit step, 2/46): yard 0 -> 5
Perch [594]	upg yard 0 -> 5	80_yard_floors	Perch (type 26, refit step, 4/42): yard 0 -> 5
Perch [595]	upg yard 0 -> 5	80_yard_floors	Perch (type 26, refit step, 8/42): yard 0 -> 5
Perch [596]	upg yard 0 -> 5	80_yard_floors	Perch (type 26, refit step, 12/42): yard 0 -> 5
Perch [597]	upg yard 0 -> 5	80_yard_floors	Perch (type 26, refit step, 6/43): yard 0 -> 5
Perch [598]	upg yard 0 -> 5	80_yard_floors	Perch (type 26, refit step, 7/45): yard 0 -> 5
Perch [599]	upg yard 0 -> 5	80_yard_floors	Perch (type 26, refit step, 11/45): yard 0 -> 5
Perch [600]	upg yard 0 -> 5	80_yard_floors	Perch (type 26, refit step, 2/46): yard 0 -> 5
Salmon [602]	upg yard 0 -> 5	80_yard_floors	Salmon (type 26, refit step, 4/42): yard 0 -> 5
Salmon [603]	upg yard 0 -> 5	80_yard_floors	Salmon (type 26, refit step, 12/42): yard 0 -> 5
Salmon [604]	upg yard 0 -> 5	80_yard_floors	Salmon (type 26, refit step, 6/43): yard 0 -> 5
Salmon [605]	upg yard 0 -> 5	80_yard_floors	Salmon (type 26, refit step, 8/44): yard 0 -> 5
Salmon [606]	upg yard 0 -> 5	80_yard_floors	Salmon (type 26, refit step, 7/45): yard 0 -> 5
Salmon [607]	upg yard 0 -> 5	80_yard_floors	Salmon (type 26, refit step, 11/45): yard 0 -> 5
Salmon [608]	upg yard 0 -> 5	80_yard_floors	Salmon (type 26, refit step, 2/46): yard 0 -> 5
Sargo [610]	upg yard 0 -> 5	80_yard_floors	Sargo (type 26, refit step, 4/42): yard 0 -> 5
Sargo [611]	upg yard 0 -> 5	80_yard_floors	Sargo (type 26, refit step, 12/42): yard 0 -> 5
Sargo [612]	upg yard 0 -> 5	80_yard_floors	Sargo (type 26, refit step, 6/43): yard 0 -> 5
Sargo [613]	upg yard 0 -> 5	80_yard_floors	Sargo (type 26, refit step, 8/44): yard 0 -> 5
Sargo [614]	upg yard 0 -> 5	80_yard_floors	Sargo (type 26, refit step, 7/45): yard 0 -> 5
Sargo [615]	upg yard 0 -> 5	80_yard_floors	Sargo (type 26, refit step, 11/45): yard 0 -> 5
Sargo [616]	upg yard 0 -> 5	80_yard_floors	Sargo (type 26, refit step, 2/46): yard 0 -> 5
Seadragon [618]	upg yard 0 -> 5	80_yard_floors	Seadragon (type 26, refit step, 4/42): yard 0 -> 5
Seadragon [619]	upg yard 0 -> 5	80_yard_floors	Seadragon (type 26, refit step, 12/42): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Seadragon [620]	upg yard 0 -> 5	80_yard_floors	Seadragon (type 26, refit step, 6/43): yard 0 -> 5
Seadragon [621]	upg yard 0 -> 5	80_yard_floors	Seadragon (type 26, refit step, 8/44): yard 0 -> 5
Seadragon [622]	upg yard 0 -> 5	80_yard_floors	Seadragon (type 26, refit step, 7/45): yard 0 -> 5
Seadragon [623]	upg yard 0 -> 5	80_yard_floors	Seadragon (type 26, refit step, 11/45): yard 0 -> 5
Seadragon [624]	upg yard 0 -> 5	80_yard_floors	Seadragon (type 26, refit step, 2/46): yard 0 -> 5
Tambor [626]	upg yard 0 -> 5	80_yard_floors	Tambor (type 26, refit step, 4/42): yard 0 -> 5
Tambor [627]	upg yard 0 -> 5	80_yard_floors	Tambor (type 26, refit step, 12/42): yard 0 -> 5
Tambor [628]	upg yard 0 -> 5	80_yard_floors	Tambor (type 26, refit step, 6/43): yard 0 -> 5
Tambor [629]	upg yard 0 -> 5	80_yard_floors	Tambor (type 26, refit step, 9/43): yard 0 -> 5
Tambor [630]	upg yard 0 -> 5	80_yard_floors	Tambor (type 26, refit step, 7/45): yard 0 -> 5
Tambor [631]	upg yard 0 -> 5	80_yard_floors	Tambor (type 26, refit step, 11/45): yard 0 -> 5
Tambor [632]	upg yard 0 -> 5	80_yard_floors	Tambor (type 26, refit step, 2/46): yard 0 -> 5
Gar [634]	upg yard 0 -> 5	80_yard_floors	Gar (type 26, refit step, 4/42): yard 0 -> 5
Gar [635]	upg yard 0 -> 5	80_yard_floors	Gar (type 26, refit step, 12/42): yard 0 -> 5
Gar [636]	upg yard 0 -> 5	80_yard_floors	Gar (type 26, refit step, 6/43): yard 0 -> 5
Gar [637]	upg yard 0 -> 5	80_yard_floors	Gar (type 26, refit step, 9/43): yard 0 -> 5
Gar [638]	upg yard 0 -> 5	80_yard_floors	Gar (type 26, refit step, 7/45): yard 0 -> 5
Gar [639]	upg yard 0 -> 5	80_yard_floors	Gar (type 26, refit step, 11/45): yard 0 -> 5
Gar [640]	upg yard 0 -> 5	80_yard_floors	Gar (type 26, refit step, 2/46): yard 0 -> 5
Gato [642]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 4/42): yard 0 -> 5
Gato [643]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 12/42): yard 0 -> 5
Gato [644]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 8/43): yard 0 -> 5
Gato [645]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 6/44): yard 0 -> 5
Gato [646]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 1/45): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Gato [647]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 7/45): yard 0 -> 5
Gato [648]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 11/45): yard 0 -> 5
Gato [649]	upg yard 0 -> 5	80_yard_floors	Gato (type 26, refit step, 2/46): yard 0 -> 5
Gato 'Gunboat' [650]	upg yard 0 -> 10	80_yard_floors	Gato 'Gunboat' (type 26, conversion target, 4/45): yard 0 -> 10
Gato 'Gunboat' [651]	upg yard 0 -> 10	80_yard_floors	Gato 'Gunboat' (type 26, conversion target, 7/45): yard 0 -> 10
Gato 'Gunboat' [652]	upg yard 0 -> 10	80_yard_floors	Gato 'Gunboat' (type 26, conversion target, 11/45): yard 0 -> 10
Gato 'Gunboat' [653]	upg yard 0 -> 10	80_yard_floors	Gato 'Gunboat' (type 26, conversion target, 2/46): yard 0 -> 10
Balao [655]	upg yard 0 -> 5	80_yard_floors	Balao (type 26, refit step, 6/43): yard 0 -> 5
Balao [656]	upg yard 0 -> 5	80_yard_floors	Balao (type 26, refit step, 6/44): yard 0 -> 5
Balao [657]	upg yard 0 -> 5	80_yard_floors	Balao (type 26, refit step, 3/45): yard 0 -> 5
Balao [658]	upg yard 0 -> 5	80_yard_floors	Balao (type 26, refit step, 7/45): yard 0 -> 5
Balao [659]	upg yard 0 -> 5	80_yard_floors	Balao (type 26, refit step, 11/45): yard 0 -> 5
Balao [660]	upg yard 0 -> 5	80_yard_floors	Balao (type 26, refit step, 2/46): yard 0 -> 5
Balao 'Gunboat' [661]	upg yard 0 -> 10	80_yard_floors	Balao 'Gunboat' (type 26, conversion target, 4/45): yard 0 -> 10
Balao 'Gunboat' [662]	upg yard 0 -> 10	80_yard_floors	Balao 'Gunboat' (type 26, conversion target, 7/45): yard 0 -> 10
Balao 'Gunboat' [663]	upg yard 0 -> 10	80_yard_floors	Balao 'Gunboat' (type 26, conversion target, 11/45): yard 0 -> 10
Balao 'Gunboat' [664]	upg yard 0 -> 10	80_yard_floors	Balao 'Gunboat' (type 26, conversion target, 2/46): yard 0 -> 10
Tench [666]	upg yard 0 -> 5	80_yard_floors	Tench (type 26, refit step, 2/45): yard 0 -> 5
Tench [667]	upg yard 0 -> 5	80_yard_floors	Tench (type 26, refit step, 7/45): yard 0 -> 5
Tench [668]	upg yard 0 -> 5	80_yard_floors	Tench (type 26, refit step, 11/45): yard 0 -> 5
Tench 'Gunboat' [670]	upg yard 0 -> 10	80_yard_floors	Tench 'Gunboat' (type 26, conversion target, 4/45): yard 0 -> 10
Tench 'Gunboat' [671]	upg yard 0 -> 10	80_yard_floors	Tench 'Gunboat' (type 26, conversion target, 7/45): yard 0 -> 10
Tench 'Gunboat' [672]	upg yard 0 -> 10	80_yard_floors	Tench 'Gunboat' (type 26, conversion target, 11/45): yard 0 -> 10
Tench 'Gunboat' [673]	upg yard 0 -> 10	80_yard_floors	Tench 'Gunboat' (type 26, conversion target, 2/46): yard 0 -> 10

Item [slot]	Change	Sheet	Note
Lexington [677]	upg yard 5 -> 10	80_yard_floors	Lexington (type 2, refit step, 10/42): yard 5 -> 10
Lexington [678]	upg yard 5 -> 10	80_yard_floors	Lexington (type 2, refit step, 1/44): yard 5 -> 10
Lexington [679]	upg yard 0 -> 10	80_yard_floors	Lexington (type 2, refit step, 1/45): yard 0 -> 10
Yorktown [681]	upg yard 0 -> 10	80_yard_floors	Yorktown (type 2, refit step, 4/42): yard 0 -> 10
Yorktown [682]	upg yard 0 -> 10	80_yard_floors	Yorktown (type 2, refit step, 7/42): yard 0 -> 10
Yorktown [683]	upg yard 5 -> 10	80_yard_floors	Yorktown (type 2, refit step, 10/42): yard 5 -> 10
Yorktown [684]	upg yard 5 -> 10	80_yard_floors	Yorktown (type 2, refit step, 10/43): yard 5 -> 10
Wasp [686]	upg yard 5 -> 10	80_yard_floors	Wasp (type 2, refit step, 6/42): yard 5 -> 10
Wasp [687]	upg yard 5 -> 10	80_yard_floors	Wasp (type 2, refit step, 10/42): yard 5 -> 10
Wasp [688]	upg yard 5 -> 10	80_yard_floors	Wasp (type 2, refit step, 4/43): yard 5 -> 10
Essex 'Short Hull' [690]	upg yard 0 -> 10	80_yard_floors	Essex 'Short Hull' (type 2, refit step, 10/43): yard 0 -> 10
Essex 'Short Hull' [691]	upg yard 0 -> 10	80_yard_floors	Essex 'Short Hull' (type 2, refit step, 6/44): yard 0 -> 10
Essex 'Long Hull' [693]	upg yard 0 -> 10	80_yard_floors	Essex 'Long Hull' (type 2, refit step, 1/45): yard 0 -> 10
Independence [694]	upg yard 0 -> 10	80_yard_floors	Independence (type 3, conversion target, 4/43): yard 0 -> 10
Independence [695]	upg yard 5 -> 10	80_yard_floors	Independence (type 3, conversion target, 6/44): yard 5 -> 10
Long Island [697]	upg yard 5 -> 10	80_yard_floors	Long Island (type 4, refit step, 4/43): yard 5 -> 10
Bogue [698]	upg yard 0 -> 10	80_yard_floors	Bogue (type 4, conversion target, 6/42): yard 0 -> 10
Bogue [699]	upg yard 5 -> 10	80_yard_floors	Bogue (type 4, conversion target, 4/43): yard 5 -> 10
Sangamon [700]	upg yard 0 -> 10	80_yard_floors	Sangamon (type 4, conversion target, 11/42): yard 0 -> 10
Sangamon [701]	upg yard 5 -> 10	80_yard_floors	Sangamon (type 4, conversion target, 6/44): yard 5 -> 10
Casablanca [703]	upg yard 5 -> 10	80_yard_floors	Casablanca (type 4, refit step, 9/44): yard 5 -> 10
Commencement Bay [704]	upg yard 0 -> 10	80_yard_floors	Commencement Bay (type 4, conversion target, 12/44): yard 0 -> 10
Bird [706]	upg yard 0 -> 5	80_yard_floors	Bird (type 34, refit step, 7/42): yard 0 -> 5
Elco 77ft PT [708]	upg yard 0 -> 5	80_yard_floors	Elco 77ft PT (type 22, refit step, 12/42): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Elco 77ft PT [709]	upg yard 0 -> 5	80_yard_floors	Elco 77ft PT (type 22, refit step, 1/44): yard 0 -> 5
Higgins 78ft PT [711]	upg yard 0 -> 5	80_yard_floors	Higgins 78ft PT (type 22, refit step, 2/43): yard 0 -> 5
Higgins 78ft PT [712]	upg yard 0 -> 5	80_yard_floors	Higgins 78ft PT (type 22, refit step, 1/44): yard 0 -> 5
Elco 80ft PT [714]	upg yard 0 -> 5	80_yard_floors	Elco 80ft PT (type 22, refit step, 6/43): yard 0 -> 5
Clemson DD LR [715]	upg yard 0 -> 5	80_yard_floors	Clemson DD LR (type 12, refit step, 4/43): yard 0 -> 5
Evarts 'GMT' [717]	upg yard 0 -> 5	80_yard_floors	Evarts 'GMT' (type 13, refit step, 1/44): yard 0 -> 5
Clemson APD [724]	upg yard 0 -> 5	80_yard_floors	Clemson APD (type 51, refit step, 10/42): yard 0 -> 5
Wickes APD [728]	upg yard 0 -> 5	80_yard_floors	Wickes APD (type 51, refit step, 10/42): yard 0 -> 5
Buckley 'TE' [729]	upg yard 0 -> 5	80_yard_floors	Buckley 'TE' (type 13, refit step, 4/44): yard 0 -> 5
Rudderow 'TEV' [730]	upg yard 0 -> 5	80_yard_floors	Rudderow 'TEV' (type 13, refit step, 2/45): yard 0 -> 5
Admirable [731]	upg yard 0 -> 5	80_yard_floors	Admirable (type 34, refit step, 6/42): yard 0 -> 5
Auk [733]	upg yard 0 -> 5	80_yard_floors	Auk (type 34, refit step, 3/43): yard 0 -> 5
Crosley [734]	upg yard 0 -> 5	80_yard_floors	Crosley (type 51, conversion target, 2/44): yard 0 -> 5
Keokuk [737]	upg yard 0 -> 5	80_yard_floors	Keokuk (type 30, refit step, 9/42): yard 0 -> 5
Keokuk [738]	upg yard 0 -> 5	80_yard_floors	Keokuk (type 30, refit step, 9/43): yard 0 -> 5
Clemson DM [739]	upg yard 0 -> 5	80_yard_floors	Clemson DM (type 32, conversion target, 12/41): yard 0 -> 5
Terror [743]	upg yard 0 -> 5	80_yard_floors	Terror (type 30, refit step, 3/43): yard 0 -> 5
Oglala [745]	upg yard 0 -> 5	80_yard_floors	Oglala (type 30, refit step, 3/43): yard 0 -> 5
Gearing DDR [746]	upg yard 0 -> 10	80_yard_floors	Gearing DDR (type 12, conversion target, 10/44): yard 0 -> 10
Gearing DDR AA [747]	upg yard 0 -> 5	80_yard_floors	Gearing DDR AA (type 12, refit step, 5/45): yard 0 -> 5
Clemson DMS [748]	upg yard 0 -> 5	80_yard_floors	Clemson DMS (type 33, conversion target, 12/41): yard 0 -> 5
Clemson DMS [750]	upg yard 0 -> 5	80_yard_floors	Clemson DMS (type 33, refit step, 8/43): yard 0 -> 5
Ellyson [751]	upg yard 0 -> 5	80_yard_floors	Ellyson (type 33, conversion target, 1/44): yard 0 -> 5
Active 125' PC [754]	upg yard 0 -> 5	80_yard_floors	Active 125' PC (type 19, refit step, 12/42): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Treasury 327' PC [757]	upg yard 0 -> 5	80_yard_floors	Treasury 327' PC (type 19, refit step, 9/42): yard 0 -> 5
PC-461 173' SC [759]	upg yard 0 -> 5	80_yard_floors	PC-461 173' SC (type 21, conversion target, 2/42): yard 0 -> 5
PC-461 173' SC [760]	upg yard 0 -> 5	80_yard_floors	PC-461 173' SC (type 21, conversion target, 6/43): yard 0 -> 5
Adroit 173' AM [761]	upg yard 0 -> 5	80_yard_floors	Adroit 173' AM (type 34, conversion target, 2/42): yard 0 -> 5
Adroit 173' AM [762]	upg yard 0 -> 5	80_yard_floors	Adroit 173' AM (type 34, conversion target, 3/43): yard 0 -> 5
Beam Tr YP [763]	upg yard 0 -> 2	80_yard_floors	Beam Tr YP (type 76, conversion target, 12/41): yard 0 -> 2
Tacoma [764]	upg yard 0 -> 5	80_yard_floors	Tacoma (type 17, refit step, 5/43): yard 0 -> 5
SC-453 110' SC [778]	upg yard 0 -> 5	80_yard_floors	SC-453 110' SC (type 21, refit step, 6/43): yard 0 -> 5
Bird AVP [779]	upg yard 0 -> 5	80_yard_floors	Bird AVP (type 39, conversion target, 12/41): yard 0 -> 5
Bird AVP [780]	upg yard 0 -> 5	80_yard_floors	Bird AVP (type 39, conversion target, 7/42): yard 0 -> 5
Chimo ACM [781]	upg yard 0 -> 2	80_yard_floors	Chimo ACM (type 74, conversion target, 12/41): yard 0 -> 2
Chimo YMS [782]	upg yard 0 -> 2	80_yard_floors	Chimo YMS (type 75, conversion target, 12/41): yard 0 -> 2
YMS-1 [785]	upg yard 0 -> 2	80_yard_floors	YMS-1 (type 75, refit step, 12/41): yard 0 -> 2
Alder ACM [788]	upg yard 0 -> 2	80_yard_floors	Alder ACM (type 74, conversion target, 12/41): yard 0 -> 2
Alder YMS [789]	upg yard 0 -> 2	80_yard_floors	Alder YMS (type 75, conversion target, 12/41): yard 0 -> 2
Erie PG [791]	upg yard 0 -> 5	80_yard_floors	Erie PG (type 16, refit step, 6/42): yard 0 -> 5
LCI [792]	upg yard 0 -> 2	80_yard_floors	LCI (type 62, refit step, 6/42): yard 0 -> 2
Navajo AT [804]	upg yard 0 -> 2	80_yard_floors	Navajo AT (type 76, refit step, 12/41): yard 0 -> 2
Bowditch AGS [811]	upg yard 0 -> 5	80_yard_floors	Bowditch AGS (type 43, conversion target, 12/41): yard 0 -> 5
Sumner AGS [812]	upg yard 0 -> 5	80_yard_floors	Sumner AGS (type 43, conversion target, 12/41): yard 0 -> 5
Pathfinder AGS [813]	upg yard 0 -> 5	80_yard_floors	Pathfinder AGS (type 43, conversion target, 12/41): yard 0 -> 5
Chanticleer ASR [817]	upg yard 0 -> 5	80_yard_floors	Chanticleer ASR (type 35, conversion target, 3/43): yard 0 -> 5
Lapwing ASR [818]	upg yard 0 -> 5	80_yard_floors	Lapwing ASR (type 35, conversion target, 12/41): yard 0 -> 5
Neosho [2383]	upg yard 0 -> 5	80_yard_floors	Neosho (type 44, refit step, 6/42): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Kennebec [2385]	upg yard 0 -> 5	80_yard_floors	Kennebec (type 44, conversion target, 1/42): yard 0 -> 5
Kennebec [2387]	upg yard 0 -> 5	80_yard_floors	Kennebec (type 44, conversion target, 6/43): yard 0 -> 5
Patoka [2392]	upg yard 0 -> 5	80_yard_floors	Patoka (type 44, refit step, 6/42): yard 0 -> 5
C2 Arcturus [2434]	upg yard 0 -> 2	80_yard_floors	C2 Arcturus (type 56, conversion target, 12/41): yard 0 -> 2
C2-S-B1 Andromeda [2435]	upg yard 0 -> 5	80_yard_floors	C2-S-B1 Andromeda (type 52, conversion target, 3/43): yard 0 -> 5
C2-S-AJ Tolland [2436]	upg yard 0 -> 5	80_yard_floors	C2-S-AJ Tolland (type 52, conversion target, 4/44): yard 0 -> 5
EC2 Crater [2438]	upg yard 0 -> 2	80_yard_floors	EC2 Crater (type 56, conversion target, 2/42): yard 0 -> 2
C3-S-A Bayfield [2450]	upg yard 0 -> 5	80_yard_floors	C3-S-A Bayfield (type 47, conversion target, 3/43): yard 0 -> 5
C3-S Cargo [2490]	upg yard 0 -> 2	80_yard_floors	C3-S Cargo (type 82, refit step, 6/42): yard 0 -> 2
C3-S Cargo [2491]	upg yard 0 -> 2	80_yard_floors	C3-S Cargo (type 82, refit step, 6/43): yard 0 -> 2
C3-E Cargo [2492]	upg yard 0 -> 2	80_yard_floors	C3-E Cargo (type 82, refit step, 6/42): yard 0 -> 2
C2-T Cargo [2494]	upg yard 0 -> 2	80_yard_floors	C2-T Cargo (type 82, refit step, 6/42): yard 0 -> 2
C2 Cargo [2496]	upg yard 0 -> 2	80_yard_floors	C2 Cargo (type 82, refit step, 6/42): yard 0 -> 2
C1-A Cargo [2498]	upg yard 0 -> 2	80_yard_floors	C1-A Cargo (type 82, refit step, 6/42): yard 0 -> 2
Luckenbach Cargo [2500]	upg yard 0 -> 2	80_yard_floors	Luckenbach Cargo (type 82, refit step, 6/42): yard 0 -> 2
Southwest Cargo [2502]	upg yard 0 -> 2	80_yard_floors	Southwest Cargo (type 82, refit step, 6/42): yard 0 -> 2
Harriman Cargo [2504]	upg yard 0 -> 2	80_yard_floors	Harriman Cargo (type 82, refit step, 6/42): yard 0 -> 2
Hog Island Cargo [2507]	upg yard 0 -> 2	80_yard_floors	Hog Island Cargo (type 82, refit step, 6/42): yard 0 -> 2
Isthmian Cargo [2509]	upg yard 0 -> 2	80_yard_floors	Isthmian Cargo (type 82, refit step, 6/42): yard 0 -> 2
Transmarine Cargo [2511]	upg yard 0 -> 2	80_yard_floors	Transmarine Cargo (type 82, refit step, 6/42): yard 0 -> 2
Transmarine Cargo [2512]	upg yard 0 -> 2	80_yard_floors	Transmarine Cargo (type 82, refit step, 6/43): yard 0 -> 2
Lake Cargo [2513]	upg yard 0 -> 2	80_yard_floors	Lake Cargo (type 83, refit step, 6/42): yard 0 -> 2
Lake Cargo [2514]	upg yard 0 -> 2	80_yard_floors	Lake Cargo (type 83, refit step, 6/43): yard 0 -> 2
C2 Arcturus [2535]	upg yard 0 -> 5	80_yard_floors	C2 Arcturus (type 52, refit step, 6/43): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Harris [2538]	upg yard 0 -> 5	80_yard_floors	Harris (type 47, refit step, 4/44): yard 0 -> 5
Heywood [2540]	upg yard 0 -> 5	80_yard_floors	Heywood (type 47, refit step, 4/44): yard 0 -> 5
C3-A Pres. Jackson [2543]	upg yard 0 -> 5	80_yard_floors	C3-A Pres. Jackson (type 47, refit step, 4/44): yard 0 -> 5
C3-D Crescent City [2545]	upg yard 0 -> 5	80_yard_floors	C3-D Crescent City (type 47, refit step, 4/44): yard 0 -> 5
C3-S-A Bayfield [2547]	upg yard 0 -> 5	80_yard_floors	C3-S-A Bayfield (type 47, conversion target, 4/44): yard 0 -> 5
Argonne [2549]	upg yard 0 -> 2	80_yard_floors	Argonne (type 80, refit step, 3/43): yard 0 -> 2
Burrows [2550]	upg yard 0 -> 5	80_yard_floors	Burrows (type 55, refit step, 9/42): yard 0 -> 5
APL Line [2551]	upg yard 0 -> 2	80_yard_floors	APL Line (type 80, refit step, 2/42): yard 0 -> 2
Pres. Coolidge [2555]	upg yard 0 -> 2	80_yard_floors	Pres. Coolidge (type 80, refit step, 6/42): yard 0 -> 2
Grace Line [2557]	upg yard 0 -> 2	80_yard_floors	Grace Line (type 80, refit step, 6/42): yard 0 -> 2
T2-SE-A [2596]	upg yard 0 -> 2	80_yard_floors	T2-SE-A (type 60, refit step, 6/42): yard 0 -> 2
T2-SE-A [2597]	upg yard 0 -> 2	80_yard_floors	T2-SE-A (type 60, refit step, 6/43): yard 0 -> 2
Esso Type-T [2598]	upg yard 0 -> 2	80_yard_floors	Esso Type-T (type 60, refit step, 6/42): yard 0 -> 2
Esso Type-T [2599]	upg yard 0 -> 2	80_yard_floors	Esso Type-T (type 60, refit step, 6/43): yard 0 -> 2
Federal Type-E [2600]	upg yard 0 -> 2	80_yard_floors	Federal Type-E (type 60, refit step, 6/42): yard 0 -> 2
Sun Type-H [2601]	upg yard 0 -> 2	80_yard_floors	Sun Type-H (type 60, refit step, 6/42): yard 0 -> 2
Tangier [2613]	upg yard 0 -> 5	80_yard_floors	Tangier (type 37, conversion target, 12/41): yard 0 -> 5
Langley [2616]	upg yard 0 -> 5	80_yard_floors	Langley (type 37, refit step, 6/42): yard 0 -> 5
Wright [2619]	upg yard 0 -> 5	80_yard_floors	Wright (type 37, refit step, 6/42): yard 0 -> 5
Clemson AVD [2623]	upg yard 0 -> 5	80_yard_floors	Clemson AVD (type 38, refit step, 3/43): yard 0 -> 5
C3 Griffin [2636]	upg yard 0 -> 5	80_yard_floors	C3 Griffin (type 35, conversion target, 12/41): yard 0 -> 5
C3 Delta [2653]	upg yard 0 -> 5	80_yard_floors	C3 Delta (type 40, conversion target, 3/43): yard 0 -> 5
C3 Delta [2654]	upg yard 0 -> 5	80_yard_floors	C3 Delta (type 40, conversion target, 4/44): yard 0 -> 5
EC2 Xanthus [2655]	upg yard 0 -> 5	80_yard_floors	EC2 Xanthus (type 40, conversion target, 2/42): yard 0 -> 5

Item [slot]	Change	Sheet	Note
EC2 Xanthus [2657]	upg yard 0 -> 5	80_yard_floors	EC2 Xanthus (type 40, conversion target, 4/44): yard 0 -> 5
Dixie [2667]	upg yard 0 -> 5	80_yard_floors	Dixie (type 36, refit step, 6/43): yard 0 -> 5
C3 Hamul [2668]	upg yard 0 -> 5	80_yard_floors	C3 Hamul (type 36, conversion target, 4/42): yard 0 -> 5
Niagara [2672]	upg yard 0 -> 5	80_yard_floors	Niagara (type 42, refit step, 5/42): yard 0 -> 5
Niagara [2673]	upg yard 0 -> 5	80_yard_floors	Niagara (type 42, refit step, 10/42): yard 0 -> 5
Oyster Bay [2676]	upg yard 0 -> 5	80_yard_floors	Oyster Bay (type 42, refit step, 4/43): yard 0 -> 5
C1 Acontius [2677]	upg yard 0 -> 5	80_yard_floors	C1 Acontius (type 42, conversion target, 2/42): yard 0 -> 5
C1 Acontius [2678]	upg yard 0 -> 5	80_yard_floors	C1 Acontius (type 42, conversion target, 3/43): yard 0 -> 5
C1 Acontius [2679]	upg yard 0 -> 5	80_yard_floors	C1 Acontius (type 42, conversion target, 4/44): yard 0 -> 5
Barnegat [2682]	upg yard 0 -> 5	80_yard_floors	Barnegat (type 38, refit step, 4/42): yard 0 -> 5
C2-S Blue Ridge [2685]	upg yard 0 -> 5	80_yard_floors	C2-S Blue Ridge (type 46, conversion target, 9/43): yard 0 -> 5
Argonne [2689]	upg yard 0 -> 5	80_yard_floors	Argonne (type 43, conversion target, 12/41): yard 0 -> 5
ARD-ABSD [2708]	upg yard 0 -> 5	80_yard_floors	ARD-ABSD (type 41, refit step, 5/43): yard 0 -> 5
Aristaeus [2710]	upg yard 0 -> 5	80_yard_floors	Aristaeus (type 40, refit step, 8/43): yard 0 -> 5
Capella [2721]	upg yard 0 -> 2	80_yard_floors	Capella (type 58, conversion target, 12/41): yard 0 -> 2
Regulus [2723]	upg yard 0 -> 2	80_yard_floors	Regulus (type 58, conversion target, 12/41): yard 0 -> 2
Harriman Tender [2725]	upg yard 0 -> 2	80_yard_floors	Harriman Tender (type 58, conversion target, 12/41): yard 0 -> 2
Hog Island Tender [2726]	upg yard 0 -> 2	80_yard_floors	Hog Island Tender (type 58, conversion target, 12/41): yard 0 -> 2
Isthmian Tender [2727]	upg yard 0 -> 5	80_yard_floors	Isthmian Tender (type 43, conversion target, 12/41): yard 0 -> 5
Transmarine Tender [2728]	upg yard 0 -> 5	80_yard_floors	Transmarine Tender (type 43, conversion target, 12/41): yard 0 -> 5
Achelous ARL [3103]	upg yard 0 -> 5	80_yard_floors	Achelous ARL (type 43, conversion target, 2/43): yard 0 -> 5
Gato [645]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Gato [646]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Gato [647]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Gato [648]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Gato [649]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Gato 'Gunboat' [650]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits

Item [slot]	Change	Sheet	Note
Gato 'Gunboat' [651]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Gato 'Gunboat' [652]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Gato 'Gunboat' [653]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao [656]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao [657]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao [658]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao [659]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao [660]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao 'Gunboat' [661]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao 'Gunboat' [662]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao 'Gunboat' [663]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Balao 'Gunboat' [664]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench [665]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench [666]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench [667]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench [668]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench 'Gunboat' [670]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench 'Gunboat' [671]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench 'Gunboat' [672]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Tench 'Gunboat' [673]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo, x 21in Mk 14 Torpedo -> x 21in Mk 18 Torpedo	85_devices	C4: one bow pair and one stern pair of tubes on Mk 18 in the 1944 fleet-boat fits
Saipan [197]	upgrade class 695 -> 0	86_ships_toes	S1: terminal; the clone inherited Saipan -> Independence
Alaska (CV) [280]	upgrade class 693 -> 0	86_ships_toes	S1: terminal; the clone inherited Alaska (CV) -> Essex
AFDL (1,000 t) [669]	upgrade class 2708 -> 0	86_ships_toes	S1: terminal; the clone inherited AFDL -> ARD-ABSD (earlier date)
Cherokee AT [809]	upgrade class 804 -> 0	86_ships_toes	S1: terminal; the clone inherited Cherokee AT -> Navajo AT (same date: refit on day one)
Bowditch AGS [811]	upgrade class 2727 -> 0	86_ships_toes	S1: terminal; the clone inherited Bowditch AGS -> Isthmian Tender
Sumner AGS [812]	upgrade class 2728 -> 0	86_ships_toes	S1: terminal; the clone inherited Sumner AGS -> Transmarine Tender
Pathfinder AGS [813]	upgrade class 2728 -> 0	86_ships_toes	S1: terminal; the clone inherited Pathfinder AGS -> Transmarine Tender
Chanticleer ASR [817]	upgrade class 780 -> 0	86_ships_toes	S1: terminal; the clone inherited Chanticleer ASR -> Bird AVP (type change)
Lapwing ASR [818]	upgrade class 780 -> 0	86_ships_toes	S1: terminal; the clone inherited Lapwing ASR -> Bird AVP (type change)
Pensacola [385]	belt 62 -> 102	86_ships_toes	S3: Pensacola: 4 inch belt
Pensacola [386]	belt 62 -> 102	86_ships_toes	
Pensacola [387]	belt 62 -> 102	86_ships_toes	
Pensacola [388]	belt 62 -> 102	86_ships_toes	

Item [slot]	Change	Sheet	Note
Portland [394]	belt 75 -> 127	86_ships_toes	S3: Portland: 5 inch belt
Portland [395]	belt 75 -> 127	86_ships_toes	
Portland [396]	belt 75 -> 127	86_ships_toes	
Portland [397]	belt 75 -> 127	86_ships_toes	
Allen M. Sumner [538]	special 0 -> 16; conversion family 0 -> 9306	91_conversions_bases	S7: Allen M. Sumner hulls may be completed as Robert H. Smith minelayers, as twelve were
Robert H. Smith [735]	special 0 -> 8; conversion family 0 -> 9306; upg flt 0 -> 90; upg yard 0 -> 10	91_conversions_bases	S7: 90 days
Narwhal [560]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	Narwhal (12/41 version): Mod 0 until the 1943 refit
Narwhal [561]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Narwhal [562]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Narwhal [562]	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (1 record, 2 device slots)	98_allied_methods	
Narwhal [565]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Narwhal [566]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Dolphin [568]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Dolphin [569]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Dolphin [570]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Cachalot [572]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Cachalot [573]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Cachalot [574]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Porpoise [577]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Porpoise [578]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Porpoise [579]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	
Porpoise [579]	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (1 record, 1 device slots)	98_allied_methods	
Porpoise [580]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_methods	

Item [slot]	Change	Sheet	Note
Porpoise [580]	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (1 record, 1 device slots)	98_allied_	
		methods	
Shark [585]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Shark [586]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Shark [587]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Shark [587]	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (1 record, 1 device slots)	98_allied_	
		methods	
Shark [588]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Shark [588]	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (1 record, 1 device slots)	98_allied_	
		methods	
Perch [593]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Perch [594]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Perch [595]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Perch [595]	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (1 record, 1 device slots)	98_allied_	
		methods	
Perch [596]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 3 device slots)	98_allied_	
		methods	
Perch [596]	device XT 21in Mk 14 Torp replaced by XT Mk 14 Mod 0 (1 record, 1 device slots)	98_allied_	
		methods	
Salmon [601]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Salmon [602]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Salmon [603]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Sargo [609]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Sargo [610]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Sargo [611]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Seadragon [617]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Seadragon [618]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Seadragon [619]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 4 device slots)	98_allied_	
		methods	
Tambor [625]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_	
		methods	
Tambor [626]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_	
		methods	

Item [slot]	Change	Sheet	Note
Tambor [627]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Gar [633]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Gar [634]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Gar [635]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Gato [641]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Gato [642]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Gato [643]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Balao [654]	device 21in Mk 14 Torpedo replaced by 21in Mk 14 Mod 0 (1 record, 5 device slots)	98_allied_methods	
Omaha [407]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	T2: the destroyers and cruisers of 1941-42 sail with the Mod 0; the 1943 versions bring the heavier head
Omaha [408]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Atlanta [424]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Atlanta [425]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Oakland [428]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Clemson DD [431]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Clemson DD [432]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Clemson DD LR [433]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Clemson DE LR [434]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Wickes DD [437]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Wickes DD [438]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Wickes DD LR [439]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Wickes DE [440]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Sampson [443]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Sampson [444]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Sampson [445]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
Farragut [446]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Farragut [447]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Farragut [448]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Porter [451]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Porter [452]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Mahan [456]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 3 device slots)	104_warheads	
Mahan [457]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 3 device slots)	104_warheads	
Mahan [458]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 3 device slots)	104_warheads	
Fanning [462]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 3 device slots)	104_warheads	
Fanning [463]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 3 device slots)	104_warheads	
Fanning [464]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 3 device slots)	104_warheads	
Gridley [467]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Gridley [468]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Gridley [469]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Gridley [470]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Bagley [473]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Bagley [474]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Bagley [475]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Somers [478]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Somers [479]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Benham [483]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Benham [484]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Benham [485]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	
Benham [486]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 2 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
Sims [490]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Sims [491]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Sims [492]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Sims [493]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Benson [496]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Benson [497]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Benson [498]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Gleaves [502]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Gleaves [503]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Gleaves [504]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Livermore [508]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Livermore [509]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Livermore [510]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Bristol [514]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Bristol [515]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Bristol [516]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Repeat Benson [520]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Repeat Benson [521]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Repeat Benson [522]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Fletcher LB [526]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Fletcher HB [527]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Fletcher LB [528]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Fletcher HB [529]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Fletcher LB [530]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	

Item [slot]	Change	Sheet	Note
Fletcher HB [531]	device 21in Mk 15 Torpedo replaced by 21in Mk 15 Mod 0 (1 record, 1 device slots)	104_warheads	
Tambor [625]	durability 30 -> 25	117_submarines	B1: test depth Tambor and Gar, 250 ft
Tambor [626]	durability 30 -> 25	117_submarines	
Tambor [627]	durability 30 -> 25	117_submarines	
Tambor [628]	durability 30 -> 25	117_submarines	
Tambor [629]	durability 30 -> 25	117_submarines	
Tambor [630]	durability 30 -> 25	117_submarines	
Tambor [631]	durability 30 -> 25	117_submarines	
Gar [633]	durability 30 -> 25	117_submarines	
Gar [634]	durability 30 -> 25	117_submarines	
Gar [635]	durability 30 -> 25	117_submarines	
Gar [636]	durability 30 -> 25	117_submarines	
Gar [637]	durability 30 -> 25	117_submarines	
Gar [638]	durability 30 -> 25	117_submarines	
Gar [639]	durability 30 -> 25	117_submarines	
Gar [640]	durability 30 -> 25	117_submarines	
Balao [654]	durability 30 -> 40	117_submarines	B1: test depth Balao thick hull, 400 ft
Balao [655]	durability 30 -> 40	117_submarines	
Balao [656]	durability 30 -> 40	117_submarines	
Balao [657]	durability 30 -> 40	117_submarines	
Balao [658]	durability 30 -> 40	117_submarines	
Balao [659]	durability 30 -> 40	117_submarines	
Balao [660]	durability 30 -> 40	117_submarines	
Balao 'Gunboat' [661]	durability 30 -> 40	117_submarines	

Item [slot]	Change	Sheet	Note
Balao 'Gunboat' [662]	durability 30 -> 40	117_submarines	
Balao 'Gunboat' [663]	durability 30 -> 40	117_submarines	
Balao 'Gunboat' [664]	durability 30 -> 40	117_submarines	
Tench [665]	durability 30 -> 40	117_submarines	B1: test depth Tench, 400 ft
Tench [666]	durability 30 -> 40	117_submarines	
Tench [667]	durability 30 -> 40	117_submarines	
Tench [668]	durability 30 -> 40	117_submarines	
Tench 'Gunboat' [670]	durability 30 -> 40	117_submarines	
Tench 'Gunboat' [671]	durability 30 -> 40	117_submarines	
Tench 'Gunboat' [672]	durability 30 -> 40	117_submarines	
Tench 'Gunboat' [673]	durability 30 -> 40	117_submarines	
Argonaut [555]	endurance 8000 -> 18000	117_submarines	B3: endurance Argonaut, 18,000 nm
Argonaut [556]	endurance 8000 -> 18000	117_submarines	
Argonaut [557]	endurance 8000 -> 18000	117_submarines	
Argonaut [558]	endurance 8000 -> 18000	117_submarines	
Argonaut [559]	endurance 8000 -> 18000	117_submarines	
Narwhal [560]	endurance 9380 -> 18000	117_submarines	B3: endurance Narwhal, 18,000 nm
Narwhal [561]	endurance 9380 -> 18000	117_submarines	
Narwhal [562]	endurance 9380 -> 18000	117_submarines	
Narwhal [563]	endurance 9380 -> 18000	117_submarines	
Narwhal [564]	endurance 9380 -> 18000	117_submarines	
Narwhal [565]	endurance 9380 -> 18000	117_submarines	
Narwhal [566]	endurance 9380 -> 18000	117_submarines	
Narwhal [567]	endurance 9380 -> 18000	117_submarines	

Item [slot]	Change	Sheet	Note
Cachalot [572]	endurance 11000 -> 9380	117_submarines	B3: endurance Cachalot, 9,380 nm
Cachalot [573]	endurance 11000 -> 9380	117_submarines	
Cachalot [574]	endurance 11000 -> 9380	117_submarines	
Cachalot [575]	endurance 11000 -> 9380	117_submarines	
Cachalot [576]	endurance 11000 -> 9380	117_submarines	
Sargo [609]	endurance 12000 -> 11000	117_submarines	B3: endurance Sargo, 11,000 nm
Sargo [610]	endurance 12000 -> 11000	117_submarines	
Sargo [611]	endurance 12000 -> 11000	117_submarines	
Sargo [612]	endurance 12000 -> 11000	117_submarines	
Sargo [613]	endurance 12000 -> 11000	117_submarines	
Sargo [614]	endurance 12000 -> 11000	117_submarines	
Sargo [615]	endurance 12000 -> 11000	117_submarines	
Sargo [616]	endurance 12000 -> 11000	117_submarines	
Electric Boat S-18 [546]	devices: -1x SJ SS Radar	117_submarines	
Electric Boat S-42 [551]	devices: -1x SJ SS Radar	117_submarines	
Argonaut [556]	devices: -1x SJ SS Radar	117_submarines	
Narwhal [561]	devices: -1x SJ SS Radar	117_submarines	
Narwhal [565]	devices: -1x SJ SS Radar	117_submarines	
Dolphin [569]	devices: -1x SJ SS Radar	117_submarines	
Cachalot [573]	devices: -1x SJ SS Radar	117_submarines	
Porpoise [578]	devices: -1x SJ SS Radar	117_submarines	
Shark [586]	devices: -1x SJ SS Radar	117_submarines	
Perch [594]	devices: -1x SJ SS Radar	117_submarines	
Salmon [602]	devices: -1x SJ SS Radar	117_submarines	

Item [slot]	Change	Sheet	Note
Sargo [610]	devices: -1x SJ SS Radar	117_submarines	
Seadragon [618]	devices: -1x SJ SS Radar	117_submarines	
Tambor [626]	devices: -1x SJ SS Radar	117_submarines	
Gar [634]	devices: -1x SJ SS Radar	117_submarines	
Gato [642]	devices: -1x SJ SS Radar	117_submarines	
Sargo [611]	WpnFacing2: '2'->'0'	117_submarines	
Sargo [612]	WpnFacing2: '2'->'0'	117_submarines	
Sargo [613]	WpnFacing2: '2'->'0'	117_submarines	
Sargo [614]	WpnFacing2: '2'->'0'	117_submarines	
Sargo [615]	WpnFacing2: '2'->'0'	117_submarines	
Sargo [616]	WpnFacing2: '2'->'0'	117_submarines	
Seadragon [619]	WpnFacing2: '2'->'0'	117_submarines	
Seadragon [620]	WpnFacing2: '2'->'0'	117_submarines	
Seadragon [621]	WpnFacing2: '2'->'0'	117_submarines	
Seadragon [622]	WpnFacing2: '2'->'0'	117_submarines	
Seadragon [623]	WpnFacing2: '2'->'0'	117_submarines	
Seadragon [624]	WpnFacing2: '2'->'0'	117_submarines	
Gato [645]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato [646]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato [646]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato [646]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [646]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [646]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [647]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	

Item [slot]	Change	Sheet	Note
Gato [647]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato [647]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [647]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [647]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [648]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato [648]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato [648]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [648]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [648]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [649]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato [649]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato [649]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [649]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato [649]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [650]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [650]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [650]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [650]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [650]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [651]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [651]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [651]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [651]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [651]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	

Item [slot]	Change	Sheet	Note
Gato 'Gunboat' [652]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [652]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [652]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [652]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [652]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [653]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [653]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Gato 'Gunboat' [653]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [653]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Gato 'Gunboat' [653]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [656]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao [657]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao [657]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Balao [657]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [657]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [657]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [658]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao [658]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Balao [658]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [658]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [658]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [659]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao [659]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Balao [659]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	

Item [slot]	Change	Sheet	Note
Balao [659]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [659]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [660]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao [660]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Balao [660]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [660]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao [660]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [661]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao 'Gunboat' [661]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Balao 'Gunboat' [661]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [661]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [661]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [662]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao 'Gunboat' [662]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Balao 'Gunboat' [662]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [662]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [662]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [663]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao 'Gunboat' [663]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Balao 'Gunboat' [663]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [663]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [663]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [664]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Balao 'Gunboat' [664]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	

Item [slot]	Change	Sheet	Note
Balao 'Gunboat' [664]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [664]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Balao 'Gunboat' [664]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [665]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench [665]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench [666]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench [666]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench [666]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [666]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [666]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [667]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench [667]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench [667]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [667]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [667]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [668]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench [668]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench [668]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [668]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench [668]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [670]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [670]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [670]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [670]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	

Item [slot]	Change	Sheet	Note
Tench 'Gunboat' [670]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [671]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [671]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [671]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [671]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [671]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [672]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [672]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [672]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [672]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [672]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [673]	devices: -2x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [673]	devices: x 21in Mk 14 Torpedo -> x Mk 27 Cutie Torpedo	117_submarines	
Tench 'Gunboat' [673]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [673]	devices: x 21in Mk 18 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	
Tench 'Gunboat' [673]	devices: x 21in Mk 14 Torpedo -> x 21in Mk 18 Mod 2	117_submarines	

Leaders (16)

Item [slot]	Change	Sheet	Note
Austin, B.L 'Count' [7343]	name: 'Austin, B.L ""Count""->"Austin, B.L 'Count"'	20_leader_names	witploadAE exports nicknames with doubled quotes that its own importer cannot parse (9 leaders shift columns on every import). Apostrophes avoid it
Lockwood, CA 'Skip' [7749]	name: 'Lockwood, CA ""Skip""->"Lockwood, CA 'Skip"'	20_leader_names	
Clark, J.J. 'Jocko' [8559]	name: 'Clark, J.J. ""Jocko""->"Clark, J.J. 'Jocko"'	20_leader_names	
Grosskopf, HL 'Pop' [10404]	name: 'Grosskopf, HL ""Pop""->"Grosskopf, HL 'Pop"'	20_leader_names	
Halsey, Wm F 'Bull' [10528]	name: 'Halsey, Wm F ""Bull""->"Halsey, Wm F 'Bull"'	20_leader_names	
Kessing, OO 'Scrap' [11531]	name: 'Kessing, OO ""Scrap""->"Kessing, OO 'Scrap"'	20_leader_names	
Lee, Willis 'Ching' [11932]	name: 'Lee, Willis ""Ching""->"Lee, Willis 'Ching"'	20_leader_names	

Item [slot]	Change	Sheet	Note
Merrill, A.S. 'Tip' [12433]	name: 'Merrill, A.S. ""Tip""->"Merrill, A.S. 'Tip'"	20_leader_names	
Sprague, CA 'Ziggy' [14052]	name: 'Sprague, CA ""Ziggy""->"Sprague, CA 'Ziggy'"	20_leader_names	
Hart, Tommy C. [10666]	skill 42 -> 56	90_reviews_sep26	L10: the Asiatic Fleet's dispositions of December 1941 saved it
Callaghan, Daniel J [8263]	surface 66 -> 45	90_reviews_sep26	L11: Friday the 13th off Guadalcanal
Carpender, Arthur S [8335]	morale 81 -> 50; skill 67 -> 48; surface 76 -> 55	90_reviews_sep26	L12: distrusted by MacArthur and his own submariners, replaced within the year
English, Robert H. [9534]	skill 65 -> 48; surface 71 -> 50	90_reviews_sep26	L13: Submarines Pacific through 1942, the torpedo failures unaddressed
Christie, Ralph W. [79]	arrival 0 -> 420401; rank 0 -> 29; morale 0 -> 60; skill 0 -> 52; surface 0 -> 58; air 0 -> 20; land 0 -> 15; admin 0 -> 60; aggression 0 -> 60; nationality 0 -> 4; political points 0 -> 15; command type 0 -> 1	90_reviews_sep26	M1: Commander Submarines Southwest Pacific at Fremantle
Fife, James [97]	arrival 0 -> 421201; rank 0 -> 29; morale 0 -> 60; skill 0 -> 62; surface 0 -> 62; air 0 -> 20; land 0 -> 15; admin 0 -> 58; aggression 0 -> 68; nationality 0 -> 4; political points 0 -> 15; command type 0 -> 1	90_reviews_sep26	M2: Commander Submarines Southwest Pacific at Brisbane, Task Force 72
Barbey, Daniel E. [7473]	arrival 420501 -> 430101	90_reviews_sep26	D4: VII Amphibious Force formed January 1943

Pilots (12)

Item [slot]	Change	Sheet	Note
Vraciu, A. [1047]	experience 79 -> 60	92_pilots	Q42: ensign from training (Vraciu, A.: 79 to 60)
McCampbell, D. [1236]	experience 84 -> 70	92_pilots	Q43: career aviator and landing signal officer, no air combat before 1944 (McCampbell, D.: 84 to 70)
Valencia, E.A. [1247]	experience 80 -> 60	92_pilots	Q44: from training (Valencia, E.A.: 80 to 60)
McWhorter, H.I. [1239]	experience 75 -> 60	92_pilots	Q45: from training (McWhorter, H.I.: 75 to 60)
Kepford, I.C. [782]	experience 78 -> 60	92_pilots	Q46: from training (Kepford, I.C.: 78 to 60)
Stimpson, C.R. [1268]	experience 78 -> 60	92_pilots	Q47: from training (Stimpson, C.R.: 78 to 60)
Masoner, W.J. [1264]	experience 75 -> 60	92_pilots	Q48: from training (Masoner, W.J.: 75 to 60)
McClusky, C.W. [8]	rank 0 -> 26; experience 0 -> 74; group 0 -> 1712; arrival 0 -> 411206; nationality 0 -> 4	92_pilots	Q49: commander of VF-6 on 7 December, career aviator
Best, R.H. [13]	rank 0 -> 26; experience 0 -> 76; group 0 -> 1715; arrival 0 -> 411206; nationality 0 -> 4	92_pilots	Q49: commander of VB-6, career aviator
Vejtasa, S.W. [17]	rank 0 -> 25; experience 0 -> 72; group 0 -> 1708; arrival 0 -> 411206; nationality 0 -> 4	92_pilots	Q49: VS-5 on Yorktown, career aviator
Waldron, J.C. [21]	rank 0 -> 26; experience 0 -> 78; group 0 -> 1727; arrival 0 -> 411206; nationality 0 -> 4	92_pilots	Q49: commander of VT-8, with Hornet
Ring, S.C. [34]	rank 0 -> 27; experience 0 -> 70; group 0 -> 1725; arrival 0 -> 411206; nationality 0 -> 4	92_pilots	Q49: Hornet air group commander, flying with the scouts

TOE templates (2)

Item [slot]	Change	Sheet	Note
USN [2380]	devices: +54x Seabee Section, +24x Engineer Vehicle, +40x Support, +14x Motorized Support, -?x Aviation Support	89_support	C1: the template the 1942 battalions draw on, so replacements reach the same strength
Naval Air HQ [2438]	devices: none 90->45	121_air_support	HQ-H1: the TOE record 'Naval Air HQ' carries 9 Air HQs; without it the replacement system puts the squads back

Marine Corps

Headquarters (34)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
1st Marine Air Wing [206]	added at San Francisco, arrives 411206; cloned from USMC AirFMFPac; attached HQ South Pacific -> USMC AirFMFPac; arrival 420807 -> 411207; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); location 227 -> 218; location 78 -> 70; devices: +36x Aviation Support	18_usmc_air_hq	Fleet Marine Force air organisation following the RA Mod: four Marine Air Wings (Air HQ, radius 5) and fourteen Marine Air Groups (Air HQ, radius 1) under ComAirFMFPac (stock 'USMC AirFMFPac'). Wing/group arrival dates are the RA Mod's
2nd Marine Air Wing [207]	added at San Diego, arrives 411206; cloned from USMC AirFMFPac; attached HQ South Pacific -> USMC AirFMFPac; arrival 420807 -> 411207; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); devices: +36x Aviation Support	18_usmc_air_hq	
3rd Marine Air Wing [208]	added at San Diego, arrives 440421; cloned from USMC AirFMFPac; attached HQ South Pacific -> USMC AirFMFPac; arrival 420807 -> 440421; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); devices: +36x Aviation Support	18_usmc_air_hq	
4th Marine Air Wing [212]	added at San Diego, arrives 441115; cloned from USMC AirFMFPac; attached HQ South Pacific -> USMC AirFMFPac; arrival 420807 -> 441115; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); devices: +36x Aviation Support	18_usmc_air_hq	4th MBDAW: the Marshalls garrison wing
MAG-11 [7053]	added at San Diego, arrives 411206; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 1st Marine Air Wing; arrival 420807 -> 411207; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); devices: +72x Aviation Support	18_usmc_air_hq	
MAG-12 [7055]	added at San Diego, arrives 420301; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 1st Marine Air Wing; arrival 420807 -> 420301; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); devices: +72x Aviation Support	18_usmc_air_hq	
MAG-13 [7056]	added at San Diego, arrives 420301; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 2nd Marine Air Wing; arrival 420807 -> 420301; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); devices: +72x Aviation Support	18_usmc_air_hq	
MAG-14 [7058]	added at San Diego, arrives 420301; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 1st Marine Air Wing; arrival 420807 -> 420301; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); devices: +72x Aviation Support	18_usmc_air_hq	
MAG-21 [7076]	added at Pearl Harbor, arrives 411206; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 2nd Marine Air Wing; arrival 420807 -> 411207; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); location 227 -> 180; location 78 -> 107; devices: +72x Aviation Support	18_usmc_air_hq	
MAG-22 [7077]	added at Pearl Harbor, arrives 420301; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 2nd Marine Air Wing; arrival 420807 -> 420301; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); location 227 -> 180; location 78 -> 107; devices: +72x Aviation Support	18_usmc_air_hq	Midway
MAG-23 [7093]	added at Pearl Harbor, arrives 420301; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 1st Marine Air Wing; arrival 420807 -> 420301; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); location 227 -> 180; location 78 -> 107; devices: +72x Aviation Support	18_usmc_air_hq	Cactus Air Force
MAG-24 [7103]	added at Pearl Harbor, arrives 420301; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 1st Marine Air Wing; arrival 420807 -> 420301; experience 0 -> 60; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); location 227 -> 180; location 78 -> 107; devices: +72x Aviation Support	18_usmc_air_hq	
MAG-31 [7115]	added at San Francisco, arrives 430201; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 3rd Marine Air Wing; arrival 420807 -> 430201; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); location 227 -> 218; location 78 -> 70; devices: +72x Aviation Support	18_usmc_air_hq	
MAG-32 [7128]	added at San Francisco, arrives 430201; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 3rd Marine Air Wing; arrival 420807 -> 430201; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); location 227 -> 218; location 78 -> 70; devices: +72x Aviation Support	18_usmc_air_hq	
MAG-33 [7129]	added at San Francisco, arrives 430201; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 3rd Marine Air Wing; arrival 420807 -> 430201; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); location 227 -> 218; location 78 -> 70; devices: +72x Aviation Support	18_usmc_air_hq	
MAG-34 [7145]	added at San Francisco, arrives 430201; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 3rd Marine Air Wing; arrival 420807 -> 430201; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); location 227 -> 218; location 78 -> 70; devices: +72x Aviation Support	18_usmc_air_hq	
MAG-41 [7147]	added at San Diego, arrives 430101; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 4th Marine Air Wing; arrival 420807 -> 430101; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); devices: +72x Aviation Support	18_usmc_air_hq	

Item [slot]	Change	Sheet	Note
MAG-42 [7157]	added at San Diego, arrives 431115; cloned from USMC AirFMFPac; HQ type 55 -> 51; attached HQ South Pacific -> 4th Marine Air Wing; arrival 420807 -> 431115; experience 0 -> 55; morale 0 -> 65; attribute 0 (mobile) -> 32 (AI); devices: +72x Aviation Support	18_usmc_air_hq	
I US Amphib [158]	devices: +300x Support	89_support	
V US Amphib [159]	devices: +300x Support	89_support	
1st Marine Air Wing [206]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 1st Marine Air Wing is on the map at the start
2nd Marine Air Wing [207]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 2nd Marine Air Wing is on the map at the start
MAG-11 [7053]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; MAG-11 is on the map at the start
MAG-21 [7076]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; MAG-21 is on the map at the start
1st Marine Air Wing [206]	devices: none 36->18	121_air_support	HQ-H1: MAW keeps 50 per cent of its aviation support ? a wing staff with a service element behind it
2nd Marine Air Wing [207]	devices: none 36->18	121_air_support	
3rd Marine Air Wing [208]	devices: none 36->18	121_air_support	
4th Marine Air Wing [212]	devices: none 36->18	121_air_support	
USMC AirFMFPac [6779]	devices: none 50->25	121_air_support	
1st Marine Air Wing [206]	TOE 2435 -> 2476	121_air_support	
2nd Marine Air Wing [207]	TOE 2435 -> 2476	121_air_support	
3rd Marine Air Wing [208]	TOE 2435 -> 2476	121_air_support	
4th Marine Air Wing [212]	TOE 2435 -> 2476	121_air_support	
USMC AirFMFPac [6779]	TOE 2435 -> 2476	121_air_support	

Ground forces (55)

Item [slot]	Change	Sheet	Note
3rd USMC Amphb Tank [6917]	added at San Diego, arrives 440301; cloned from 708th Amphib Tank; attached HQ West Coast -> V US Amphib; arrival 431224 -> 450101; experience 0 -> 50; morale 0 -> 70; location 218 -> 227; location 70 -> 78	21_amphibious	Third Marine armored amphibian battalion (LVT(A)-4), cloned from the stock 708th so it uses the stock USMC Armored Amphib TOE
7th Marine [6968]	added at San Diego, arrives 440701; cloned from 6th Marine; arrival 0 -> 440701; TOE upgrade 0 -> 2505; attached HQ Pacific Fleet -> V US Amphib; experience 70 -> 50; morale 90 -> 70; attribute 32 (AI) -> 2 (temp restricted); TOE 2503 -> 2434; devices: +243x USMC Cadre Squad, +150x Support, -24x US HMG Section, -27x US 41 Cmbt E	24_player_options	7th and 8th Marine Divisions were on the 1944 planning table and never raised. They fill only from the Marine squad pool, which the six real divisions also draw on

Item [slot]	Change	Sheet	Note
8th Marine [6973]	added at San Diego, arrives 450101; cloned from 6th Marine; arrival 0 -> 450101; TOE upgrade 0 -> 2505; attached HQ Pacific Fleet -> V US Amphib; experience 70 -> 50; morale 90 -> 70; attribute 32 (AI) -> 2 (temp restricted); TOE 2503 -> 2434; devices: +243x USMC Cadre Squad, +150x Support, -24x US HMG Section, -27x US 41 Cmbt E	24_player_options	
3rd USMC Amphb Tank [6917]	arrival 450101 -> 440301	43_amphibious_support	3rd Armored Amphibian Battalion formed September 1943 and landed at Guam in July 1944; Draft 5 dated it January 1945
1st Marine [5647]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	1st and 2nd Marine Divisions and the regiments of 1941 from 70/90 to 65/85
2nd Marine [5651]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	
1st Marine [5648]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	
5th Marine [5649]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	
7th Marine [5650]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	
2nd Marine [5653]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	
6th Marine [5652]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	
8th Marine [5654]	experience 70 -> 65; morale 90 -> 85	70_review_fixes	
3rd Marine [5656]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	3rd, 4th and 6th Marine Divisions and the regiments raised 1942-44 from 70/90 to 55/80; raiders, parachutists and defense battalions unchanged
4th Marine [5152]	experience 60 -> 55; morale 90 -> 80	70_review_fixes	
6th Marine [5140]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
3rd Marine [5659]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
9th Marine [5657]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
21st Marine [5658]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
23rd Marine [5153]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
24th Marine [5154]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
25th Marine [5155]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
22nd Marine [5141]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
29th Marine [5143]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
4th Marine [5142]	experience 70 -> 55; morale 90 -> 80	70_review_fixes	
2nd Marine [5651]	leader none -> Vogel, C. Barney	71_leaders	Vogel, 2nd Marine Division

Item [slot]	Change	Sheet	Note
2nd USMC [5094]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
1st USMC [5128]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
1st Marine [5107]	devices: +6x Searchlight (A)	113_group_c	C6: six per defense battalion and AA brigade
8th Marine [5110]	devices: +6x Searchlight (A)	113_group_c	
5th Marine [5138]	devices: +6x Searchlight (A)	113_group_c	
9th Marine [5169]	devices: +6x Searchlight (A)	113_group_c	
11th Marine [5175]	devices: +6x Searchlight (A)	113_group_c	
12th Marine [5177]	devices: +6x Searchlight (A)	113_group_c	
10th Marine [5183]	devices: +6x Searchlight (A)	113_group_c	
15th Marine [5184]	devices: +6x Searchlight (A)	113_group_c	
14th Marine [5186]	devices: +6x Searchlight (A)	113_group_c	
18th Marine [5224]	devices: +6x Searchlight (A)	113_group_c	
51st Marine [5237]	devices: +6x Searchlight (A)	113_group_c	
17th Marine [5270]	devices: +6x Searchlight (A)	113_group_c	
52nd Marine [5295]	devices: +6x Searchlight (A)	113_group_c	
Johnston (Det.) [5542]	devices: +6x Searchlight (A)	113_group_c	
1st Marine [5543]	devices: +6x Searchlight (A)	113_group_c	
Palmyra (Det.) [5544]	devices: +6x Searchlight (A)	113_group_c	
6th Marine [5545]	devices: +6x Searchlight (A)	113_group_c	
7th Marine [5546]	devices: +6x Searchlight (A)	113_group_c	
3rd Marine [5555]	devices: +6x Searchlight (A)	113_group_c	
4th Marine [5556]	devices: +6x Searchlight (A)	113_group_c	
2nd Marine [5577]	devices: +6x Searchlight (A)	113_group_c	
7th Marine [6968]	TOE upgrade 2505 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template

Item [slot]	Change	Sheet	Note
8th Marine [6973]	TOE upgrade 2505 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
9th Marine [5657]	arrival 420401 -> 430101	120_register_ready	LND-L2: the 9th Marines deployed to Auckland in January 1943 (Marine Corps lineage), not April 1942
21st Marine [5658]	arrival 420701 -> 430201	120_register_ready	LND-L2: the 21st Marines followed in February 1943, not July 1942
23rd Marine [5153]	arrival 420722 -> 440101; location 27 -> 78	120_register_ready	LND-L3: the 4th Marine Division's regiments gather at San Diego in the first days of January 1944 for the division's sailing on the 13th
24th Marine [5154]	arrival 430326 -> 440103	120_register_ready	
25th Marine [5155]	arrival 430501 -> 440105; location 27 -> 78	120_register_ready	

Base forces, fortresses and engineers (22)

Item [slot]	Change	Sheet	Note
1st Med Bn USMC [5848]	added at San Francisco, arrives 420601; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 420601; experience 50 -> 55; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 218; location 27 -> 70; devices: +150x Support, -10x Engineer Vehicle, -18x Engineers, -25x Support	10_hospitals	USMC medical battalions with the amphibious corps
2nd Med Bn USMC [5849]	added at San Francisco, arrives 430101; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 430101; experience 50 -> 55; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 218; location 27 -> 70; devices: +150x Support, -10x Engineer Vehicle, -18x Engineers, -25x Support	10_hospitals	
3rd Med Bn USMC [5850]	added at Pearl Harbor, arrives 430901; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 430901; experience 50 -> 55; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 180; location 27 -> 107; devices: +150x Support, -10x Engineer Vehicle, -18x Engineers, -25x Support	10_hospitals	
1st Pioneer Bn USMC [6829]	added at San Francisco, arrives 420519; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 420519; experience 50 -> 45; morale 60 -> 65; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 218; location 27 -> 70; devices: +27x USMC Pioneer Sq, +21x Support, +3x Motorized Support, -25x Support	16_engineer_org	Marine pioneer battalions (RA composition): shore party for the amphibious corps
2nd Pioneer Bn USMC [6830]	added at San Diego, arrives 411206; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 411207; experience 50 -> 45; morale 60 -> 65; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +27x USMC Pioneer Sq, +21x Support, +3x Motorized Support, -25x Support	16_engineer_org	
3rd Pioneer Bn USMC [6834]	added at San Diego, arrives 420701; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 420701; experience 50 -> 45; morale 60 -> 65; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +27x USMC Pioneer Sq, +21x Support, +3x Motorized Support, -25x Support	16_engineer_org	
4th Pioneer Bn USMC [6835]	added at San Diego, arrives 430614; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 430614; experience 50 -> 45; morale 60 -> 65; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +27x USMC Pioneer Sq, +21x Support, +3x Motorized Support, -25x Support	16_engineer_org	
1st Amtrac Bn USMC [6836]	added at San Diego, arrives 420519; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 420519; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +36x LVT-2 Amphib Trac, +6x USMC Rifle Squad, +20x Support, +20x Motorized Support	21_amphibious	Marine Amphibian Tractor Battalions (RA Mod composition scaled to the device): the ship-to-shore lift for a Marine division's assault waves
2nd Amtrac Bn USMC [6837]	added at San Diego, arrives 420318; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 420318; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +36x LVT-2 Amphib Trac, +6x USMC Rifle Squad, +20x Support, +20x Motorized Support	21_amphibious	
3rd Amtrac Bn USMC [6838]	added at San Diego, arrives 420916; cloned from 1st USMC; attached HQ South Pacific -> I US Amphib; arrival 420505 -> 420916; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +36x LVT-2 Amphib Trac, +6x USMC Rifle Squad, +20x Support, +20x Motorized Support	21_amphibious	
4th Amtrac Bn USMC [6860]	added at San Diego, arrives 430819; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 430819; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +36x LVT-2 Amphib Trac, +6x USMC Rifle Squad, +20x Support, +20x Motorized Support	21_amphibious	

Item [slot]	Change	Sheet	Note
5th Amtrac Bn USMC [6878]	added at San Diego, arrives 440101; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 440101; morale 60 -> 70; TOE 2379 -> 0; suffix 108 -> 100; location 27 -> 78; devices: +36x LVT-2 Amphib Trac, +6x USMC Rifle Squad, +20x Support, +20x Motorized Support	21_amphibious	
UDT 1 [6924]	added at Pearl Harbor, arrives 440101; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 440101; experience 50 -> 60; morale 60 -> 80; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 180; location 27 -> 107; devices: +8x US Assault Squad, +4x Support, -18x Engineers, -25x Support	21_amphibious	Underwater Demolition Teams: tiny engineer units with assault value against beach obstacles and forts. Nation stays USMC on the cloned record
UDT 2 [6926]	added at Pearl Harbor, arrives 440101; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 440101; experience 50 -> 60; morale 60 -> 80; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 180; location 27 -> 107; devices: +8x US Assault Squad, +4x Support, -18x Engineers, -25x Support	21_amphibious	
UDT 3 [6950]	added at Pearl Harbor, arrives 440401; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 440401; experience 50 -> 60; morale 60 -> 80; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 180; location 27 -> 107; devices: +8x US Assault Squad, +4x Support, -18x Engineers, -25x Support	21_amphibious	
UDT 4 [6954]	added at Pearl Harbor, arrives 440401; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 440401; experience 50 -> 60; morale 60 -> 80; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 180; location 27 -> 107; devices: +8x US Assault Squad, +4x Support, -18x Engineers, -25x Support	21_amphibious	
UDT 5 [6958]	added at Pearl Harbor, arrives 440601; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 440601; experience 50 -> 60; morale 60 -> 80; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 180; location 27 -> 107; devices: +8x US Assault Squad, +4x Support, -18x Engineers, -25x Support	21_amphibious	
UDT 6 [6962]	added at Pearl Harbor, arrives 440601; cloned from 1st USMC; attached HQ South Pacific -> V US Amphib; arrival 420505 -> 440601; experience 50 -> 60; morale 60 -> 80; TOE 2379 -> 0; suffix 108 -> 100; location 227 -> 180; location 27 -> 107; devices: +8x US Assault Squad, +4x Support, -18x Engineers, -25x Support	21_amphibious	
1st Amtrac Bn USMC [6836]	devices: x LVT-2 Amphib Trac -> x LVT-1 Amphib Trac	112_ground_devices	B3: the 1942 amphibian tractor battalions form on the LVT-1
2nd Amtrac Bn USMC [6837]	devices: x LVT-2 Amphib Trac -> x LVT-1 Amphib Trac	112_ground_devices	
3rd Amtrac Bn USMC [6838]	devices: x LVT-2 Amphib Trac -> x LVT-1 Amphib Trac	112_ground_devices	
2nd Pioneer Bn USMC [6830]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.6.1: a Delay equal to the start date lands the unit at the end of turn 1; 2nd Pioneer Bn USMC is on the map at the start

Air groups (173)

Item [slot]	Change	Sheet	Note
VMF Trng Sq 1 [194]	added, F4F-3 Wildcat x24, arrives 420301; cloned from VMF-211; arrival 411206 -> 420301; attached HQ USN Forwd AirCenPac -> USMC AirFMFPac; location 584 -> 518; experience 50 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 6 -> 24; max planes 18 -> 24	24_player_options	Marine fighter training squadron (attribute 8 = dedicated training group)
VMF Trng Sq 2 [196]	added, F4F-3 Wildcat x24, arrives 421001; cloned from VMF-211; arrival 411206 -> 421001; attached HQ USN Forwd AirCenPac -> USMC AirFMFPac; experience 50 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 6 -> 24; max planes 18 -> 24	24_player_options	
VMF-472 [2666]	upgrade F6F-5 Hellcat -> F6F-6 Hellcat	40_variant_paths	VMF-472: next model F6F-6 Hellcat (was none)
VMF(CVS)-514 [2674]	upgrade F6F-5 Hellcat -> F6F-6 Hellcat	40_variant_paths	
VMO-151 [2583]	experience 50 -> 40	51_intensity	VMO-151: Allied groups formed in 1942, ten points greener where stock rated them 40 or more, as the Japanese pilots of 1943 already are
VMF-222 [2605]	experience 50 -> 40	51_intensity	
VMSB-241 [2624]	name VMSB-242 -> VMSB-241	56_usmc_rcaf_air	The Marine scout-bombing squadron at Midway from March 1942 was VMSB-241 (Lofton Henderson); stock names the record VMSB-242, which was a separate squadron formed at Santa Barbara in July 1942 and is also in stock

Item [slot]	Change	Sheet	Note
VMB-611 [413]	added, PBJ-1D Mitchell x15, arrives 441001; cloned from VMB-613; attached HQ USN AirCenPac -> 1st Marine Air Wing; arrival 441021 -> 441001; aircraft PBJ-1H Mitchell -> PBJ-1D Mitchell	56_usmc_r caf_air	VMB-611, the seventh deployed Marine bomber squadron: PBJs from Emirau from October 1944 and Zamboanga in 1945
VMTB-234 [414]	added, TBM-3 Avenger x12, arrives 450401; cloned from VMTB(CVS)-143; attached HQ USN Fleet Air West -> MAG-41; location 521 -> 615; arrival 9999 -> 450401; experience 0 -> 50; aircraft TBM-1C Avenger -> TBM-3 Avenger; planes 0 -> 12	56_usmc_r caf_air	VMTB-234, the torpedo squadron of Marine Carrier Group 4 on Vella Gulf in 1945; its partner VMF-513 was in stock
VMD-154 [415]	added, PB4Y-1P Liberator x12, arrives 430301; cloned from VMD-254; attached HQ USN AirCenPac -> 1st Marine Air Wing; arrival 450722 -> 430301; aircraft F6F-5P Hellcat -> PB4Y-1P Liberator; planes 12 -> 8; upgrade F7F-3P Tigercat -> PB4Y-1P Liberator	56_usmc_r caf_air	VMD-154, the first Marine photographic squadron in the South Pacific, on photo Liberators from 1943
VMD-1 [2551]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	Every Marine squadron attached to the Marine Aircraft Group or Wing it served under, on the 1944 order of battle where it served under several; stock hung them all off the Navy's Fleet Air West, AirSoPac and AirCenPac. The returning records (9999) take the lat
VMD-2 [2552]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMF-111 [2553]	attached HQ USN Fleet Air West -> MAG-13	56_usmc_r caf_air	
VMF-112 [2554]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r caf_air	
VMF-112 [2555]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMF(CVS)-112 [2556]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMF-113 [2557]	attached HQ USN Fleet Air West -> MAG-31	56_usmc_r caf_air	
VMF-114 [2558]	attached HQ USN Fleet Air West -> MAG-11	56_usmc_r caf_air	
VMF-114 [2559]	attached HQ USN Fleet Air West -> MAG-11	56_usmc_r caf_air	
VMF-115 [2560]	attached HQ USN Fleet Air West -> MAG-12	56_usmc_r caf_air	
VMF-121 [2561]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r caf_air	
VMF-121 [2562]	attached HQ USN Fleet Air West -> MAG-11	56_usmc_r caf_air	
VMF-122 [2563]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r caf_air	
VMF-122 [2564]	attached HQ USN Fleet Air West -> MAG-11	56_usmc_r caf_air	
VMF-123 [2565]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r caf_air	
VMF-124 [2568]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r caf_air	
VMSB-131 [2571]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r caf_air	
VMTB-131 [2572]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r caf_air	
VMSB-132 [2573]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r caf_air	
VMSB-132 [2574]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r caf_air	

Item [slot]	Change	Sheet	Note
VMSB-133 [2575]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r	
		caf_air	
VMSB-134 [2576]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r	
		caf_air	
VMSB-141 [2577]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r	
		caf_air	
VMSB-142 [2578]	attached HQ USN Fleet Air West -> MAG-32	56_usmc_r	
		caf_air	
VMSB-143 [2579]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r	
		caf_air	
VMTB(CVS)-143 [2580]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMSB-144 [2581]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r	
		caf_air	
VMSB-144 [2582]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r	
		caf_air	
VMO-151 [2583]	attached HQ USN AirSoPac -> MAG-13	56_usmc_r	
		caf_air	
VMJ-152 [2584]	attached HQ USN Fleet Air West -> 1st Marine Air Wing	56_usmc_r	
		caf_air	
VMJ-153 [2585]	attached HQ USN Fleet Air West -> 1st Marine Air Wing	56_usmc_r	
		caf_air	
VMO-155 [2586]	attached HQ USN AirSoPac -> MAG-13	56_usmc_r	
		caf_air	
VMF-211 [2587]	attached HQ USN Forwd AirCenPac -> MAG-21	56_usmc_r	
		caf_air	
VMF-211 Det [2588]	attached HQ USN Forwd AirCenPac -> MAG-21	56_usmc_r	
		caf_air	
VMF-212 [2589]	attached HQ USN AirSoPac -> MAG-21	56_usmc_r	
		caf_air	
VMF-212 [2590]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r	
		caf_air	
VMF-213 [2591]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r	
		caf_air	
VMF-213 [2592]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r	
		caf_air	
VMF-213 [2593]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r	
		caf_air	
VMF-214 [2594]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r	
		caf_air	
VMF-214 [2595]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r	
		caf_air	
VMF-216 [2596]	attached HQ USN Fleet Air West -> MAG-12	56_usmc_r	
		caf_air	
VMF(CVS)-216 [2597]	attached HQ USN AirCenPac -> MAG-41	56_usmc_r	
		caf_air	
VMF(CVS)-216 [2598]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	

Item [slot]	Change	Sheet	Note
VMF-217 [2599]	attached HQ USN Fleet Air West -> MAG-12	56_usmc_r caf_air	
VMF(CVS)-217 [2600]	attached HQ USN AirCenPac -> MAG-41	56_usmc_r caf_air	
VMF(CVS)-217 [2601]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMF-218 [2602]	attached HQ USN Fleet Air West -> MAG-12	56_usmc_r caf_air	
VMF-221 [2603]	attached HQ USN Forwd AirCenPac -> MAG-22	56_usmc_r caf_air	
VMF-221 [2604]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r caf_air	
VMF-222 [2605]	attached HQ USN Forwd AirCenPac -> MAG-22	56_usmc_r caf_air	
VMF-222 [2606]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r caf_air	
VMF-223 [2607]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r caf_air	
VMF-223 [2608]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r caf_air	
VMF-224 [2609]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r caf_air	
VMF-224 [2610]	attached HQ USN Fleet Air West -> MAG-31	56_usmc_r caf_air	
VMF-225 [2611]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMF-225 [2612]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r caf_air	
VMSB-231 [2613]	attached HQ USN Forwd AirCenPac -> MAG-21	56_usmc_r caf_air	
VMSB-231 [2614]	attached HQ USN Forwd AirCenPac -> MAG-21	56_usmc_r caf_air	
VMSB-231 [2615]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r caf_air	
VMSB-232 [2616]	attached HQ USN Forwd AirCenPac -> MAG-21	56_usmc_r caf_air	
VMSB-232 [2617]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r caf_air	
VMSB-233 [2618]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r caf_air	
VMTB-233 [2619]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r caf_air	
VMSB-234 [2620]	attached HQ USN Fleet Air West -> MAG-21	56_usmc_r caf_air	
VMSB-234 [2621]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r caf_air	
VMSB-235 [2622]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r caf_air	

Item [slot]	Change	Sheet	Note
VMSB-236 [2623]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r	
		caf_air	
VMSB-241 [2624]	attached HQ USN Forwd AirCenPac -> MAG-22	56_usmc_r	
		caf_air	
VMSB-242 [2625]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r	
		caf_air	
VMTB-242 [2626]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r	
		caf_air	
VMSB-243 [2627]	attached HQ USN Fleet Air West -> MAG-32	56_usmc_r	
		caf_air	
VMSB-244 [2628]	attached HQ USN Fleet Air West -> MAG-32	56_usmc_r	
		caf_air	
VMF-215 [2629]	attached HQ USN AirSoPac -> MAG-14	56_usmc_r	
		caf_air	
VMSB-245 [2630]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r	
		caf_air	
VMO-251 [2631]	attached HQ USN Fleet Air West -> MAG-23	56_usmc_r	
		caf_air	
VMO-251 [2632]	attached HQ USN Fleet Air West -> MAG-14	56_usmc_r	
		caf_air	
VMJ-252 [2633]	attached HQ USN Forwd AirCenPac -> 1st Marine Air Wing	56_usmc_r	
		caf_air	
VMJ-253 [2634]	attached HQ USN Fleet Air West -> 4th Marine Air Wing	56_usmc_r	
		caf_air	
VMD-254 [2635]	attached HQ USN AirCenPac -> 4th Marine Air Wing	56_usmc_r	
		caf_air	
VMF-311 [2636]	attached HQ USN AirSoPac -> MAG-31	56_usmc_r	
		caf_air	
VMF-312 [2637]	attached HQ USN Fleet Air West -> MAG-33	56_usmc_r	
		caf_air	
VMF-313 [2638]	attached HQ USN Fleet Air West -> MAG-12	56_usmc_r	
		caf_air	
VMF-314 [2639]	attached HQ USN AirCenPac -> MAG-22	56_usmc_r	
		caf_air	
VMF-321 [2640]	attached HQ USN AirSoPac -> MAG-11	56_usmc_r	
		caf_air	
VMF-321 [2641]	attached HQ USN Fleet Air West -> MAG-31	56_usmc_r	
		caf_air	
VMF-322 [2643]	attached HQ USN Fleet Air West -> MAG-33	56_usmc_r	
		caf_air	
VMF-323 [2644]	attached HQ USN Fleet Air West -> MAG-33	56_usmc_r	
		caf_air	
VMF-324 [2645]	attached HQ USN AirCenPac -> MAG-22	56_usmc_r	
		caf_air	
VMSB-331 [2646]	attached HQ USN AirSoPac -> MAG-24	56_usmc_r	
		caf_air	
VMSB-332 [2647]	attached HQ USN AirCenPac -> MAG-24	56_usmc_r	
		caf_air	

Item [slot]	Change	Sheet	Note
VMSB-333 [2648]	attached HQ USN AirCenPac -> MAG-24	56_usmc_r	
		caf_air	
VMSB-341 [2649]	attached HQ USN AirSoPac -> MAG-32	56_usmc_r	
		caf_air	
VMSB-343 [2650]	attached HQ USN AirCenPac -> MAG-24	56_usmc_r	
		caf_air	
VMO-351 [2651]	attached HQ USN Fleet Air West -> MAG-11	56_usmc_r	
		caf_air	
VMR-352 [2653]	attached HQ USN AirCenPac -> 4th Marine Air Wing	56_usmc_r	
		caf_air	
VMJ-353 [2654]	attached HQ USN Fleet Air West -> 4th Marine Air Wing	56_usmc_r	
		caf_air	
VMD-354 [2655]	attached HQ USN AirCenPac -> 4th Marine Air Wing	56_usmc_r	
		caf_air	
VMB-413 [2656]	attached HQ USN AirSoPac -> 1st Marine Air Wing	56_usmc_r	
		caf_air	
VMF-422 [2657]	attached HQ USN Fleet Air West -> MAG-31	56_usmc_r	
		caf_air	
VMB-423 [2658]	attached HQ USN Fleet Air West -> 1st Marine Air Wing	56_usmc_r	
		caf_air	
VMB-433 [2659]	attached HQ USN Fleet Air West -> 1st Marine Air Wing	56_usmc_r	
		caf_air	
VMF-441 [2660]	attached HQ USN AirSoPac -> MAG-13	56_usmc_r	
		caf_air	
VMB-443 [2661]	attached HQ USN Fleet Air West -> 1st Marine Air Wing	56_usmc_r	
		caf_air	
VMF(CVS)-451 [2662]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMF(CVS)-452 [2663]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMSB-454 [2664]	attached HQ USN Fleet Air West -> MAG-24	56_usmc_r	
		caf_air	
VMF-472 [2666]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMF-511 [2667]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMF-512 [2670]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMF-513 [2672]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMF(CVS)-514 [2674]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r	
		caf_air	
VMF(N)-531 [2676]	attached HQ USN AirSoPac -> MAG-14	56_usmc_r	
		caf_air	
VMF(N)-531 Det 1 [2677]	attached HQ USN AirSoPac -> MAG-14	56_usmc_r	
		caf_air	
VMF(N)-531 Det 2 [2678]	attached HQ USN AirSoPac -> MAG-14	56_usmc_r	
		caf_air	

Item [slot]	Change	Sheet	Note
VMF(N)-532 [2679]	attached HQ USN AirCenPac -> MAG-31	56_usmc_r caf_air	
VMF(N)-533 [2680]	attached HQ USN AirCenPac -> MAG-33	56_usmc_r caf_air	
VMF(N)-534 [2681]	attached HQ USN AirCenPac -> MAG-21	56_usmc_r caf_air	
VMF(N)-541 [2682]	attached HQ USN AirSoPac -> MAG-11	56_usmc_r caf_air	
VMF(N)-542 [2683]	attached HQ USN Fleet Air West -> MAG-33	56_usmc_r caf_air	
VMF(N)-543 [2684]	attached HQ USN Fleet Air West -> MAG-33	56_usmc_r caf_air	
VMB-612 [2685]	attached HQ USN AirCenPac -> 4th Marine Air Wing	56_usmc_r caf_air	
VMB-613 [2686]	attached HQ USN AirCenPac -> 4th Marine Air Wing	56_usmc_r caf_air	
VMTB-621 [2687]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMB-622 [2688]	attached HQ USN Fleet Air West -> 4th Marine Air Wing	56_usmc_r caf_air	
VMTB-623 [2689]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMTB-624 [2690]	attached HQ USN Fleet Air West -> MAG-41	56_usmc_r caf_air	
VMJ-952 [2691]	attached HQ USN Fleet Air West -> 1st Marine Air Wing	56_usmc_r caf_air	
VMJ-953 [2692]	attached HQ USN Fleet Air West -> 4th Marine Air Wing	56_usmc_r caf_air	
Scout Bombing Det 1 [2693]	attached HQ USN AirCenPac -> MAG-21	56_usmc_r caf_air	
VMB-614 [2695]	attached HQ USN AirCenPac -> 4th Marine Air Wing	56_usmc_r caf_air	
VMO-2 [445]	added, OY-1 Sentinel x8, arrives 440601; cloned from VMD-354; aircraft F6F-5P Hellcat -> OY-1 Sentinel; location 615 -> 584; arrival 450415 -> 440601; planes 12 -> 8; max planes 12 -> 8	87_air_groups	U1: Marine observation squadron of the 1944-45 divisions, eight OY-1s
VMO-4 [446]	added, OY-1 Sentinel x8, arrives 440601; cloned from VMD-354; aircraft F6F-5P Hellcat -> OY-1 Sentinel; location 615 -> 584; arrival 450415 -> 440601; planes 12 -> 8; max planes 12 -> 8	87_air_groups	
VMO-1 [447]	added, OY-1 Sentinel x8, arrives 441201; cloned from VMD-354; aircraft F6F-5P Hellcat -> OY-1 Sentinel; attached HQ 4th Marine Air Wing -> 1st Marine Air Wing; location 615 -> 584; arrival 450415 -> 441201; planes 12 -> 8; max planes 12 -> 8	87_air_groups	
VMO-5 [448]	added, OY-1 Sentinel x8, arrives 441201; cloned from VMD-354; aircraft F6F-5P Hellcat -> OY-1 Sentinel; attached HQ 4th Marine Air Wing -> 1st Marine Air Wing; location 615 -> 584; arrival 450415 -> 441201; planes 12 -> 8; max planes 12 -> 8	87_air_groups	
VMO-3 [449]	added, OY-1 Sentinel x8, arrives 450101; cloned from VMD-354; aircraft F6F-5P Hellcat -> OY-1 Sentinel; attached HQ 4th Marine Air Wing -> 1st Marine Air Wing; location 615 -> 584; arrival 450415 -> 450101; planes 12 -> 8; max planes 12 -> 8	87_air_groups	
VMO-6 [450]	added, OY-1 Sentinel x8, arrives 450101; cloned from VMD-354; aircraft F6F-5P Hellcat -> OY-1 Sentinel; attached HQ 4th Marine Air Wing -> 1st Marine Air Wing; location 615 -> 584; arrival 450415 -> 450101; planes 12 -> 8; max planes 12 -> 8	87_air_groups	

Item [slot]	Change	Sheet	Note
VMO-7 [451]	added, OY-1 Sentinel x8, arrives 450201; cloned from VMD-354; aircraft F6F-5P Hellcat -> OY-1 Sentinel; attached HQ 4th Marine Air Wing -> 1st Marine Air Wing; location 615 -> 584; arrival 450415 -> 450201; planes 12 -> 8; max planes 12 -> 8	87_air_groups	
VMF-211 [830]	added, F4U-1 Corsair x18, arrives 9999; cloned from 2587; aircraft F4F-3 Wildcat -> F4U-1 Corsair; location 584 -> 743; arrival 411206 -> 9999; planes 6 -> 0; experience 50 -> 55	106_allied_air_rotatio	VMF-211: Palmyra garrison to Hawaii July 1942, rebuilt, to Guadalcanal and Torokina on Corsairs November 1943
VMF-211 [2587]	withdraws 0 -> 420715; returns 0 -> 431101; return group 0 -> 830	106_allied_air_rotatio	
VMF-123 [831]	added, F4U-1 Corsair x18, arrives 9999; cloned from 2565; aircraft F4F-4 Wildcat -> F4U-1 Corsair; location 518 -> 743; arrival 420907 -> 9999; experience 0 -> 55	106_allied_air_rotatio	VMF-123: converts to the Corsair in the Russells June 1943 (a scheduled withdrawal freezes a group's type, so the conversion is a fresh record)
VMF-123 [2565]	withdraws 0 -> 430601; returns 0 -> 430701; return group 0 -> 831	106_allied_air_rotatio	
VMF-123 II [832]	added, F4U-1D Corsair x18, arrives 9999; cloned from VMF-123; aircraft F4U-1 Corsair -> F4U-1D Corsair; location 743 -> 584	106_allied_air_rotatio	VMF-123: home December 1943, back with Bennington December 1944
VMF-123 [831]	withdraws 0 -> 431212; returns 0 -> 441201; return group 0 -> 832	106_allied_air_rotatio	
VMF-124 [833]	added, F4U-1 Corsair x18, arrives 9999; cloned from 2568; aircraft F4F-4 Wildcat -> F4U-1 Corsair; location 518 -> 743; arrival 420907 -> 9999; experience 0 -> 55	106_allied_air_rotatio	VMF-124: the first Corsair squadron, at Guadalcanal 12 February 1943
VMF-124 [2568]	withdraws 0 -> 430115; returns 0 -> 430212; return group 0 -> 833	106_allied_air_rotatio	
VMF-124 II [834]	added, F4U-1D Corsair x18, arrives 9999; cloned from VMF-124; aircraft F4U-1 Corsair -> F4U-1D Corsair; location 743 -> 584	106_allied_air_rotatio	VMF-124: home September 1943, back with Essex December 1944
VMF-124 [833]	withdraws 0 -> 430909; returns 0 -> 441201; return group 0 -> 834	106_allied_air_rotatio	
VMSB-142 [835]	added, SBD-3 Dauntless x18, arrives 9999; cloned from 2578; aircraft SBD-1 Dauntless -> SBD-3 Dauntless; location 518 -> 743; arrival 420301 -> 9999; experience 0 -> 55	106_allied_air_rotatio	VMSB-142: to Guadalcanal on the SBD-3 November 1942
VMSB-142 [2578]	withdraws 450715 -> 421101; returns 9999 -> 421115; return group 0 -> 835	106_allied_air_rotatio	
VMSB-142 II [836]	added, SBD-5 Dauntless x18, arrives 9999; cloned from VMSB-142; aircraft SBD-3 Dauntless -> SBD-5 Dauntless; location 743 -> 679	106_allied_air_rotatio	VMSB-142: home August 1943, back for the Luzon campaign January 1945
VMSB-142 [835]	withdraws 0 -> 430815; returns 0 -> 450101; return group 0 -> 836	106_allied_air_rotatio	
VMSB-236 [837]	added, SBD-5 Dauntless x18, arrives 9999; cloned from 2623; aircraft SBD-3 Dauntless -> SBD-5 Dauntless; location 509 -> 679; arrival 430101 -> 9999; experience 0 -> 55	106_allied_air_rotatio	VMSB-236: home March 1944, back at Mangaldan January 1945
VMSB-236 [2623]	withdraws 450801 -> 440315; returns 9999 -> 450101; return group 0 -> 837	106_allied_air_rotatio	
VMO-2 [445]		116_editor_compliance	Editor 3.8: Lenardson, D.B. commands VMD-354; this record copied him from its template, the game assigns its own leader
VMO-4 [446]		116_editor_compliance	Editor 3.8: Lenardson, D.B. commands VMD-354; this record copied him from its template, the game assigns its own leader
VMO-1 [447]		116_editor_compliance	Editor 3.8: Lenardson, D.B. commands VMD-354; this record copied him from its template, the game assigns its own leader
VMO-5 [448]		116_editor_compliance	Editor 3.8: Lenardson, D.B. commands VMD-354; this record copied him from its template, the game assigns its own leader

Item [slot]	Change	Sheet	Note
VMO-3 [449]		116_editor_compliance	Editor 3.8: Lenardson, D.B. commands VMD-354; this record copied him from its template, the game assigns its own leader
VMO-6 [450]		116_editor_compliance	Editor 3.8: Lenardson, D.B. commands VMD-354; this record copied him from its template, the game assigns its own leader
VMO-7 [451]		116_editor_compliance	Editor 3.8: Lenardson, D.B. commands VMD-354; this record copied him from its template, the game assigns its own leader
VMSB-231 [2613]	renames to VMSB-241 -> 0; rename date 420301 -> 0	118_clone_history	D68: VMSB-231 went on to Guadalcanal; VMSB-241 at Midway is its own record

Aircraft types (1)

Item [slot]	Change	Sheet	Note
OY-1 Sentinel [138]	cloned from 324; avail month 12 -> 6; avail year 41 -> 44; end month 12 -> 0; end year 41 -> 0; build rate 0 -> 12; upgrade O-49 Vigilant -> OY-1 Sentinel; nationality 5 -> 6	87_air_groups	U1: the Marine OY-1 (L-5 Sentinel), cloned from the O-49 Vigilant record: artillery spotting and liaison for the divisions of 1944-45

Leaders (1)

Item [slot]	Change	Sheet	Note
Vogel, C. Barney [16626]	command type 1 -> 2	116_editor_compliance	Editor 3.8: Vogel, C. Barney commands 2nd Marine (a large formation); his leader type now allows it

Pilots (12)

Item [slot]	Change	Sheet	Note
Foss, J.J. [4503]	experience 81 -> 70	92_pilots	Q31: instructor with over a thousand hours, no combat (Foss, J.J.: 81 to 70)
Baker, R.M. [4501]	experience 80 -> 62	92_pilots	Q32: from training (Baker, R.M.: 80 to 62)
Marontate, W.P. [4507]	experience 76 -> 60	92_pilots	Q33: from training (Marontate, W.P.: 76 to 60)
Donahue, A.G. [4468]	experience 77 -> 62	92_pilots	Q34: from training (Donahue, A.G.: 77 to 62)
Everton, L.D. [4789]	experience 76 -> 68	92_pilots	Q35: pre-war aviator, no combat (Everton, L.D.: 76 to 68)
Britt, G.A. [4757]	experience 79 -> 62	92_pilots	Q36: from training (Britt, G.A.: 79 to 62)
Cupp, J.N. [4736]	experience 75 -> 62	92_pilots	Q37: from training (Cupp, J.N.: 75 to 62)
Shaw, E.O. [4739]	experience 78 -> 62	92_pilots	Q38: from training (Shaw, E.O.: 78 to 62)
Thomas, W.J. [4740]	experience 79 -> 62	92_pilots	Q39: from training (Thomas, W.J.: 79 to 62)
Hanson, R.M. [4751]	experience 80 -> 58	92_pilots	Q40: from training (Hanson, R.M.: 80 to 58)
Swett, J.E. [4775]	experience 78 -> 58; arrival 411206 -> 420601	92_pilots	Q41: Swett was an aviation cadet in December 1941, commissioned April 1942; arrives June 1942 at 58
Henderson, L.R. [39]	rank 0 -> 36; experience 0 -> 72; group 0 -> 2624; arrival 0 -> 420301; nationality 0 -> 6	92_pilots	Q49: commander of VMSB-241 at Midway

TOE templates (2)

Item [slot]	Change	Sheet	Note
CRS Shell USMC Div [2434]	added at off map, arrives 450501; cloned from 2504; experience 70 -> 50; morale 90 -> 70	24_player_options	7th/8th Marine Division TOE = 1944 Marine division, stock upgrade chain
Marine Air Wing HQ [2476]	added at off map, arrives 0; cloned from 2435; devices: none 90->45	121_air_support	HQ-H1/H2: the Marine Air HQ template carried both the Marine Aircraft Groups, which keep every squad, and the Marine air wings, which are halved; the wings take a record of their own

Army and Army Air Forces

Headquarters (56)

Item [slot]	Change	Sheet	Note
CACW [126]	added at Kweilin, arrives 431001; cloned from China Air TaskForce; HQ type 55 -> 54; attached HQ China Command -> China Air TaskForce; arrival 420701 -> 431001; experience 70 -> 55; morale 50 -> 65; attribute 0 (mobile) -> 32 (AI); suffix 100 -> 40; location 69 -> 76; location 48 -> 54; devices: +72x Aviation Support, +24x Motor	04_hq_fixes	Chinese-American Composite Wing, Kweilin, October 1943, under the stock China Air Task Force record, which renames itself Fourteenth USAAF on 12 April 1943. Draft 17a: the separate Fourteenth USAAF, Fourteenth Army and 35th Army records of Draft 3 were duplica
India-China Wg ATC [7307]	added at Ledo, arrives 421201; cloned from Tenth USAAF; attached HQ Southeast Asia -> Tenth USAAF; arrival 420501 -> 421201; experience 70 -> 60; morale 50 -> 65; attribute 0 (mobile) -> 32 (AI); suffix 40 -> 0; renames to blank -> India-China Div ATC; rename date 0 -> 440620; location 20 -> 65; location 3 -> 38; devices: +120x	46_pacific_specials	Air Transport Command's Hump organisation, the India-China Wing from December 1942 and the India-China Division from June 1944, at the Upper Assam fields (Chabua and Dinjan sit in the Ledo hex). The ICW stations in stock report to nothing of their own; this gi
USASOS SWPA [7360]	added at Brisbane, arrives 420701; cloned from Southwest Pacific; HQ type 109 -> 106; arrival 420418 -> 420701; experience 75 -> 55; morale 50 -> 65; attribute 0 (mobile) -> 32 (AI); devices: +200x Support, +100x Motorized Support, +100x Naval Support	48_commands	United States Army Services of Supply, Southwest Pacific Area, from July 1942: a command HQ whose support squads count in its hex
SOS China-Burma-Ind [7361]	added at Calcutta, arrives 420301; cloned from Tenth USAAF; HQ type 55 -> 106; arrival 420501 -> 420301; experience 70 -> 55; morale 50 -> 65; attribute 0 (mobile) -> 32 (AI); suffix 40 -> 0; location 20 -> 52; location 3 -> 37; devices: +200x Support, +100x Motorized Support, +60x Naval Support	48_commands	Services of Supply, China-Burma-India, from March 1942
West Coast [100]	HQ type 109 -> 108	51_intensity	
Southwest Pacific [104]	HQ type 109 -> 108	51_intensity	
USAFFE [108]	HQ type 109 -> 108	51_intensity	
First US [111]	HQ type 75 -> 74	51_intensity	
Sixth US [112]	HQ type 75 -> 74	51_intensity	
Eighth US [113]	HQ type 75 -> 74	51_intensity	
Tenth US [114]	HQ type 75 -> 74	51_intensity	
Ryukyus Forces [7769]	added at Naha, arrives 450601; cloned from Alaska Defense Cmd; attached HQ West Coast -> Tenth US; arrival 0 -> 450601; experience 0 -> 60; morale 0 -> 70; attribute 7 (static, temp restricted, restricted) -> 32 (AI); location 181 -> 95; location 36 -> 66	59_usn_organization	
I US [160]	devices: +300x Support	89_support	O1: an American corps took 10,000 to 15,000 non-divisional service troops into the field; the field armies more; the Commonwealth corps of 1944 a comparable tail
X US [161]	devices: +300x Support	89_support	
XI US [162]	devices: +300x Support	89_support	
XIV US [163]	devices: +300x Support	89_support	
XXIV US [164]	devices: +300x Support	89_support	
III US [166]	devices: +300x Support	89_support	
V US [167]	devices: +300x Support	89_support	
VII US [168]	devices: +300x Support	89_support	
XVIII US [169]	devices: +300x Support	89_support	
First US [111]	devices: +400x Motorized Support	89_support	
Sixth US [112]	devices: +400x Motorized Support	89_support	
Eighth US [113]	devices: +400x Motorized Support	89_support	
Tenth US [114]	devices: +400x Motorized Support	89_support	
Eleventh USAAF [138]	attribute 0 (mobile) -> 2 (temp restricted)	93_systems	S5: Eleventh USAAF temporarily restricted; its groups never left Alaska and the Joint Chiefs would not release them

Item [slot]	Change	Sheet	Note
Tenth USAAF [137]	attribute 0 (mobile) -> 2 (temp restricted)	93_systems	S6: Tenth USAAF temporarily restricted; the CBI air forces answered to Washington's allocation
China Air TaskForce [140]	attribute 0 (mobile) -> 2 (temp restricted)	93_systems	S7: China Air Task Force, the Fourteenth Air Force to be, temporarily restricted
India-China Wg ATC [7307]	devices: 60x Support -> 30x Motorized Support, 30x Motorized Support -> 60x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Air HQ 42 so replacements fill the rows the template means
Fifth USAAF [124]	devices: none 50->12	121_air_support	HQ-H1: USAAF keeps 25 per cent of its aviation support ? a staff; maintenance and supply were the Air Service Command's, through its service groups and depots
CACW [126]	devices: none 72->18	121_air_support	
Far East USAAF [135]	devices: none 50->12	121_air_support	
Hawaiian USAAF [136]	devices: none 50->12	121_air_support	
Tenth USAAF [137]	devices: none 50->12	121_air_support	
Eleventh USAAF [138]	devices: none 180->45	121_air_support	
Thirteenth USAAF [139]	devices: none 180->45	121_air_support	
China Air TaskForce [140]	devices: none 50->12	121_air_support	
Twentieth USAAF [141]	devices: none 180->45	121_air_support	
Eighth USAAF [150]	devices: none 180->45	121_air_support	
Fourth USAAF [152]	devices: none 50->12	121_air_support	
IV US Bomber Cmnd [6781]	devices: none 50->12	121_air_support	
IV US Fighter Cmnd [6782]	devices: none 50->12	121_air_support	
V US Bomber Cmnd [6783]	devices: none 50->12	121_air_support	
II US Fighter Cmnd [6784]	devices: none 50->12	121_air_support	
VII US Bomber Cmnd [6785]	devices: none 50->12	121_air_support	
VII US Fighter Cmnd [6786]	devices: none 50->12	121_air_support	
XI US Bomber Cmnd [6787]	devices: none 50->12	121_air_support	
XI US Fighter Cmnd [6788]	devices: none 50->12	121_air_support	
XIII US Bomber Cmnd [6789]	devices: none 50->12	121_air_support	
XIII US Fighter Cmd [6790]	devices: none 50->12	121_air_support	

Item [slot]	Change	Sheet	Note
XX US Bomber Cmnd [6791]	devices: none 50->12	121_air_support	
XXI US Bomber Cmnd [6792]	devices: none 50->12	121_air_support	
XXII US Bomber Cmd [6793]	devices: none 50->12	121_air_support	
Eighth USAAF 1st [6794]	devices: none 50->12	121_air_support	
Eighth USAAF 2nd [6795]	devices: none 50->12	121_air_support	
Eighth USAAF 3rd [6796]	devices: none 50->12	121_air_support	

Ground forces (156)

Item [slot]	Change	Sheet	Note
147th [5584]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	147th (nation 5, type 9)
63rd Infantry [5575]	added at San Francisco, arrives 430301; cloned from 27th Infantry; arrival 411221 -> 430301; experience 40 -> 45; morale 60 -> 65; attribute 32 (AI) -> 2 (temp restricted); TOE 2511 -> 2393; TOE upgrade 0 -> 2513; location 225 -> 218; location 75 -> 70; devices: +273x USA Cadre Squad, +150x Support, +60x Motorized Support, -24x	08_shell_units	[shell, stock name 'Shell Inf Div (US 1)'] US shells: Pacific allocation vs Europe. Cadre present; 1942 division TOE fills from the US squad pool
65th Infantry [5578]	added at San Francisco, arrives 430901; cloned from 27th Infantry; arrival 411221 -> 430901; experience 40 -> 45; morale 60 -> 65; attribute 32 (AI) -> 2 (temp restricted); TOE 2511 -> 2393; TOE upgrade 0 -> 2513; location 225 -> 218; location 75 -> 70; devices: +273x USA Cadre Squad, +150x Support, +60x Motorized Support, -24x	08_shell_units	[shell, stock name 'Shell Inf Div (US 2)']
1st Evac Hospital [5605]	added at San Francisco, arrives 420601; cloned from 27th Infantry; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 420601; experience 40 -> 50; morale 60 -> 65; suffix 74 -> 70; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3	10_hospitals	US Evacuation Hospitals (400-750 beds): the mobile forward-area hospital. Motorized support = ambulance companies
2nd Evac Hospital [5660]	added at San Francisco, arrives 420901; cloned from 27th Infantry; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 420901; experience 40 -> 50; morale 60 -> 65; suffix 74 -> 70; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3	10_hospitals	
3rd Evac Hospital [5666]	added at San Francisco, arrives 430101; cloned from 27th Infantry; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 430101; experience 40 -> 50; morale 60 -> 65; suffix 74 -> 70; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3	10_hospitals	
4th Evac Hospital [5701]	added at San Francisco, arrives 430601; cloned from 27th Infantry; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 430601; experience 40 -> 50; morale 60 -> 65; suffix 74 -> 70; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3	10_hospitals	
5th Evac Hospital [5843]	added at San Francisco, arrives 431101; cloned from 27th Infantry; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 431101; experience 40 -> 50; morale 60 -> 65; suffix 74 -> 70; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3	10_hospitals	
6th Evac Hospital [5845]	added at San Francisco, arrives 440401; cloned from 27th Infantry; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 440401; experience 40 -> 50; morale 60 -> 65; suffix 74 -> 70; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3	10_hospitals	
701st MP [5863]	added at San Francisco, arrives 420301; cloned from 27th Infantry; suffix 74 -> 75; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 420301; experience 40 -> 45; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4	15_security_garrison	US Military Police battalions: mobile garrison troops for rear bases (Pearl, Noumea, Brisbane) so combat divisions are not the garrison
702nd MP [5864]	added at San Francisco, arrives 420601; cloned from 27th Infantry; suffix 74 -> 75; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 420601; experience 40 -> 45; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4	15_security_garrison	
703rd MP [5866]	added at San Francisco, arrives 420901; cloned from 27th Infantry; suffix 74 -> 75; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 420901; experience 40 -> 45; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4	15_security_garrison	

Item [slot]	Change	Sheet	Note
704th MP [5878]	added at San Francisco, arrives 430101; cloned from 27th Infantry; suffix 74 -> 75; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 430101; experience 40 -> 45; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4	15_security_garrison	
705th MP [5880]	added at San Francisco, arrives 430601; cloned from 27th Infantry; suffix 74 -> 75; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 430601; experience 40 -> 45; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4	15_security_garrison	
706th MP [5884]	added at San Francisco, arrives 440101; cloned from 27th Infantry; suffix 74 -> 75; attached HQ Hawaiian Dept -> West Coast; arrival 0 -> 440101; experience 40 -> 45; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4	15_security_garrison	
776th Amphib Tank [6919]	added at San Francisco, arrives 440801; cloned from 708th Amphib Tank; attached HQ West Coast -> Sixth US; arrival 431224 -> 440801; experience 0 -> 45; morale 0 -> 65	21_amphibious	Army armored amphibian battalions
780th Amphib Tank [6920]	added at San Francisco, arrives 441001; cloned from 708th Amphib Tank; attached HQ West Coast -> Tenth US; arrival 431224 -> 441001; experience 0 -> 45; morale 0 -> 65	21_amphibious	
Merrills Marauders [5236]	device USA 44 Rifle Squad replaced by Marauder LRP Squad (1 record, 1 device slots)	30_unique_squads	
Mars Task Force [7227]	added at Ledo, arrives 441001; cloned from Merrills Marauders; arrival 440101 -> 441001; experience 0 -> 55; morale 0 -> 70; suffix 74 -> 0; location 20 -> 65; location 3 -> 38; devices: +120x Marauder LRP Squad, +18x US LMG Section, +12x US HMG Section, +24x 81mm M1 Mortar, +12x 105mm M3 Howitzer, +60x Support, -110x Support	42_command_and_quality	5332nd Brigade (Provisional): 475th Infantry and the dismounted 124th Cavalry, Burma October 1944 to the Burma Road. Marauder sections from the same pool as Galahad
CenPac Amphib Tank [5287]	record deleted (stock record that never arrived, or folded into another unit)	43_amphibious_support	CenPac Amphib Tank Bde: a stock abstraction of 225 LVT(A)s under Pacific Fleet standing for the Central Pacific amphibian battalions, which now exist by name (708th, 776th, 780th Armored Amphibian, 1st-3rd USMC Armored Amphibian, and the amtrac battalions belo
SWPac Amphib Tank [5340]	record deleted (stock record that never arrived, or folded into another unit)	43_amphibious_support	SWPac Amphib Tank Bde: the same abstraction for the Southwest Pacific, where the real amphibious formation was the Engineer Special Brigades with their boat-and-shore regiments, added below
708th Amphib Tank [5232]	nation 6 -> 5	43_amphibious_support	708th Amphibian Tank Battalion was US Army, not Marine Corps (stock and Draft 5 carried it as USMC)
776th Amphib Tank [6919]	nation 6 -> 5	43_amphibious_support	776th Amphibian Tank Battalion was US Army (Leyte, Okinawa); Draft 47 re-keyed this row by slot to the 494th Port Bn, corrected Draft 67
780th Amphib Tank [6920]	nation 6 -> 5	43_amphibious_support	780th Amphibian Tank Battalion was US Army (Okinawa); Draft 47 re-keyed this row by slot to the Commonwealth Corps, making the Coronet corps US Army; corrected Draft 67
Tripler Gen Hospital [7366]	added at Pearl Harbor, arrives 0; cloned from 1st Evac Hospital; arrival 420601 -> 0; morale 65 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 70 -> 0; location 218 -> 180; location 70 -> 107; toe1 200 -> 0; toedev1 252 -> 0; toe2 60 -> 0; toedev2 253 -> 0; devices: +200x Support, -60x Motorized Support	48_commands	The Army's medical command as static hospital units on the field-hospital pattern of Draft 4: Tripler at Pearl Harbor, Letterman at San Francisco, the continental hospital system behind it, and the Navy's Oak Knoll. Their support squads aid recovery in the hex
Letterman Hospital [7369]	added at San Francisco, arrives 0; cloned from 1st Evac Hospital; arrival 420601 -> 0; morale 65 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 70 -> 0; toe1 200 -> 0; toedev1 252 -> 0; toe2 60 -> 0; toedev2 253 -> 0; devices: +200x Support, -60x Motorized Support	48_commands	
115th AGH Heidelberg [7419]	added at Chungking, arrives 0; cloned from 1st Aus Fld Hospital; arrival 420401 -> 0; morale 65 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 96 -> 82; location 160 -> 170; toe1 150 -> 0; toedev1 252 -> 0; devices: +200x Support	50_commands_other	
2/7th AGH [7432]	added at Kunming, arrives 0; cloned from 1st Aus Fld Hospital; arrival 420401 -> 431101; morale 65 -> 70; suffix 100 -> 0; location 96 -> 99; location 160 -> 126; toe1 150 -> 0; toedev1 252 -> 0; devices: +120x Support	50_commands_other	
Bombay Embarkation [7463]	added at Chengtu, arrives 0; cloned from 103rd RN; nation 9 -> 14; attached HQ Eastern Fleet -> India Command; experience 25 -> 50; morale 10 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 54 -> 36; location 53 -> 24; devices: +200x Naval Support, +120x Support, +40x Motorized Support, -2x 6" Mk V/	50_commands_other	India's Port of Embarkation, and the Calcutta port command that fed Fourteenth Army

Item [slot]	Change	Sheet	Note
Calcutta Port Cmd [7464]	added at Sian, arrives 0; cloned from 103rd RN; nation 9 -> 14; attached HQ Eastern Fleet -> India Command; experience 25 -> 50; morale 10 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 54 -> 52; location 53 -> 37; devices: +200x Naval Support, +120x Support, +40x Motorized Support, -2x 6" Mk V/VII	50_commands_other	
Americal Infantry [5066]	experience 50 -> 45	51_intensity	Americal Infantry: the 1942 divisions at 45, not 50; the 91st and 104th were already at 35
32nd Infantry [5117]	experience 50 -> 45	51_intensity	32nd Infantry: the 1942 divisions at 45, not 50; the 91st and 104th were already at 35
37th Infantry [5132]	experience 50 -> 45	51_intensity	37th Infantry: the 1942 divisions at 45, not 50; the 91st and 104th were already at 35
43rd Infantry [5168]	experience 50 -> 45	51_intensity	43rd Infantry: the 1942 divisions at 45, not 50; the 91st and 104th were already at 35
Manila Americans [7599]	added at Manila, arrives 0; cloned from 1; type 0 -> 7; nation 0 -> 5; experience 0 -> 30; morale 0 -> 50; attribute 0 (mobile) -> 32 (AI); location 0 -> 79; location 0 -> 77; devices: +300x Civilian Evacuees	52_liabilities	
Wake Contractors [7611]	added at Wake Island, arrives 0; cloned from 1; type 0 -> 7; nation 0 -> 5; experience 0 -> 30; morale 0 -> 50; attribute 0 (mobile) -> 32 (AI); location 0 -> 136; location 0 -> 98; devices: +150x Civilian Evacuees	52_liabilities	
Philippine Govt&Gold [7613]	added at Manila, arrives 0; cloned from 1; type 0 -> 7; nation 0 -> 5; experience 0 -> 30; morale 0 -> 50; attribute 0 (mobile) -> 32 (AI); withdrawal type 0 -> 2; withdraws 0 -> 420220; location 0 -> 79; location 0 -> 77; devices: +150x Civilian Evacuees	52_liabilities	
115th AGH Heidelberg [7419]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
2/7th AGH [7432]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Bombay Embarkation [7463]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Calcutta Port Cmd [7464]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
299th Infantry [5551]	name 298th(Sep) Infantry -> 299th Infantry	70_review_fixes	The Hawaii National Guard regiment on the outer islands, Hilo, Lahaina and Lihue, was the 299th; the 298th held Oahu
1st/299th Infantry [5552]	name 1st/298th Infantry -> 1st/299th Infantry	70_review_fixes	
2nd/299th Infantry [5553]	name 2nd/298th Infantry -> 2nd/299th Infantry	70_review_fixes	
3rd/299th Infantry [5554]	name 3rd/298th Infantry -> 3rd/299th Infantry	70_review_fixes	
87th Mountain [5607]	arrival 0 -> 430601	70_review_fixes	87th Mountain Infantry fought at Kiska in August 1943; stock arrived it in December
37th Infantry [5132]	arrival 420824 -> 420615	70_review_fixes	37th Division reached Fiji on 11 June 1942; the division and its 129th Infantry from late August to mid June
129th Infantry [5135]	arrival 420824 -> 420615	70_review_fixes	
6th Infantry [5219]	experience 60 -> 45; morale 70 -> 60	70_review_fixes	Formations that had never fought carried veteran ratings: 6th Division 60/70, 1st Cavalry Division 70/70, 112th Cavalry 60/70, 124th Cavalry 70/70
1st [5203]	experience 70 -> 55; morale 70 -> 65	70_review_fixes	
112th Cavalry [5151]	experience 60 -> 45; morale 70 -> 60	70_review_fixes	
124th Cavalry [5290]	experience 70 -> 50; morale 70 -> 60	70_review_fixes	
24th Infantry [5559]	leader none -> Wilson, Durward S.	71_leaders	Durward Wilson, 24th Division (from the 19th Infantry)

Item [slot]	Change	Sheet	Note
25th Infantry [5563]	leader none -> Murray, Maxwell	71_leaders	Maxwell Murray, 25th Division
19th Infantry [5560]	leader Wilson, Durward S. -> none	71_leaders	The units those four officers were moved from (19th Infantry, 53rd British, 6th Indian, 16th Indian); the engine fills the vacancy
531st FA (155 Gun) [6277]	added at Noumea, arrives 430115; cloned from 5125; attached HQ North Pacific -> South Pacific; arrival 420514 -> 430115; location 212 -> 115; location 52 -> 160; devices: +12x 155mm Long Tom Gun, +5x 0.5in AAMG Sect (2), +14x Motorized Support	88_artillery_engineers	A1: the first Army Long Toms in the Pacific, to Guadalcanal in January 1943
244th FA (155 Gun) [6294]	added at Noumea, arrives 430601; cloned from 5125; attached HQ North Pacific -> South Pacific; arrival 420514 -> 430601; location 212 -> 115; location 52 -> 160; devices: +12x 155mm Long Tom Gun, +5x 0.5in AAMG Sect (2), +14x Motorized Support	88_artillery_engineers	
465th FA (155 Gun) [6297]	added at Finschhafen, arrives 440901; cloned from 5125; attached HQ North Pacific -> Southwest Pacific; arrival 420514 -> 440901; location 212 -> 100; location 52 -> 126; devices: +12x 155mm Long Tom Gun, +5x 0.5in AAMG Sect (2), +14x Motorized Support	88_artillery_engineers	A1: with X Corps for Leyte
947th FA (155 Gun) [6298]	added at Finschhafen, arrives 440901; cloned from 5125; attached HQ North Pacific -> Southwest Pacific; arrival 420514 -> 440901; location 212 -> 100; location 52 -> 126; devices: +12x 155mm Long Tom Gun, +5x 0.5in AAMG Sect (2), +14x Motorized Support	88_artillery_engineers	
750th FA (8in How) [6348]	added at Lingayen, arrives 450201; cloned from 5125; attached HQ North Pacific -> Sixth US; arrival 420514 -> 450201; location 212 -> 79; location 52 -> 75; devices: +12x 8in M1 Howitzer, +5x 0.5in AAMG Sect (2), +16x Motorized Support	88_artillery_engineers	A2: 8-inch howitzers with Sixth Army on Luzon; battalion number to be confirmed against the corps artillery order of battle
749th FA (8in How) [6349]	added at Tacloban, arrives 450301; cloned from 5125; attached HQ North Pacific -> XXIV US; arrival 420514 -> 450301; location 212 -> 81; location 52 -> 85; devices: +12x 8in M1 Howitzer, +5x 0.5in AAMG Sect (2), +16x Motorized Support	88_artillery_engineers	A2: 8-inch howitzers with XXIV Corps for Okinawa; number to be confirmed
Mars Task Force [7227]	toe1 120 -> 0; toedev1 274 -> 0; toe2 18 -> 0; toedev2 1111 -> 0; toe3 12 -> 0; toedev3 1112 -> 0; toe4 24 -> 0; toedev4 1155 -> 0; toe5 12 -> 0; toedev5 1154 -> 0; toe6 60 -> 0; toedev6 252 -> 0; devices: +120x Marauder LRP Squad, +18x US LMG Section, +12x US HMG Section, +24x 81mm M1 Mortar, +12x 105mm M3 Howitzer, +150x Suppo	89_support	C4: the 5332nd Brigade's pack trains and 3,000 mules; 0.8 of its need
82nd Mortar [5204]	arrival 430627 -> 430901	112_ground_devices	A8: the 82nd Chemical Mortar Battalion first fired at New Georgia in September 1943
Americal Infantry [5066]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	B2: the American, Marine and Philippine units of 1941-42 carry the M1918 (the two 1942 sailings deliver it)
164th Infantry [5067]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
132nd Infantry [5068]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
182nd Infantry [5069]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
27th Infantry [5071]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
168th [5075]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
181st [5076]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
32nd Infantry [5117]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
209th [5125]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
37th Infantry [5132]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
145th Infantry [5133]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	

Item [slot]	Change	Sheet	Note
148th Infantry [5134]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
129th Infantry [5135]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
165th [5150]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
225th [5158]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
43rd Infantry [5168]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
24th Infantry [5559]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
19th Infantry [5560]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
21st Infantry [5561]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
34th Infantry [5562]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
25th Infantry [5563]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
27th Infantry [5564]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
35th Infantry [5565]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
161st Infantry [5566]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
30th [5582]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
40th [5583]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
40th Infantry [5594]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
160th Infantry [5595]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
185th Infantry [5596]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
108th Infantry [5597]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
198th [5604]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
188th [5611]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
183rd [5612]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
3rd Infantry [5614]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
41st Infantry [5615]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	

Item [slot]	Change	Sheet	Note
81st [5626]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
35th Infantry [6801]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
44th Infantry [6802]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
91st Infantry [6803]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
104th Infantry [6804]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
144th [6810]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
7th Mot Infantry [6855]	devices: x 155mm M1 Howitzer -> x 155mm M1918 How	112_ground_devices	
Chungking LL Depot [7419]	added at Chungking, arrives 0; cloned from Government of India; nation 14 -> 5; attached HQ Eastern Command -> SOS China-Burma-Ind; location 52 -> 76; location 17 -> 45; toe1 900 -> 0; toedev1 321 -> 0; devices: +1500x Civilian Evacuees	114_competitiveness	R3: the Lend-Lease depots of the interior as static, permanently restricted, non-combatant units of American nationality: a destroyed American unit scores one point for every three items, permanently, so the capture of the interior is a score no 1945 liberatio
Kunming LL Depot [7432]	added at Kunming, arrives 0; cloned from Government of India; nation 14 -> 5; attached HQ Eastern Command -> SOS China-Burma-Ind; location 52 -> 69; location 17 -> 48; toe1 900 -> 0; toedev1 321 -> 0; devices: +1500x Civilian Evacuees	114_competitiveness	
Chengtu LL Depot [7463]	added at Chengtu, arrives 0; cloned from Government of India; nation 14 -> 5; attached HQ Eastern Command -> SOS China-Burma-Ind; location 52 -> 75; location 17 -> 41; toe1 900 -> 0; toedev1 321 -> 0; devices: +1500x Civilian Evacuees	114_competitiveness	
Sian LL Depot [7464]	added at Sian, arrives 0; cloned from Government of India; nation 14 -> 5; attached HQ Eastern Command -> SOS China-Burma-Ind; location 52 -> 83; location 17 -> 41; toe1 900 -> 0; toedev1 321 -> 0; devices: +1500x Civilian Evacuees	114_competitiveness	
Chungking LL Depot [7419]	toe2 0 -> 1; devices: +1x Garrison	115_static_china	Chungking LL Depot: one Garrison item (static device, as the Ports of Embarkation carry) so the depot cannot move
Kunming LL Depot [7432]	toe2 0 -> 1; devices: +1x Garrison	115_static_china	Kunming LL Depot: one Garrison item (static device, as the Ports of Embarkation carry) so the depot cannot move
Chengtu LL Depot [7463]	toe2 0 -> 1; devices: +1x Garrison	115_static_china	Chengtu LL Depot: one Garrison item (static device, as the Ports of Embarkation carry) so the depot cannot move
Sian LL Depot [7464]	toe2 0 -> 1; devices: +1x Garrison	115_static_china	Sian LL Depot: one Garrison item (static device, as the Ports of Embarkation carry) so the depot cannot move
Manila Americans [7599]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Manila Americans is not an infantry formation (3)
Wake Contractors [7611]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Wake Contractors is not an infantry formation (3)
Philippine Govt&Gold [7613]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Philippine Govt&Gold is not an infantry formation (3)
Mars Task Force [7227]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Tripler Gen Hospital [7366]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
Letterman Hospital [7369]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Chungking LL Depot [7419]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Kunming LL Depot [7432]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Chengtu LL Depot [7463]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Sian LL Depot [7464]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Manila Americans [7599]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Wake Contractors [7611]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Philippine Govt&Gold [7613]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
1st Evac Hospital [5605]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
2nd Evac Hospital [5660]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
3rd Evac Hospital [5666]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
4th Evac Hospital [5701]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
5th Evac Hospital [5843]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
6th Evac Hospital [5845]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
701st MP [5863]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
702nd MP [5864]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
703rd MP [5866]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared

Item [slot]	Change	Sheet	Note
704th MP [5878]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
705th MP [5880]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
706th MP [5884]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
Tripler Gen Hospital [7366]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
Letterman Hospital [7369]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
Chungking LL Depot [7419]	TOE 2870 -> 0	116_editor_compliance	Editor 3.6.3.1: a government or depot is not an Indian frontier battalion; with no TO&E it keeps its own starting strength
Kunming LL Depot [7432]	TOE 2870 -> 0	116_editor_compliance	Editor 3.6.3.1: a government or depot is not an Indian frontier battalion; with no TO&E it keeps its own starting strength
Chengtu LL Depot [7463]	TOE 2870 -> 0	116_editor_compliance	Editor 3.6.3.1: a government or depot is not an Indian frontier battalion; with no TO&E it keeps its own starting strength
Sian LL Depot [7464]	TOE 2870 -> 0	116_editor_compliance	Editor 3.6.3.1: a government or depot is not an Indian frontier battalion; with no TO&E it keeps its own starting strength
63rd Infantry [5575]	TOE upgrade 2513 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
65th Infantry [5578]	TOE upgrade 2513 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
63rd Infantry [5575]	devices: -150x Support, -60x Motorized Support, +150x Support, +60x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell US Div so replacements fill the rows the template means
65th Infantry [5578]	devices: -150x Support, -60x Motorized Support, +150x Support, +60x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CRS Shell US Div so replacements fill the rows the template means
531st FA (155 Gun) [6277]	toedev1 1161 -> 1126; toe1 12 -> 5; toedev2 1126 -> 1161; toe2 5 -> 12; devices: 12x 155mm Long Tom Gun -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 12x 155mm Long Tom Gun	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA (155) so replacements fill the rows the template means
244th FA (155 Gun) [6294]	toedev1 1161 -> 1126; toe1 12 -> 5; toedev2 1126 -> 1161; toe2 5 -> 12; devices: 12x 155mm Long Tom Gun -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 12x 155mm Long Tom Gun	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA (155) so replacements fill the rows the template means
465th FA (155 Gun) [6297]	toedev1 1161 -> 1126; toe1 12 -> 5; toedev2 1126 -> 1161; toe2 5 -> 12; devices: 12x 155mm Long Tom Gun -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 12x 155mm Long Tom Gun	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA (155) so replacements fill the rows the template means
947th FA (155 Gun) [6298]	toedev1 1161 -> 1126; toe1 12 -> 5; toedev2 1126 -> 1161; toe2 5 -> 12; devices: 12x 155mm Long Tom Gun -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 12x 155mm Long Tom Gun	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA (155) so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
750th FA (8in How) [6348]	toedev1 1162 -> 1126; toe1 12 -> 5; toedev2 1126 -> 1162; toe2 5 -> 12; devices: 12x 8in M1 Howitzer -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 12x 8in M1 Howitzer	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA (155) so replacements fill the rows the template means
749th FA (8in How) [6349]	toedev1 1162 -> 1126; toe1 12 -> 5; toedev2 1126 -> 1162; toe2 5 -> 12; devices: 12x 8in M1 Howitzer -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 12x 8in M1 Howitzer	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA (155) so replacements fill the rows the template means
Mars Task Force [7227]	toedev4 1155 -> 0; toe4 24 -> 0; toedev5 1154 -> 1155; toe5 12 -> 24; toedev6 252 -> 1154; toe6 150 -> 12; toedev7 0 -> 252; toe7 0 -> 150; devices: -24x 81mm M1 Mortar, 12x 105mm M3 Howitzer -> 24x 81mm M1 Mortar, 150x Support -> 12x 105mm M3 Howitzer, +150x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA Infantry so replacements fill the rows the template means
6th Infantry [5219]	arrival 430919 -> 430721	120_register_ready	LND-L1: the 6th Infantry Division sailed for the Pacific on 21 July 1943

Base forces, fortresses and engineers (423)

Item [slot]	Change	Sheet	Note
534th Amtrac Bn [6879]	added at San Francisco, arrives 440101; cloned from 27th Infantry; type 7 -> 10; attached HQ Hawaiian Dept -> Sixth US; arrival 0 -> 440101; experience 40 -> 45; morale 60 -> 65; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12	21_amphibious	US Army amphibian tractor battalions for Sixth Army
715th Amtrac Bn [6892]	added at San Francisco, arrives 440301; cloned from 27th Infantry; type 7 -> 10; attached HQ Hawaiian Dept -> Sixth US; arrival 0 -> 440301; experience 40 -> 45; morale 60 -> 65; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12	21_amphibious	
718th Amtrac Bn [6902]	added at San Francisco, arrives 440601; cloned from 27th Infantry; type 7 -> 10; attached HQ Hawaiian Dept -> Tenth US; arrival 0 -> 440601; experience 40 -> 45; morale 60 -> 65; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12	21_amphibious	
773rd Amtrac Bn [6905]	added at San Francisco, arrives 440801; cloned from 27th Infantry; type 7 -> 10; attached HQ Hawaiian Dept -> Sixth US; arrival 0 -> 440801; experience 40 -> 45; morale 60 -> 65; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12	21_amphibious	
489th Port Bn [6974]	added at San Francisco, arrives 420401; cloned from 27th Infantry; type 7 -> 10; arrival 0 -> 420401; attached HQ Hawaiian Dept -> West Coast; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4 12 ->	24_player_options	US Army Transportation Corps port battalions: stevedores. Naval support is the engine's cargo-handling lever (+10 load per squad)
490th Port Bn [6976]	added at San Francisco, arrives 420701; cloned from 27th Infantry; type 7 -> 10; arrival 0 -> 420701; attached HQ Hawaiian Dept -> West Coast; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4 12 ->	24_player_options	
491st Port Bn [6979]	added at San Francisco, arrives 421001; cloned from 27th Infantry; type 7 -> 10; arrival 0 -> 421001; attached HQ Hawaiian Dept -> West Coast; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4 12 ->	24_player_options	
492nd Port Bn [6983]	added at San Francisco, arrives 430101; cloned from 27th Infantry; type 7 -> 10; arrival 0 -> 430101; attached HQ Hawaiian Dept -> West Coast; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4 12 ->	24_player_options	
493rd Port Bn [6985]	added at San Francisco, arrives 430401; cloned from 27th Infantry; type 7 -> 10; arrival 0 -> 430401; attached HQ Hawaiian Dept -> West Coast; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4 12 ->	24_player_options	
494th Port Bn [6987]	added at San Francisco, arrives 430701; cloned from 27th Infantry; type 7 -> 10; arrival 0 -> 430701; attached HQ Hawaiian Dept -> West Coast; suffix 74 -> 100; location 180 -> 218; location 107 -> 70; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toedev3 1111 -> 0; toe4 12 ->	24_player_options	

Item [slot]	Change	Sheet	Note
705th Railway [7169]	added at Ledo, arrives 431001; cloned from 27th Infantry; type 7 -> 10; suffix 74 -> 101; attached HQ Hawaiian Dept -> Eastern; arrival 0 -> 431001; experience 40 -> 55; morale 60 -> 65; location 180 -> 65; location 107 -> 38; toe1 91 -> 0; toedev1 1101 -> 0; disabled1 30 -> 0; toe2 6 -> 0; toedev2 1108 -> 0; toe3 12 -> 0; toede	33_mod_adoptions	705th Railway Grand Division, Bengal-Assam railway, October 43
Guadalcanal Radar [7190]	added at Noumea, arrives 420901; cloned from Clark Field USAAF; suffix 109 -> 100; attached HQ USAFFE -> South Pacific; arrival 0 -> 420901; experience 40 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 32 (AI); TOE 2400 -> 0; location 79 -> 115; location 76 -> 160; devices: +2x SCR-270 Radar, +2x US HMG Section, +12x Support, -	37_depth	Signal Aircraft Warning detachments: the Allied radar picket grows through 1942-43 while Japanese warning stays with the ships (09e-5)
Milne Bay Radar [7200]	added at Port Moresby, arrives 420901; cloned from Clark Field USAAF; suffix 109 -> 100; attached HQ USAFFE -> Southwest Pacific; arrival 0 -> 420901; experience 40 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 32 (AI); TOE 2400 -> 0; location 79 -> 98; location 76 -> 130; devices: +2x SCR-270 Radar, +2x US HMG Section, +12x S	37_depth	
New Georgia Radar [7206]	added at Noumea, arrives 430901; cloned from Clark Field USAAF; suffix 109 -> 100; attached HQ USAFFE -> South Pacific; arrival 0 -> 430901; experience 40 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 32 (AI); TOE 2400 -> 0; location 79 -> 115; location 76 -> 160; devices: +2x SCR-270 Radar, +2x US HMG Section, +12x Support, -	37_depth	
Bougainville Radar [7207]	added at Noumea, arrives 431201; cloned from Clark Field USAAF; suffix 109 -> 100; attached HQ USAFFE -> South Pacific; arrival 0 -> 431201; experience 40 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 32 (AI); TOE 2400 -> 0; location 79 -> 115; location 76 -> 160; devices: +2x SCR-270 Radar, +2x US HMG Section, +12x Support, -	37_depth	
Nadzab Radar [7208]	added at Port Moresby, arrives 431001; cloned from Clark Field USAAF; suffix 109 -> 100; attached HQ USAFFE -> Southwest Pacific; arrival 0 -> 431001; experience 40 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 32 (AI); TOE 2400 -> 0; location 79 -> 98; location 76 -> 130; devices: +2x SCR-270 Radar, +2x US HMG Section, +12x S	37_depth	
Finschhafen Radar [7209]	added at Port Moresby, arrives 431201; cloned from Clark Field USAAF; suffix 109 -> 100; attached HQ USAFFE -> Southwest Pacific; arrival 0 -> 431201; experience 40 -> 50; morale 45 -> 60; attribute 0 (mobile) -> 32 (AI); TOE 2400 -> 0; location 79 -> 98; location 76 -> 130; devices: +2x SCR-270 Radar, +2x US HMG Section, +12x S	37_depth	
536th Amtrac Bn [5287]	added at San Francisco, arrives 440601; cloned from 534th Amtrac Bn; attached HQ Sixth US -> Tenth US; arrival 440101 -> 440601	43_amphibious_support	The eight Army amphibian tractor battalions Draft 5 left out, cloned from the 534th: LVT-2 now, LVT-4 on the device path from May 1944. Leyte and Okinawa
658th Amtrac Bn [5340]	added at San Francisco, arrives 450101; cloned from 534th Amtrac Bn; arrival 440101 -> 450101	43_amphibious_support	Luzon
672nd Amtrac Bn [7230]	added at San Francisco, arrives 440901; cloned from 534th Amtrac Bn; arrival 440101 -> 440901	43_amphibious_support	Leyte and Luzon
726th Amtrac Bn [7231]	added at San Francisco, arrives 441001; cloned from 534th Amtrac Bn; arrival 440101 -> 441001	43_amphibious_support	Luzon and Mindanao
727th Amtrac Bn [7232]	added at San Francisco, arrives 441201; cloned from 534th Amtrac Bn; arrival 440101 -> 441201	43_amphibious_support	Luzon
728th Amtrac Bn [7233]	added at San Francisco, arrives 441101; cloned from 534th Amtrac Bn; attached HQ Sixth US -> Tenth US; arrival 440101 -> 441101	43_amphibious_support	Okinawa
788th Amtrac Bn [7235]	added at San Francisco, arrives 441201; cloned from 534th Amtrac Bn; attached HQ Sixth US -> Tenth US; arrival 440101 -> 441201	43_amphibious_support	Okinawa
826th Amtrac Bn [7240]	added at San Francisco, arrives 450301; cloned from 534th Amtrac Bn; attached HQ Sixth US -> Tenth US; arrival 440101 -> 450301	43_amphibious_support	Okinawa

Item [slot]	Change	Sheet	Note
532nd Boat & Shore [7244]	added at San Francisco, arrives 430215; cloned from 534th Amtrac Bn; arrival 440101 -> 430215; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	The Engineer Special Brigades carried as their nine Boat and Shore Regiments, each a boat battalion and a shore battalion with about 180 landing craft and 2,300 men: the Army's own amphibious force in the Southwest Pacific, which lifted MacArthur's shore-to-sh
542nd Boat & Shore [7246]	added at San Francisco, arrives 430315; cloned from 534th Amtrac Bn; arrival 440101 -> 430315; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	
592nd Boat & Shore [7247]	added at San Francisco, arrives 430415; cloned from 534th Amtrac Bn; arrival 440101 -> 430415; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	
533rd Boat & Shore [7249]	added at San Francisco, arrives 430715; cloned from 534th Amtrac Bn; arrival 440101 -> 430715; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	3rd Engineer Special Brigade: 533rd, 543rd and 593rd, New Guinea from Finschhafen, then Leyte and Luzon
543rd Boat & Shore [7250]	added at San Francisco, arrives 430815; cloned from 534th Amtrac Bn; arrival 440101 -> 430815; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	
593rd Boat & Shore [7251]	added at San Francisco, arrives 430915; cloned from 534th Amtrac Bn; arrival 440101 -> 430915; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	
534th Boat & Shore [7252]	added at San Francisco, arrives 440315; cloned from 534th Amtrac Bn; arrival 440101 -> 440315; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	4th Engineer Special Brigade: 534th, 544th and 594th, Hollandia, Biak, Leyte, Luzon
544th Boat & Shore [7258]	added at San Francisco, arrives 440415; cloned from 534th Amtrac Bn; arrival 440101 -> 440415; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	
594th Boat & Shore [7259]	added at San Francisco, arrives 440515; cloned from 534th Amtrac Bn; arrival 440101 -> 440515; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 74; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng S	43_amphibious_support	
116th USAAF [5019]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	116th USAAF: Pacific Fleet -> Hawaiian USAAF. Reluctant Admiral's pattern: the USAAF base units belong to their numbered air forces, not the theatre or fleet commands stock attaches them to. Southwest Pacific to Fifth, South Pacific to Thirteenth, Pacific Flee
117th USAAF [5020]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	117th USAAF: West Coast -> Fourth USAAF
120th USAAF [5021]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	120th USAAF: West Coast -> Fourth USAAF
121st USAAF [5022]	attached HQ West Coast -> Eleventh USAAF	47_usaaf_base_groups	121st USAAF: West Coast -> Eleventh USAAF
122nd USAAF [5023]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	122nd USAAF: West Coast -> Fourth USAAF
123rd USAAF [5024]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	123rd USAAF: West Coast -> Fourth USAAF
124th USAAF [5025]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	124th USAAF: West Coast -> Fourth USAAF
125th USAAF [5026]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	125th USAAF: West Coast -> Fourth USAAF

Item [slot]	Change	Sheet	Note
126th USAAF [5027]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	126th USAAF: West Coast -> Fourth USAAF
127th USAAF [5028]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	127th USAAF: West Coast -> Fourth USAAF
128th USAAF [5029]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	128th USAAF: West Coast -> Fourth USAAF
129th USAAF [5030]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	129th USAAF: West Coast -> Fourth USAAF
130th USAAF [5031]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	130th USAAF: West Coast -> Fourth USAAF
131st USAAF [5032]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	131st USAAF: West Coast -> Fourth USAAF
132nd USAAF [5033]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	132nd USAAF: West Coast -> Fourth USAAF
133rd USAAF [5034]	attached HQ West Coast -> Eleventh USAAF	47_usaaf_base_groups	133rd USAAF: West Coast -> Eleventh USAAF
Clark Field USAAF [5036]	attached HQ USAFFE -> Far East USAAF	47_usaaf_base_groups	Clark Field USAAF: USAFFE -> Far East USAAF
Cagayan USAAF [5037]	attached HQ USAFFE -> Far East USAAF	47_usaaf_base_groups	Cagayan USAAF: USAFFE -> Far East USAAF
Manila USAAF [5038]	attached HQ USAFFE -> Far East USAAF	47_usaaf_base_groups	Manila USAAF: USAFFE -> Far East USAAF
113th USAAF [5056]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	113th USAAF: Pacific Fleet -> Hawaiian USAAF
118th USAAF [5057]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	118th USAAF: Pacific Fleet -> Hawaiian USAAF
119th USAAF [5058]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	119th USAAF: Pacific Fleet -> Hawaiian USAAF
256th USAAF [5148]	attached HQ West Coast -> Fourth USAAF	47_usaaf_base_groups	256th USAAF: West Coast -> Fourth USAAF
257th USAAF [5172]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	257th USAAF: Southwest Pacific -> Fifth USAAF
258th USAAF [5180]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	258th USAAF: Southwest Pacific -> Fifth USAAF

Item [slot]	Change	Sheet	Note
175th USAAF [5415]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	175th USAAF: Pacific Fleet -> Hawaiian USAAF
176th USAAF [5416]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	176th USAAF: Southwest Pacific -> Fifth USAAF
177th USAAF [5417]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	177th USAAF: Southwest Pacific -> Fifth USAAF
178th USAAF [5418]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	178th USAAF: Southwest Pacific -> Fifth USAAF
179th USAAF [5419]	attached HQ South Pacific -> Thirteenth USAAF	47_usaaf_base_groups	179th USAAF: South Pacific -> Thirteenth USAAF
180th USAAF [5420]	attached HQ North Pacific -> Eleventh USAAF	47_usaaf_base_groups	180th USAAF: North Pacific -> Eleventh USAAF
181st USAAF [5421]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	181st USAAF: Southwest Pacific -> Fifth USAAF
182nd USAAF [5422]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	182nd USAAF: Pacific Fleet -> Hawaiian USAAF
183rd USAAF [5423]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	183rd USAAF: Southwest Pacific -> Fifth USAAF
184th USAAF [5424]	attached HQ South Pacific -> Thirteenth USAAF	47_usaaf_base_groups	184th USAAF: South Pacific -> Thirteenth USAAF
185th USAAF [5425]	attached HQ Southeast Asia -> Tenth USAAF	47_usaaf_base_groups	185th USAAF: Southeast Asia -> Tenth USAAF
186th USAAF [5426]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	186th USAAF: Southwest Pacific -> Fifth USAAF
187th USAAF [5427]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	187th USAAF: Pacific Fleet -> Hawaiian USAAF
188th USAAF [5430]	attached HQ Southeast Asia -> Tenth USAAF	47_usaaf_base_groups	188th USAAF: Southeast Asia -> Tenth USAAF
189th USAAF [5431]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	189th USAAF: Southwest Pacific -> Fifth USAAF
190th USAAF [5432]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	190th USAAF: Pacific Fleet -> Hawaiian USAAF
191st USAAF [5433]	attached HQ South Pacific -> Thirteenth USAAF	47_usaaf_base_groups	191st USAAF: South Pacific -> Thirteenth USAAF

Item [slot]	Change	Sheet	Note
192nd USAAF [5434]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	192nd USAAF: Southwest Pacific -> Fifth USAAF
193rd USAAF [5435]	attached HQ Pacific Fleet -> Hawaiian USAAF	47_usaaf_base_groups	193rd USAAF: Pacific Fleet -> Hawaiian USAAF
194th USAAF [5436]	attached HQ South Pacific -> Thirteenth USAAF	47_usaaf_base_groups	194th USAAF: South Pacific -> Thirteenth USAAF
195th USAAF [5437]	attached HQ Southeast Asia -> Tenth USAAF	47_usaaf_base_groups	195th USAAF: Southeast Asia -> Tenth USAAF
196th USAAF [5438]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	196th USAAF: Southwest Pacific -> Fifth USAAF
197th USAAF [5439]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	197th USAAF: Southwest Pacific -> Fifth USAAF
198th USAAF [5440]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	198th USAAF: Southwest Pacific -> Fifth USAAF
199th USAAF [5441]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	199th USAAF: Southwest Pacific -> Fifth USAAF
200th USAAF [5442]	attached HQ Southeast Asia -> Tenth USAAF	47_usaaf_base_groups	200th USAAF: Southeast Asia -> Tenth USAAF
201st USAAF [5443]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	201st USAAF: Southwest Pacific -> Fifth USAAF
202nd USAAF [5444]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	202nd USAAF: Southwest Pacific -> Fifth USAAF
203rd USAAF [5445]	attached HQ North Pacific -> Eleventh USAAF	47_usaaf_base_groups	203rd USAAF: North Pacific -> Eleventh USAAF
204th USAAF [5446]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	204th USAAF: Southwest Pacific -> Fifth USAAF
205th USAAF [5447]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	205th USAAF: Southwest Pacific -> Fifth USAAF
206th USAAF [5448]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	206th USAAF: Southwest Pacific -> Fifth USAAF
207th USAAF [5449]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	207th USAAF: Southwest Pacific -> Fifth USAAF
208th USAAF [5450]	attached HQ South Pacific -> Thirteenth USAAF	47_usaaf_base_groups	208th USAAF: South Pacific -> Thirteenth USAAF

Item [slot]	Change	Sheet	Note
209th USAAF [5451]	attached HQ South Pacific -> Thirteenth USAAF	47_usaaf_base_groups	209th USAAF: South Pacific -> Thirteenth USAAF
210th USAAF [5452]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	210th USAAF: Southwest Pacific -> Fifth USAAF
114th USAAF [5618]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	114th USAAF: Southwest Pacific -> Fifth USAAF
115th USAAF [5619]	attached HQ Southwest Pacific -> Fifth USAAF	47_usaaf_base_groups	115th USAAF: Southwest Pacific -> Fifth USAAF
San Francisco POE [7332]	added at San Francisco, arrives 0; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> West Coast; arrival 421017 -> 0; experience 40 -> 50; morale 50 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; toe4	48_commands	The Army's Ports of Embarkation, through which every soldier and ton for the Pacific passed: base-force records with heavy naval support, which is the one thing the engine lets a port command do, raise loading and unloading capacity where the tonnage moved
Seattle POE [7333]	added at Seattle, arrives 0; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> West Coast; arrival 421017 -> 0; experience 40 -> 50; morale 50 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 218 -> 212; location 70 -> 52; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; to	48_commands	
Los Angeles POE [7334]	added at Los Angeles, arrives 0; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> West Coast; arrival 421017 -> 0; experience 40 -> 50; morale 50 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 218 -> 225; location 70 -> 76; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0	48_commands	
Base Section 1 [7335]	added at Darwin, arrives 420401; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southwest Pacific; arrival 421017 -> 420401; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 76; location 70 -> 124; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0;	48_commands	USASOS Base Sections in Australia (1 Darwin, 2 Townsville, 3 Brisbane, 4 Melbourne, 7 Sydney), the SoPac base at Noumea, and SOS China-Burma-India's Base Sections at Karachi and Calcutta with the Advance Section at Ledo: the intermediate logistics commands the
Base Section 2 [7336]	added at Townsville, arrives 420301; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southwest Pacific; arrival 421017 -> 420301; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 92; location 70 -> 144; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -	48_commands	
Base Section 3 [7337]	added at Brisbane, arrives 420301; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southwest Pacific; arrival 421017 -> 420301; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 96; location 70 -> 160; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 ->	48_commands	
Base Section 4 [7338]	added at Melbourne, arrives 420201; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southwest Pacific; arrival 421017 -> 420201; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 82; location 70 -> 170; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 ->	48_commands	
Base Section 7 [7339]	added at Sydney, arrives 420301; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southwest Pacific; arrival 421017 -> 420301; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 90; location 70 -> 167; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0;	48_commands	
Noumea Base Section [7355]	added at Noumea, arrives 420601; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> South Pacific; arrival 421017 -> 420601; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 115; location 70 -> 160; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; to	48_commands	
SOS Base Section 1 [7357]	added at Karachi, arrives 420301; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southeast Asia; arrival 421017 -> 420301; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 40; location 70 -> 8; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; toe	48_commands	
SOS Base Section 2 [7358]	added at Calcutta, arrives 420401; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southeast Asia; arrival 421017 -> 420401; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 52; location 70 -> 37; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; t	48_commands	
SOS Advance Sect 3 [7359]	added at Ledo, arrives 430101; cloned from LION 1; nation 4 -> 5; attached HQ Pacific Fleet -> Southeast Asia; arrival 421017 -> 430101; experience 40 -> 50; morale 50 -> 70; suffix 109 -> 0; location 218 -> 65; location 70 -> 38; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; toe4	48_commands	

Item [slot]	Change	Sheet	Note
532nd Boat & Shore [7244]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	The nine Boat and Shore regiments get their DUKW companies
542nd Boat & Shore [7246]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
592nd Boat & Shore [7247]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
533rd Boat & Shore [7249]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
543rd Boat & Shore [7250]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
593rd Boat & Shore [7251]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
534th Boat & Shore [7252]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
544th Boat & Shore [7258]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
594th Boat & Shore [7259]	toe1 18 -> 0; toedev1 302 -> 0; toe2 12 -> 0; toedev2 1108 -> 0; toe3 50 -> 0; toedev3 255 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 14 -> 0; toedev5 253 -> 0; devices: +18x LCM/LCVP Craft, +12x US 41 Cmbt Eng Sqd, +50x Naval Support, +20x Support, +14x Motorized Support, +12x DUKW Amphib Truck	54_material	
464th Amph Truck [7675]	added at San Francisco, arrives 431201; cloned from 534th Amtrac Bn; arrival 440101 -> 431201; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 75; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +50x DUKW Amphib Truck, +20x Support, +10x	54_material	Six Army amphibian truck battalions, the DUKW units that unloaded Kwajalein, Saipan, Leyte and Iwo Jima across the reef
465th Amph Truck [7679]	added at San Francisco, arrives 440201; cloned from 534th Amtrac Bn; arrival 440101 -> 440201; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 75; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +50x DUKW Amphib Truck, +20x Support, +10x	54_material	
471st Amph Truck [7680]	added at San Francisco, arrives 440401; cloned from 534th Amtrac Bn; arrival 440101 -> 440401; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 75; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +50x DUKW Amphib Truck, +20x Support, +10x	54_material	
476th Amph Truck [7681]	added at San Francisco, arrives 440601; cloned from 534th Amtrac Bn; arrival 440101 -> 440601; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 75; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +50x DUKW Amphib Truck, +20x Support, +10x	54_material	
477th Amph Truck [7682]	added at San Francisco, arrives 440801; cloned from 534th Amtrac Bn; arrival 440101 -> 440801; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 75; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +50x DUKW Amphib Truck, +20x Support, +10x	54_material	
480th Amph Truck [7683]	added at San Francisco, arrives 440901; cloned from 534th Amtrac Bn; arrival 440101 -> 440901; experience 45 -> 50; morale 65 -> 70; suffix 100 -> 75; toe1 36 -> 0; toedev1 226 -> 0; toe2 6 -> 0; toedev2 1101 -> 0; toe3 20 -> 0; toedev3 252 -> 0; toe4 20 -> 0; toedev4 253 -> 0; devices: +50x DUKW Amphib Truck, +20x Support, +10x	54_material	
Portland AAB [5020]	name 117th USAAF -> Portland AAB	55_iaf_and_fields	The USAAF base forces that sit in the United States for the whole war, named for the fields they were: Portland Army Air Base, McClellan Field at Sacramento, Geiger Field at Spokane, Gowen Field at Boise, and in Alaska Elmendorf Field at Anchorage and Ladd Fie
McClellan Field [5027]	name 126th USAAF -> McClellan Field	55_iaf_and_fields	

Item [slot]	Change	Sheet	Note
Geiger Field [5026]	name 125th USAAF -> Geiger Field	55_iaf_and_fields	
Gowen Field [5032]	name 131st USAAF -> Gowen Field	55_iaf_and_fields	
Elmendorf Field [5022]	name 121st USAAF -> Elmendorf Field	55_iaf_and_fields	
Ladd Field [5034]	name 133rd USAAF -> Ladd Field	55_iaf_and_fields	
Hamilton Field [7684]	added at San Francisco, arrives 0; cloned from 5020; location 213 -> 218; location 56 -> 70	55_iaf_and_fields	Fourth Air Force's own fields at San Francisco and Seattle, which stock left without a base force: Hamilton Field and McChord Field, static
San Francisco POE [7332]	toe1 300 -> 0; toedev1 255 -> 0; toe2 150 -> 0; toedev2 252 -> 0; toe3 60 -> 0; toedev3 253 -> 0; devices: +600x Naval Support, +150x Support, +160x Motorized Support, +120x Aviation Support, +20x Garrison	61_slot_cuts	The Army Ports of Embarkation of sheet 48 become the port base forces: each takes the naval, aviation, motorized support and garrison of the stock USN base force at its port, which is deleted, so the POE runs the port as it did
Los Angeles POE [7334]	toe1 300 -> 0; toedev1 255 -> 0; toe2 150 -> 0; toedev2 252 -> 0; toe3 60 -> 0; toedev3 253 -> 0; devices: +500x Naval Support, +150x Support, +160x Motorized Support, +120x Aviation Support, +20x Garrison	61_slot_cuts	
Seattle POE [7333]	toe1 300 -> 0; toedev1 255 -> 0; toe2 150 -> 0; toedev2 252 -> 0; toe3 60 -> 0; toedev3 253 -> 0; devices: +600x Naval Support, +150x Support, +110x Motorized Support, +60x Aviation Support, +5x Garrison	61_slot_cuts	
Hill Field [5021]	name 120th USAAF -> Hill Field	61_slot_cuts	The remaining numbered USAAF base forces in the United States and Hawaii named for their fields, as sheet 55 did for Portland, McClellan, Geiger, Gowen, Elmendorf and Ladd: 120th at Ogden is Hill Field, 132nd at Fresno Hammer Field, 130th Great Falls AAB, 129t
Hammer Field [5033]	name 132nd USAAF -> Hammer Field	61_slot_cuts	
Great Falls AAB [5031]	name 130th USAAF -> Great Falls AAB	61_slot_cuts	
March Field [5030]	name 129th USAAF -> March Field	61_slot_cuts	
Muroc AAB [5029]	name 128th USAAF -> Muroc AAB	61_slot_cuts	
Pendleton Field [5028]	name 127th USAAF -> Pendleton Field	61_slot_cuts	
Stockton Field [5025]	name 124th USAAF -> Stockton Field	61_slot_cuts	
McChord Field [5023]	name 122nd USAAF -> McChord Field	61_slot_cuts	
Wendover Field [5024]	name 123rd USAAF -> Wendover Field	61_slot_cuts	
Hickam Field [5057]	name 118th USAAF -> Hickam Field	61_slot_cuts	
Wheeler Field [5058]	name 119th USAAF -> Wheeler Field	61_slot_cuts	
4th Service Group [5618]	suffix 109 -> 0; name 114th USAAF -> 4th Service Group	69_base_force_names	The numbered USAAF base forces named for the real Service Groups of the air force each belongs to (Fifth, Thirteenth, Seventh, Tenth, Eleventh); the pairing of number to arrival date is approximate, the numbers and air forces are real
27th Service Group [5619]	suffix 109 -> 0; name 115th USAAF -> 27th Service Group	69_base_force_names	
35th Service Group [5416]	suffix 109 -> 0; name 176th USAAF -> 35th Service Group	69_base_force_names	

Item [slot]	Change	Sheet	Note
36th Service Group [5417]	suffix 109 -> 0; name 177th USAAF -> 36th Service Group	69_base_force_names	
43rd Service Group [5418]	suffix 109 -> 0; name 178th USAAF -> 43rd Service Group	69_base_force_names	
45th Service Group [5421]	suffix 109 -> 0; name 181st USAAF -> 45th Service Group	69_base_force_names	
46th Service Group [5423]	suffix 109 -> 0; name 183rd USAAF -> 46th Service Group	69_base_force_names	
50th Service Group [5426]	suffix 109 -> 0; name 186th USAAF -> 50th Service Group	69_base_force_names	
54th Service Group [5431]	suffix 109 -> 0; name 189th USAAF -> 54th Service Group	69_base_force_names	
66th Service Group [5434]	suffix 109 -> 0; name 192nd USAAF -> 66th Service Group	69_base_force_names	
69th Service Group [5438]	suffix 109 -> 0; name 196th USAAF -> 69th Service Group	69_base_force_names	
70th Service Group [5439]	suffix 109 -> 0; name 197th USAAF -> 70th Service Group	69_base_force_names	
78th Service Group [5440]	suffix 109 -> 0; name 198th USAAF -> 78th Service Group	69_base_force_names	
82nd Service Group [5441]	suffix 109 -> 0; name 199th USAAF -> 82nd Service Group	69_base_force_names	
83rd Service Group [5443]	suffix 109 -> 0; name 201st USAAF -> 83rd Service Group	69_base_force_names	
85th Service Group [5444]	suffix 109 -> 0; name 202nd USAAF -> 85th Service Group	69_base_force_names	
86th Service Group [5446]	suffix 109 -> 0; name 204th USAAF -> 86th Service Group	69_base_force_names	
87th Service Group [5447]	suffix 109 -> 0; name 205th USAAF -> 87th Service Group	69_base_force_names	
88th Service Group [5448]	suffix 109 -> 0; name 206th USAAF -> 88th Service Group	69_base_force_names	
90th Service Group [5449]	suffix 109 -> 0; name 207th USAAF -> 90th Service Group	69_base_force_names	

Item [slot]	Change	Sheet	Note
92nd Service Group [5452]	suffix 109 -> 0; name 210th USAAF -> 92nd Service Group	69_base_force_names	
13th Service Group [5419]	suffix 109 -> 0; name 179th USAAF -> 13th Service Group	69_base_force_names	
15th Service Group [5424]	suffix 109 -> 0; name 184th USAAF -> 15th Service Group	69_base_force_names	
61st Service Group [5433]	suffix 109 -> 0; name 191st USAAF -> 61st Service Group	69_base_force_names	
63rd Service Group [5436]	suffix 109 -> 0; name 194th USAAF -> 63rd Service Group	69_base_force_names	
64th Service Group [5450]	suffix 109 -> 0; name 208th USAAF -> 64th Service Group	69_base_force_names	
65th Service Group [5451]	suffix 109 -> 0; name 209th USAAF -> 65th Service Group	69_base_force_names	
6th Service Group [5019]	suffix 109 -> 0; name 116th USAAF -> 6th Service Group	69_base_force_names	
18th Service Group [5056]	suffix 109 -> 0; name 113th USAAF -> 18th Service Group	69_base_force_names	
30th Service Group [5415]	suffix 109 -> 0; name 175th USAAF -> 30th Service Group	69_base_force_names	
47th Service Group [5422]	suffix 109 -> 0; name 182nd USAAF -> 47th Service Group	69_base_force_names	
58th Service Group [5427]	suffix 109 -> 0; name 187th USAAF -> 58th Service Group	69_base_force_names	
62nd Service Group [5432]	suffix 109 -> 0; name 190th USAAF -> 62nd Service Group	69_base_force_names	
89th Service Group [5435]	suffix 109 -> 0; name 193rd USAAF -> 89th Service Group	69_base_force_names	
3rd Service Group [5425]	suffix 109 -> 0; name 185th USAAF -> 3rd Service Group	69_base_force_names	
12th Service Group [5430]	suffix 109 -> 0; name 188th USAAF -> 12th Service Group	69_base_force_names	
14th Service Group [5437]	suffix 109 -> 0; name 195th USAAF -> 14th Service Group	69_base_force_names	

Item [slot]	Change	Sheet	Note
51st Service Group [5442]	suffix 109 -> 0; name 200th USAAF -> 51st Service Group	69_base_force_names	
28th Service Group [5420]	suffix 109 -> 0; name 180th USAAF -> 28th Service Group	69_base_force_names	
8th Service Group [5445]	suffix 109 -> 0; name 203rd USAAF -> 8th Service Group	69_base_force_names	
Santa Barbara AAB [5148]	name 256th USAAF -> Santa Barbara AAB	69_base_force_names	The three CONUS-based ones named for their fields, as sheets 55 and 61 did
Santa Ana AAB [5172]	name 257th USAAF -> Santa Ana AAB	69_base_force_names	The three CONUS-based ones named for their fields, as sheets 55 and 61 did
Tillamook Field [5180]	name 258th USAAF -> Tillamook Field	69_base_force_names	The three CONUS-based ones named for their fields, as sheets 55 and 61 did
810th [5086]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	E2: Engineer Aviation Battalions (27 officers and 761 men) at 36 squads and 24 vehicles, the Seabee scale
811th [5087]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
43rd [5088]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	E2: General Service Regiments (1,300 men) at 54 squads and 29 vehicles
46th [5089]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
813th [5121]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
821st [5145]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
353rd [5164]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
1393rd [5165]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
177th [5166]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
331st [5167]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
842nd [5197]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +28x Motorized Support	88_artillery_engineers	
339th [5199]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
857th [5200]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +28x Motorized Support	88_artillery_engineers	
382nd [5208]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
863rd [5209]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +28x Motorized Support	88_artillery_engineers	

Item [slot]	Change	Sheet	Note
1881th [5211]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +28x Motorized Support	88_artillery_engineers	
1304th [5286]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
2201st [5328]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
803rd [5525]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
804th [5557]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
47th [5586]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +40x Motorized Support	88_artillery_engineers	
808th [5590]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
802nd [5625]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
880th [7934]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
853rd [7935]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
1883rd [7936]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
823rd [7937]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
1905th [7938]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
882th [7939]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
858th [7940]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
848th [7941]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +25x Motorized Support	88_artillery_engineers	
45th GS Regiment [6357]	added at Ledo, arrives 421215; cloned from 5088; attached HQ Southwest Pacific -> Southeast Asia; arrival 420123 -> 421215; location 227 -> 65; location 27 -> 38; toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Eng	88_artillery_engineers	E3: the 45th Engineer General Service Regiment, at Ledo from December 1942 to build the road to Myitkyina
330th GS Regiment [6358]	added at Ledo, arrives 430301; cloned from 5088; attached HQ Southwest Pacific -> Southeast Asia; arrival 420123 -> 430301; location 227 -> 65; location 27 -> 38; toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Eng	88_artillery_engineers	E3: the 330th, the road's second regiment, from March 1943
42nd [5082]	devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
810th [5086]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	C2: Engineer Aviation Battalions at 48 support for 60 elements (0.8), as stock's own ratio
811th [5087]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
43rd [5088]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern

Item [slot]	Change	Sheet	Note
46th [5089]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
813th [5121]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
821st [5145]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
353rd [5164]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
1393rd [5165]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
177th [5166]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
331st [5167]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
842nd [5197]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 28 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
339th [5199]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
857th [5200]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 28 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
382nd [5208]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
863rd [5209]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 28 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
1881th [5211]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 28 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
1304th [5286]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
2201st [5328]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
803rd [5525]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
804th [5557]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
47th [5586]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
808th [5590]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
802nd [5625]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	

Item [slot]	Change	Sheet	Note
45th GS Regiment [6357]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
330th GS Regiment [6358]	toe1 54 -> 0; toedev1 82 -> 0; toe2 29 -> 0; toedev2 250 -> 0; toe3 5 -> 0; toedev3 1126 -> 0; toe4 40 -> 0; toedev4 253 -> 0; devices: +54x US Const Eng Sqd, +29x Engineer Vehicle, +5x 0.5in AAMG Sect (2), +70x Motorized Support	89_support	C2: General Service Regiments at 70 support for 88 elements; the 42nd, the template's other user, on the same pattern
880th [7934]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
853rd [7935]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
1883rd [7936]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
823rd [7937]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
1905th [7938]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
882th [7939]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
858th [7940]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
848th [7941]	toe1 36 -> 0; toedev1 82 -> 0; toe2 24 -> 0; toedev2 250 -> 0; toe3 25 -> 0; toedev3 253 -> 0; devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	
705th Railway [7169]	toe1 36 -> 0; toedev1 292 -> 0; toe2 12 -> 0; toedev2 82 -> 0; toe3 20 -> 0; toedev3 252 -> 0; devices: +36x US Railway Sqd, +12x US Const Eng Sqd, +36x Support	89_support	
532nd Boat & Shore [7244]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	the nine Boat and Shore regiments carry it beside their Naval Support
542nd Boat & Shore [7246]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
592nd Boat & Shore [7247]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
533rd Boat & Shore [7249]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
543rd Boat & Shore [7250]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
593rd Boat & Shore [7251]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
534th Boat & Shore [7252]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
544th Boat & Shore [7258]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
594th Boat & Shore [7259]	device US 41 Cmbt Eng Sqd replaced by US Amphib Eng Sqd (1 record, 2 device slots)	110_shore_party	
Guadalcanal Radar [7190]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Guadalcanal Radar is not an infantry formation (3)
Milne Bay Radar [7200]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Milne Bay Radar is not an infantry formation (3)

Item [slot]	Change	Sheet	Note
New Georgia Radar [7206]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; New Georgia Radar is not an infantry formation (3)
Bougainville Radar [7207]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Bougainville Radar is not an infantry formation (3)
Nadzab Radar [7208]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Nadzab Radar is not an infantry formation (3)
Finschhafen Radar [7209]	lcutype 0 -> 3	116_editor_compliance	Editor 3.6.3.1: AI type 1-3; Finschhafen Radar is not an infantry formation (3)
6th Service Group [5019]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
18th Service Group [5056]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
30th Service Group [5415]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
35th Service Group [5416]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
36th Service Group [5417]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
43rd Service Group [5418]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
13th Service Group [5419]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
28th Service Group [5420]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
45th Service Group [5421]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
47th Service Group [5422]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
46th Service Group [5423]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
15th Service Group [5424]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
3rd Service Group [5425]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
50th Service Group [5426]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
58th Service Group [5427]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
12th Service Group [5430]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
54th Service Group [5431]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
62nd Service Group [5432]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
61st Service Group [5433]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
66th Service Group [5434]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
89th Service Group [5435]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
63rd Service Group [5436]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
14th Service Group [5437]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
69th Service Group [5438]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
70th Service Group [5439]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
78th Service Group [5440]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
82nd Service Group [5441]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
51st Service Group [5442]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
83rd Service Group [5443]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
85th Service Group [5444]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
8th Service Group [5445]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
86th Service Group [5446]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
87th Service Group [5447]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
88th Service Group [5448]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
90th Service Group [5449]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
64th Service Group [5450]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
65th Service Group [5451]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
92nd Service Group [5452]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
4th Service Group [5618]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
27th Service Group [5619]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
San Francisco POE [7332]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Seattle POE [7333]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Los Angeles POE [7334]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Base Section 1 [7335]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Base Section 2 [7336]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Base Section 3 [7337]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Base Section 4 [7338]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
Base Section 7 [7339]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Noumea Base Section [7355]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
SOS Base Section 1 [7357]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
SOS Base Section 2 [7358]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
SOS Advance Sect 3 [7359]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
536th Amtrac Bn [5287]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
658th Amtrac Bn [5340]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
534th Amtrac Bn [6879]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
715th Amtrac Bn [6892]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
718th Amtrac Bn [6902]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
773rd Amtrac Bn [6905]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
489th Port Bn [6974]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
490th Port Bn [6976]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
491st Port Bn [6979]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
492nd Port Bn [6983]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
493rd Port Bn [6985]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
494th Port Bn [6987]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared

Item [slot]	Change	Sheet	Note
705th Railway [7169]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
672nd Amtrac Bn [7230]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
726th Amtrac Bn [7231]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
727th Amtrac Bn [7232]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
728th Amtrac Bn [7233]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
788th Amtrac Bn [7235]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
826th Amtrac Bn [7240]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
532nd Boat & Shore [7244]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
542nd Boat & Shore [7246]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
592nd Boat & Shore [7247]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
533rd Boat & Shore [7249]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
543rd Boat & Shore [7250]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
593rd Boat & Shore [7251]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
534th Boat & Shore [7252]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
544th Boat & Shore [7258]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
594th Boat & Shore [7259]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
464th Amph Truck [7675]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared

Item [slot]	Change	Sheet	Note
465th Amph Truck [7679]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
471st Amph Truck [7680]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
476th Amph Truck [7681]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
477th Amph Truck [7682]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
480th Amph Truck [7683]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
42nd [5082]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
43rd [5088]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
46th [5089]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
353rd [5164]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
1393rd [5165]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
177th [5166]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
331st [5167]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
339th [5199]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
382nd [5208]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
Seventh USAAF [5240]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
Tenth USAAF Eng [5245]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
5201st Eng Con Bde [5246]	devices: -143x Motorized Support, +143x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA Const Eng Bde so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
Fifth USAAF Eng [5247]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
Thirteenth USAAF [5256]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
5202nd Eng Con Bde [5258]	devices: -143x Motorized Support, +143x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA Const Eng Bde so replacements fill the rows the template means
Eleventh USAAF [5271]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
Twentieth USAAF [5279]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
1304th [5286]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
Sixth Army [5296]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
5220nd Eng Con Bde [5299]	devices: -143x Motorized Support, +143x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA Const Eng Bde so replacements fill the rows the template means
931st Aviation Grp [5310]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
932nd Aviation Grp [5311]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
934th Aviation Grp [5312]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
Eighth Army [5315]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
5221st Eng Con Bde [5319]	devices: -143x Motorized Support, +143x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA Const Eng Bde so replacements fill the rows the template means
Tenth Army [5320]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
First Army [5329]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
5222nd Eng Con Bde [5333]	devices: -143x Motorized Support, +143x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA Const Eng Bde so replacements fill the rows the template means
Eighth USAAF-1 [5346]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
Eighth USAAF-2 [5347]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
Eighth USAAF-3 [5359]	devices: -108x US Const Eng Sqd, 112x Motorized Support -> 108x US Const Eng Sqd, +112x Motorized Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USAAF Av Eng Bde so replacements fill the rows the template means
47th [5586]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
45th GS Regiment [6357]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
330th GS Regiment [6358]	toedev1 82 -> 1126; toe1 54 -> 5; toedev3 1126 -> 82; toe3 5 -> 54; devices: 54x US Const Eng Sqd -> 5x 0.5in AAMG Sect (2), 5x 0.5in AAMG Sect (2) -> 54x US Const Eng Sqd	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E USA so replacements fill the rows the template means
Clark Field USAAF [5036]	devices: none 60->66	121_air_support	HQ-H4: Clark Field has 78 aircraft against 72 squads after the cut; Clark Field USAAF takes the 6 it is short
Seattle POE [7333]	devices: none 60->68	121_air_support	HQ-H4: Seattle has 80 aircraft against 72 squads after the cut; Seattle POE takes the 8 it is short
US Aviation [2368]	devices: +40x Support, +60x Motorized Support	121_air_support	ABF-S4: the stock USAAF aviation units carry 90 aviation support squads and nothing else. A service group of 1942-43 was a headquarters squadron, two service squadrons and attached quartermaster, ordnance, signal and medical detachments, about a thousand men w
30th Aviation [5672]	devices: +40x Support, +60x Motorized Support	121_air_support	
31st Aviation [5673]	devices: +40x Support, +60x Motorized Support	121_air_support	
32nd Aviation [5674]	devices: +40x Support, +60x Motorized Support	121_air_support	
33rd Aviation [5675]	devices: +40x Support, +60x Motorized Support	121_air_support	
34th Aviation [5676]	devices: +40x Support, +60x Motorized Support	121_air_support	
35th Aviation [5677]	devices: +40x Support, +60x Motorized Support	121_air_support	
36th Aviation [5678]	devices: +40x Support, +60x Motorized Support	121_air_support	
37th Aviation [5679]	devices: +40x Support, +60x Motorized Support	121_air_support	
38th Aviation [5680]	devices: +40x Support, +60x Motorized Support	121_air_support	
39th Aviation [5681]	devices: +40x Support, +60x Motorized Support	121_air_support	
40th Aviation [5682]	devices: +40x Support, +60x Motorized Support	121_air_support	
41st Aviation [5683]	devices: +40x Support, +60x Motorized Support	121_air_support	
42nd Aviation [5684]	devices: +40x Support, +60x Motorized Support	121_air_support	

Item [slot]	Change	Sheet	Note
43rd Aviation [5685]	devices: +40x Support, +60x Motorized Support	121_air_support	
44th Aviation [5686]	devices: +40x Support, +60x Motorized Support	121_air_support	
45th Aviation [5687]	devices: +40x Support, +60x Motorized Support	121_air_support	
46th Aviation [5688]	devices: +40x Support, +60x Motorized Support	121_air_support	
47th Aviation [5689]	devices: +40x Support, +60x Motorized Support	121_air_support	
48th Aviation [5690]	devices: +40x Support, +60x Motorized Support	121_air_support	
49th Aviation [5691]	devices: +40x Support, +60x Motorized Support	121_air_support	
50th Aviation [5692]	devices: +40x Support, +60x Motorized Support	121_air_support	
51st Aviation [5693]	devices: +40x Support, +60x Motorized Support	121_air_support	
52nd Aviation [5694]	devices: +40x Support, +60x Motorized Support	121_air_support	
53rd Aviation [5695]	devices: +40x Support, +60x Motorized Support	121_air_support	
54th Aviation [5696]	devices: +40x Support, +60x Motorized Support	121_air_support	
55th Aviation [5697]	devices: +40x Support, +60x Motorized Support	121_air_support	
56th Aviation [5698]	devices: +40x Support, +60x Motorized Support	121_air_support	
57th Aviation [5699]	devices: +40x Support, +60x Motorized Support	121_air_support	
58th Aviation [5700]	devices: +40x Support, +60x Motorized Support	121_air_support	

Air groups (275)

Item [slot]	Change	Sheet	Note
35th FG/39th FS [186]	added, P-40E Warhawk x25, arrives 430101; cloned from 23rd FG/74th FS; attached HQ Tenth USAAF -> Fourth USAAF; location 815 -> 519; arrival 420515 -> 430101; experience 45 -> 50; morale 0 -> 65; planes 22 -> 0	08_shell_units	[shell, stock name 'Shell FS (1)'] Empty USAAF fighter squadron (P-40 family): P-38/47/51 per pool - the theatre's fight for allocation
35th FG/40th FS [188]	added, P-40E Warhawk x25, arrives 430701; cloned from 23rd FG/74th FS; attached HQ Tenth USAAF -> Fourth USAAF; location 815 -> 519; arrival 420515 -> 430701; experience 45 -> 50; morale 0 -> 65; planes 22 -> 0	08_shell_units	[shell, stock name 'Shell FS (2)']
35th FG/41st FS [189]	added, P-40E Warhawk x25, arrives 440101; cloned from 23rd FG/74th FS; attached HQ Tenth USAAF -> Fourth USAAF; location 815 -> 519; arrival 420515 -> 440101; experience 45 -> 50; morale 0 -> 65; planes 22 -> 0	08_shell_units	[shell, stock name 'Shell FS (3)']
OTU 4 (USAAF) [203]	added, P-40E Warhawk x24, arrives 430901; cloned from 23rd FG/74th FS; arrival 420515 -> 430901; attached HQ Tenth USAAF -> Hawaiian USAAF; location 815 -> 584; experience 45 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 22 -> 24; max planes 25 -> 24	24_player_options	Fourth USAAF replacement training unit in Hawaii

Item [slot]	Change	Sheet	Note
OTU 1 (USAAF) [219]	added, P-40E Warhawk x24, arrives 420301; cloned from 23rd FG/74th FS; attached HQ Tenth USAAF -> Fourth USAAF; location 815 -> 519; arrival 420515 -> 420301; experience 45 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 22 -> 24; max planes 25 -> 24	17_training_groups	Dedicated training groups (attribute 8): take pilots from the last months of the training roster, fly training missions only, release them to the reserve pool (manual 16.3). Operational type so the skill trained matches the front
OTU 2 (USAAF) [224]	added, P-40E Warhawk x24, arrives 420901; cloned from 23rd FG/74th FS; attached HQ Tenth USAAF -> Fourth USAAF; location 815 -> 519; arrival 420515 -> 420901; experience 45 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 22 -> 24; max planes 25 -> 24	17_training_groups	
OTU 3 (USAAF) [226]	added, P-40E Warhawk x24, arrives 430301; cloned from 23rd FG/74th FS; attached HQ Tenth USAAF -> Fourth USAAF; location 815 -> 519; arrival 420515 -> 430301; experience 45 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 22 -> 24; max planes 25 -> 24	17_training_groups	
868th BS (SB-24) [339]	added, SB-24D Snooper x12, arrives 430825; cloned from 90th BG/400th BS; aircraft B-24D Liberator -> SB-24D Snooper; attached HQ VII US Bomber Cmnd -> Thirteenth USAAF; location 615 -> 743; arrival 420823 -> 430825; planes 8 -> 10	28_air_weapons	The Snoopers; night ops are set in game
16th BG/15th BS [3596]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	16th BG/15th BS: next model B-50A Superfort (was none)
16th BG/16th BS [3598]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
16th BG/17th BS [3600]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
501st BG/21st BS [3605]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
501st BG/41st BS [3625]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
331st BG/355th BS [3701]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
331st BG/356th BS [3702]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
331st BG/357th BS [3703]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
509th CG/393rd BS [3718]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
502nd BG/402nd BS [3726]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
502nd BG/411th BS [3735]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
502nd BG/430th BS [3744]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
501st BG/485th BS [3768]	upgrade B-29B Superfort -> B-50A Superfort	40_variant_paths	
8th PS Det [3530]	experience 50 -> 40	51_intensity	
4th PG/17th PRS [3532]	experience 45 -> 35	51_intensity	
34th BG/4th BS [3583]	experience 45 -> 35	51_intensity	
34th BG/7th BS [3587]	experience 45 -> 35	51_intensity	
3rd BG/8th BS [3589]	experience 45 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
7th BG/11th BS [3593]	experience 45 -> 35	51_intensity	
3rd BG/13th BS [3594]	experience 45 -> 35	51_intensity	
34th BG/18th BS [3601]	experience 45 -> 35	51_intensity	
43rd BG/63rd BS [3641]	experience 45 -> 35	51_intensity	
43rd BG/64th BS [3642]	experience 45 -> 35	51_intensity	
43rd BG/65th BS [3643]	experience 45 -> 35	51_intensity	
38th BG/69th BS [3647]	experience 45 -> 35	51_intensity	
38th BG/70th BS [3648]	experience 45 -> 35	51_intensity	
38th BG/71st BS [3649]	experience 45 -> 35	51_intensity	
3rd BG/89th BS [3667]	experience 45 -> 35	51_intensity	
3rd BG/90th BS [3668]	experience 45 -> 35	51_intensity	
90th BG/319th BS [3678]	experience 45 -> 35	51_intensity	
90th BG/320th BS [3679]	experience 45 -> 35	51_intensity	
90th BG/321st BS [3680]	experience 45 -> 35	51_intensity	
34th BG/1st RS [3715]	experience 45 -> 35	51_intensity	
90th BG/400th BS [3723]	experience 45 -> 35	51_intensity	
43rd BG/403rd BS [3727]	experience 45 -> 35	51_intensity	
28th CG/404th BS [3728]	experience 45 -> 35	51_intensity	
38th BG/405th BS [3729]	experience 45 -> 35	51_intensity	
49th PG/7th PS [4012]	experience 45 -> 35	51_intensity	
49th PG/8th PS [4013]	experience 45 -> 35	51_intensity	
49th PG/9th PS [4014]	experience 45 -> 35	51_intensity	
50th PG/12th PS [4016]	experience 45 -> 35	51_intensity	
8th PG/35th PS [4033]	experience 50 -> 40	51_intensity	

Item [slot]	Change	Sheet	Note
8th PG/36th PS [4034]	experience 50 -> 40	51_intensity	
58th PG/67th PS [4058]	experience 45 -> 35	51_intensity	
58th PG/68th PS [4059]	experience 45 -> 35	51_intensity	
23rd FG/74th FS [4065]	experience 45 -> 35	51_intensity	
23rd FG/75th FS [4066]	experience 45 -> 35	51_intensity	
23rd FG/76th FS [4067]	experience 45 -> 35	51_intensity	
8th PG/80th PS [4071]	experience 50 -> 40	51_intensity	
329th FG/337th FS [4098]	experience 45 -> 35	51_intensity	
55th FG/338th FS [4099]	experience 45 -> 35	51_intensity	
347th FG/339th FS [4100]	experience 45 -> 35	51_intensity	
374th TCG/6th TCS [4199]	experience 45 -> 35	51_intensity	
13th TCS [4201]	experience 45 -> 35	51_intensity	
22nd TS [4207]	experience 45 -> 35	51_intensity	
374th TCG/33rd TCS [4209]	experience 45 -> 35	51_intensity	
317th TCG/39th TCS [4211]	experience 45 -> 35	51_intensity	
317th TCG/40th TCS [4212]	experience 45 -> 35	51_intensity	
317th TCG/41st TCS [4213]	experience 45 -> 35	51_intensity	
317th TCG/46th TCS [4215]	experience 45 -> 35	51_intensity	
54th TCS [4216]	experience 45 -> 35	51_intensity	
CATF TS [4234]	experience 45 -> 35	51_intensity	
1st FeG/3rd FeS [4238]	experience 55 -> 45	51_intensity	
1st FeG/6th FeS [4239]	experience 55 -> 45	51_intensity	
1st FeG/13th FeS [4240]	experience 55 -> 45	51_intensity	
3rd BG/HqS [4281]	experience 55 -> 45	51_intensity	

Item [slot]	Change	Sheet	Note
34th BG/HqS [4293]	experience 55 -> 45	51_intensity	
307th BG/HqS [4300]	experience 55 -> 45	51_intensity	
308th BG/HqS [4301]	experience 55 -> 45	51_intensity	
8th PG/HqS [4309]	experience 55 -> 45	51_intensity	
23rd FG/HqS [4314]	experience 55 -> 45	51_intensity	
49th PG/HqS [4318]	experience 55 -> 45	51_intensity	
Esc. 201 (Mexico) [4151]	name 58th FG/201st FS -> Esc. 201 (Mexico)	54_material	Stock carries the Mexican squadron as the 58th Fighter Group's 201st Fighter Squadron; it was Escuadron 201 of the Fuerza Aerea Expedicionaria Mexicana, P-47Ds at Clark from June 1945, and is named so
2nd ERS [358]	added, OA-10A Catalina x12, arrives 440901; cloned from VP-33; nationality 4 -> 5; attached HQ Seventh US Fleet -> Fifth USAAF; location 518 -> 1192; arrival 430725 -> 440901; experience 60 -> 55; upgrade PBY-5A Catalina -> OA-10A Catalina; aircraft PBY-5A Catalina -> OA-10A Catalina; planes 0 -> 8	54_material	The USAAF Emergency Rescue Squadrons on OA-10As from late 1944, and the Navy's VH Dumbo squadrons on Mariners: the engine has no rescue model, so these are search aircraft that were there
3rd ERS [380]	added, OA-10A Catalina x12, arrives 441101; cloned from VP-33; nationality 4 -> 5; attached HQ Seventh US Fleet -> Fifth USAAF; location 518 -> 1530; arrival 430725 -> 441101; experience 60 -> 55; upgrade PBY-5A Catalina -> OA-10A Catalina; aircraft PBY-5A Catalina -> OA-10A Catalina; planes 0 -> 8	54_material	
4th ERS [381]	added, OA-10A Catalina x12, arrives 450201; cloned from VP-33; nationality 4 -> 5; attached HQ Seventh US Fleet -> Hawaiian USAAF; location 518 -> 462; arrival 430725 -> 450201; experience 60 -> 55; upgrade PBY-5A Catalina -> OA-10A Catalina; aircraft PBY-5A Catalina -> OA-10A Catalina; planes 0 -> 8	54_material	
6th ERS [382]	added, OA-10A Catalina x12, arrives 450601; cloned from VP-33; nationality 4 -> 5; attached HQ Seventh US Fleet -> Hawaiian USAAF; location 518 -> 608; arrival 430725 -> 450601; experience 60 -> 55; upgrade PBY-5A Catalina -> OA-10A Catalina; aircraft PBY-5A Catalina -> OA-10A Catalina; planes 0 -> 8	54_material	
6th NFS [421]	added, P-70 Havoc x12, arrives 420901; cloned from 418th NFS; attached HQ II US Fighter Cmnd -> Hawaiian USAAF; location 615 -> 584; arrival 430925 -> 420901; experience 50 -> 45; planes 4 -> 6; upgrade B-25H Mitchell -> P-61A Black Widow	57_usaaf	The 6th Night Fighter Squadron, the first USAAF night-fighter unit in the Pacific: P-70s in Hawaii from 1942, detachments to Guadalcanal in February 1943 and New Guinea, P-61s at Saipan in 1944. Every later squadron was in stock; the first was not
21st FG/531st FS [425]	added, P-51D Mustang x25, arrives 9999; cloned from 506th FG/457th FS; arrival 450216 -> 450301; experience 55 -> 50; upgrade P-51H Mustang -> P-51D Mustang	57_usaaf	The 21st Fighter Group's third squadron, P-51Ds on Iwo Jima from March 1945; its sisters (46th, 72nd) sit under the 15th Pursuit Group where stock keeps them
374th TCG/21st TCS [427]	added, C-47 Skytrain x13, arrives 421101; cloned from 374th TCG/6th TCS; arrival 420923 -> 421101; planes 7 -> 13	57_usaaf	The 374th Troop Carrier Group's 21st and 22nd Squadrons, the New Guinea airlift of 1942-43 that supplied Wau; stock had only the 6th and 33rd
374th TCG/22nd TCS [428]	added, C-47 Skytrain x13, arrives 421101; cloned from 374th TCG/6th TCS; arrival 420923 -> 421101; planes 7 -> 13	57_usaaf	
69th OG/31st OS [3544]	withdraws 0 -> 430601	57_usaaf	The 69th and 70th Observation Groups became liaison units the engine cannot represent; their O-47s and O-49s leave in June 1943
69th OG/82nd OS [3551]	withdraws 0 -> 430601	57_usaaf	
69th OG/115th OS [3558]	withdraws 0 -> 430601	57_usaaf	
70th OG/116th OS [3559]	withdraws 0 -> 430601	57_usaaf	
70th OG/123rd OS [3561]	withdraws 0 -> 430601	57_usaaf	
407th BG/632nd BS [3830]	withdraws 0 -> 440201	57_usaaf	The 407th Bomb Group flew A-24s in Alaska in 1943 and went home; stock left it there on a type that stops in October 1943
407th BG/633rd BS [3831]	withdraws 0 -> 440201	57_usaaf	
407th BG/635th BS [3832]	withdraws 0 -> 440201	57_usaaf	
47th BG/HqS [4299]	withdraws 0 -> 421001	57_usaaf	The 47th Bomb Group went to North Africa in October 1942; its headquarters record never left

Item [slot]	Change	Sheet	Note
8th PS [3529]	experience 0 -> 35	57_usaaf	The 49 USAAF records stock left at zero for the engine to fill get explicit values: 1941-42 formations 35, 1943 arrivals 45 (the 475th, formed from the best pilots in theatre, 50), 1944 arrivals and the night-fighter squadrons 50
9th PS [3531]	experience 0 -> 35	57_usaaf	
71st OG/17th OS [3533]	experience 0 -> 35	57_usaaf	
27th BG/16th BS [3597]	experience 0 -> 35	57_usaaf	
30th BG/21st BS [3604]	experience 0 -> 35	57_usaaf	
30th BG/27th BS [3612]	experience 0 -> 35	57_usaaf	
30th BG/38th BS [3622]	experience 0 -> 35	57_usaaf	
11th BG/98th BS [3675]	experience 0 -> 35	57_usaaf	
307th BG/370th BS [3704]	experience 0 -> 35	57_usaaf	
307th BG/371st BS [3705]	experience 0 -> 35	57_usaaf	
307th BG/372nd BS [3706]	experience 0 -> 35	57_usaaf	
308th BG/373rd BS [3707]	experience 0 -> 35	57_usaaf	
308th BG/374th BS [3708]	experience 0 -> 35	57_usaaf	
308th BG/375th BS [3709]	experience 0 -> 35	57_usaaf	
42nd BG/390th BS [3714]	experience 0 -> 35	57_usaaf	
30th BG/2nd RS [3717]	experience 0 -> 35	57_usaaf	
307th BG/35th RS [3741]	experience 0 -> 35	57_usaaf	
308th BG/36th RS [3742]	experience 0 -> 35	57_usaaf	
341st BG/490th BS [3769]	experience 0 -> 35	57_usaaf	
341st BG/491st BS [3770]	experience 0 -> 35	57_usaaf	
7th BG/492nd BS [3771]	experience 0 -> 35	57_usaaf	
7th BG/493rd BS [3772]	experience 0 -> 35	57_usaaf	
38th BG/822nd BS [3919]	experience 0 -> 45	57_usaaf	
38th BG/823rd BS [3920]	experience 0 -> 45	57_usaaf	
328th FG/326th FS [4091]	experience 0 -> 35	57_usaaf	
328th FG/327th FS [4092]	experience 0 -> 35	57_usaaf	
328th FG/329th FS [4094]	experience 0 -> 35	57_usaaf	
329th FG/330th FS [4095]	experience 0 -> 35	57_usaaf	
329th FG/331st FS [4096]	experience 0 -> 35	57_usaaf	
18th FG/333rd FS [4097]	experience 0 -> 35	57_usaaf	
343rd FG/344th FS [4104]	experience 0 -> 35	57_usaaf	
426th NFS [4118]	experience 0 -> 50	57_usaaf	
427th NFS [4119]	experience 0 -> 50	57_usaaf	
475th FG/431st FS [4120]	experience 0 -> 50	57_usaaf	
475th FG/432nd FS [4121]	experience 0 -> 50	57_usaaf	
475th FG/433rd FS [4122]	experience 0 -> 50	57_usaaf	
80th FG/459th FS [4129]	experience 0 -> 45	57_usaaf	
348th FG/460th FS [4130]	experience 0 -> 50	57_usaaf	
508th FG/466th FS [4135]	experience 0 -> 50	57_usaaf	
508th FG/467th FS [4136]	experience 0 -> 50	57_usaaf	
508th FG/468th FS [4137]	experience 0 -> 50	57_usaaf	
547th NFS [4146]	experience 0 -> 50	57_usaaf	

Item [slot]	Change	Sheet	Note
548th NFS [4147]	experience 0 -> 50	57_usaaf	
549th NFS [4148]	experience 0 -> 50	57_usaaf	
550th NFS [4149]	experience 0 -> 50	57_usaaf	
329th FG/332nd FS [4169]	experience 0 -> 35	57_usaaf	
ATC Sqn [4206]	experience 0 -> 35	57_usaaf	
42nd TCS [4214]	experience 0 -> 35	57_usaaf	
27th BG/HqS [4290]	experience 0 -> 35	57_usaaf	
30th BG/21st BS [3604]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	Stock parks the groups working up in the United States under the stateside commands and leaves the player to reassign them. The groups that deployed to the Pacific now belong to their air force from the day they arrive, as sheet 47 did for the base units: the
30th BG/27th BS [3612]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
30th BG/38th BS [3622]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
41st BG/46th BS [3630]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
41st BG/47th BS [3631]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
41st BG/48th BS [3632]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
42nd BG/75th BS [3652]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
42nd BG/76th BS [3653]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
307th BG/370th BS [3704]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
307th BG/371st BS [3705]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
307th BG/372nd BS [3706]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
308th BG/373rd BS [3707]	attached HQ IV US Bomber Cmnd -> China Air TaskForce	57_usaaf	
308th BG/374th BS [3708]	attached HQ IV US Bomber Cmnd -> China Air TaskForce	57_usaaf	
308th BG/375th BS [3709]	attached HQ IV US Bomber Cmnd -> China Air TaskForce	57_usaaf	
312th BG/386th BS [3710]	attached HQ IV US Bomber Cmnd -> Fifth USAAF	57_usaaf	
312th BG/387th BS [3711]	attached HQ IV US Bomber Cmnd -> Fifth USAAF	57_usaaf	
312th BG/388th BS [3712]	attached HQ IV US Bomber Cmnd -> Fifth USAAF	57_usaaf	
312th BG/389th BS [3713]	attached HQ IV US Bomber Cmnd -> Fifth USAAF	57_usaaf	
42nd BG/390th BS [3714]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
30th BG/2nd RS [3717]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
307th BG/35th RS [3741]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
308th BG/36th RS [3742]	attached HQ IV US Bomber Cmnd -> China Air TaskForce	57_usaaf	
494th BG/864th BS [3948]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
494th BG/865th BS [3949]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
494th BG/866th BS [3950]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
494th BG/867th BS [3951]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
49th PG/7th PS [4012]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
49th PG/8th PS [4013]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
49th PG/9th PS [4014]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
8th PG/35th PS [4033]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
8th PG/36th PS [4034]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
31st PG/39th PS [4037]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
31st PG/40th PS [4038]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
31st PG/41st PS [4039]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
58th FG/69th FS [4060]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	

Item [slot]	Change	Sheet	Note
8th PG/80th PS [4071]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
58th FG/310th FS [4086]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
58th FG/311th FS [4087]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
348th FG/340th FS [4101]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
348th FG/341st FS [4102]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
348th FG/342nd FS [4103]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
418th NFS [4115]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
18th FG/419th NFS [4116]	attached HQ II US Fighter Cmnd -> Thirteenth USAAF	57_usaaf	
421st NFS [4117]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
475th FG/431st FS [4120]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
475th FG/432nd FS [4121]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
475th FG/433rd FS [4122]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
348th FG/460th FS [4130]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
Esc. 201 (Mexico) [4151]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
30th BG/HqS [4292]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
41st BG/HqS [4296]	attached HQ IV US Bomber Cmnd -> Hawaiian USAAF	57_usaaf	
42nd BG/HqS [4297]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
307th BG/HqS [4300]	attached HQ IV US Bomber Cmnd -> Thirteenth USAAF	57_usaaf	
308th BG/HqS [4301]	attached HQ IV US Bomber Cmnd -> China Air TaskForce	57_usaaf	
8th PG/HqS [4309]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
31st PG/HqS [4316]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
49th PG/HqS [4318]	attached HQ II US Fighter Cmnd -> Fifth USAAF	57_usaaf	
ATC Sqn [4206]	attached HQ Far East Cmd (ABDA) -> India-China Wg ATC	87_air_groups	O1: the ATC stations and squadron under the India-China Wing CRS created for them
Station #4 ICWATC [4258]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
Station #5 ICWATC [4259]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
Station #6 ICWATC [4260]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
Station #7 ICWATC [4261]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
Station #9 ICWATC [4262]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
Station #11 ICWATC [4263]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
Station #21 ICWATC [4264]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
Station #22 ICWATC [4265]	attached HQ Tenth USAAF -> India-China Wg ATC	87_air_groups	
868th BS (SB-24) [339]	attached HQ Thirteenth USAAF -> XIII US Bomber Cmnd	87_air_groups	
18th PMS Det [3535]	attached HQ Thirteenth USAAF -> XIII US Bomber Cmnd	87_air_groups	
18th FG/419th NFS [4116]	attached HQ Thirteenth USAAF -> XIII US Fighter Cmd	87_air_groups	O3: fighter squadrons to the fighter command from its date

Item [slot]	Change	Sheet	Note
1st ACG Light Plane [452]	added, L-5 Sentinel x32, arrives 440101; cloned from 35th PRS; aircraft F-5A Lightning -> L-5 Sentinel; attached HQ China Air TaskForce -> Tenth USAAF; location 615 -> 1425; arrival 440530 -> 440101; planes 16 -> 32; max planes 16 -> 32	87_air_groups	U2: the 1st Air Commando Group's light-plane force (L-1 and L-5) that evacuated the Chindits' wounded, and the liaison squadrons of the Ledo Road, Burma and the Philippines
115th Liaison Sqn [453]	added, L-5 Sentinel x12, arrives 440101; cloned from 35th PRS; aircraft F-5A Lightning -> L-5 Sentinel; attached HQ China Air TaskForce -> Tenth USAAF; location 615 -> 868; arrival 440530 -> 440101; planes 16 -> 12; max planes 16 -> 12	87_air_groups	
155th Liaison Sqn [454]	added, L-5 Sentinel x12, arrives 441001; cloned from 35th PRS; aircraft F-5A Lightning -> L-5 Sentinel; attached HQ China Air TaskForce -> Tenth USAAF; location 615 -> 704; arrival 440530 -> 441001; planes 16 -> 12; max planes 16 -> 12	87_air_groups	
156th Liaison Sqn [455]	added, L-5 Sentinel x12, arrives 441001; cloned from 35th PRS; aircraft F-5A Lightning -> L-5 Sentinel; attached HQ China Air TaskForce -> Tenth USAAF; location 615 -> 704; arrival 440530 -> 441001; planes 16 -> 12; max planes 16 -> 12	87_air_groups	
25th Liaison Sqn [456]	added, L-5 Sentinel x12, arrives 441101; cloned from 35th PRS; aircraft F-5A Lightning -> L-5 Sentinel; attached HQ China Air TaskForce -> Fifth USAAF; location 615 -> 679; arrival 440530 -> 441101; planes 16 -> 12; max planes 16 -> 12	87_air_groups	
1st WRS (Prov) [465]	added, B-25D1 Mitchell x8, arrives 440101; cloned from 3631; aircraft B-18A Bolo -> B-25D1 Mitchell; attached HQ Hawaiian USAAF -> Tenth USAAF; location 615 -> 838; arrival 411206 -> 440101; planes 1 -> 8; max planes 13 -> 8; resize date 4208 -> 0; resize to 16 -> 0	87_air_groups	W: weather reconnaissance, B-25s over the Hump and Burma from 1944 (the provisional squadron of Tenth Air Force)
2nd WRS (Prov) [466]	added, B-24J Liberator x8, arrives 440601; cloned from 3704; aircraft B-17E Fortress -> B-24J Liberator; attached HQ Thirteenth USAAF -> Fifth USAAF; location 525 -> 1530; arrival 420415 -> 440601; planes 0 -> 8; resize date 4208 -> 0; resize to 12 -> 0	87_air_groups	W: weather reconnaissance, B-24s for Fifth Air Force from mid-1944
55th RS (Weather) [467]	added, B-29-25 Superfort x10, arrives 450601; cloned from 3581; location 615 -> 608; arrival 441118 -> 450601; resize date 4502 -> 0; resize to 15 -> 0	87_air_groups	W: the very-long-range weather squadron of the B-29 force at Guam, June 1945 (the former 655th Bombardment Squadron)
1st ACG Glider Sect [468]	added, CG-4A Hadrian x40, arrives 440101; cloned from 427; aircraft C-47 Skytrain -> CG-4A Hadrian; attached HQ Fifth USAAF -> Tenth USAAF; location 615 -> 1425; arrival 421101 -> 440101; planes 13 -> 40; max planes 13 -> 40; resize date 4402 -> 0; resize to 16 -> 0	87_air_groups	G: the 1st Air Commando Group's glider section that flew Operation Thursday, March 1944; the tugs are the C-47s the game already has
5th AF Glider Det [469]	added, CG-4A Hadrian x12, arrives 450501; cloned from 427; aircraft C-47 Skytrain -> CG-4A Hadrian; location 615 -> 624; arrival 421101 -> 450501; planes 13 -> 12; max planes 13 -> 12; resize date 4402 -> 0; resize to 16 -> 0	87_air_groups	G: the glider detachment used at Aparri, June 1945
301st BG/352nd BS [3972]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	R7: the 301st and 303rd Groups went to England; the West Coast B-17 reserve of June 1942 is a convoy line of twelve
301st BG/353rd BS [3973]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
301st BG/419th BS [3974]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
301st BG/BS (Comp) [3975]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
303rd BG/358th BS [3977]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
303rd BG/359th BS [3978]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
303rd BG/360th BS [3979]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
303rd BG/427th BS [3980]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
303rd BG/BS (Comp) [3981]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
301st BG/HqS [4303]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	

Item [slot]	Change	Sheet	Note
303rd BG/HqS [4304]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	
4th ERS [381]		98_allied_methods	4th/6th Emergency Rescue Squadron: stock withdrawal date on or before arrival, cleared
6th ERS [382]		98_allied_methods	
CRTC 5th AF (Ftr) [807]	added, P-40N5 Warhawk x24, arrives 430901; cloned from 219; aircraft P-40E Warhawk -> P-40N5 Warhawk; location 519 -> 981; arrival 420301 -> 430901; experience 30 -> 40	107_training_units	T5: the Fifth Air Force's Combat Replacement Training Center at Port Moresby, September 1943, later Nadzab
CRTC 5th AF (Bmr) [808]	added, B-25D1 Mitchell x24, arrives 430901; cloned from 219; aircraft P-40E Warhawk -> B-25J1 Mitchell; location 519 -> 981; arrival 420301 -> 430901; experience 30 -> 40	107_training_units	
22nd BG/2nd BS [838]	added, B-26 Marauder x13, arrives 9999; cloned from 3582; location 615 -> 960; arrival 411206 -> 9999; planes 10 -> 0; experience 50 -> 55	106_allied_air_rotatio	22nd Bomb Group: the Marauder squadrons withdrawn from operations January 1943 after their 1942 losses, re-equipped and back in October
22nd BG/2nd BS [3582]	withdraws 0 -> 430115; returns 0 -> 431015; return group 0 -> 838	106_allied_air_rotatio	
22nd BG/19th BS [839]	added, B-26 Marauder x13, arrives 9999; cloned from 3603; location 615 -> 960; arrival 411206 -> 9999; planes 10 -> 0; experience 50 -> 55	106_allied_air_rotatio	
22nd BG/19th BS [3603]	withdraws 0 -> 430115; returns 0 -> 431015; return group 0 -> 839	106_allied_air_rotatio	
22nd BG/33rd BS [840]	added, B-26 Marauder x13, arrives 9999; cloned from 3618; location 615 -> 960; arrival 411206 -> 9999; planes 10 -> 0; experience 50 -> 55	106_allied_air_rotatio	
22nd BG/33rd BS [3618]	withdraws 0 -> 430115; returns 0 -> 431015; return group 0 -> 840	106_allied_air_rotatio	
22nd BG/18th RS [841]	added, B-26 Marauder x13, arrives 9999; cloned from 3732; location 615 -> 960; arrival 411206 -> 9999; planes 10 -> 0; experience 50 -> 55	106_allied_air_rotatio	
22nd BG/18th RS [3732]	withdraws 0 -> 430115; returns 0 -> 431015; return group 0 -> 841	106_allied_air_rotatio	
80th FG/88th FS [4072]	withdraws 0 -> 450515	106_allied_air_rotatio	80th Fighter Group withdrawn from Burma May 1945, home in November
80th FG/89th FS [4073]	withdraws 0 -> 450515	106_allied_air_rotatio	
80th FG/90th FS [4074]	withdraws 0 -> 450515	106_allied_air_rotatio	
80th FG/459th FS [4129]	withdraws 0 -> 450515	106_allied_air_rotatio	
67th RG/30th PRS [3543]	upgrade F-5E Lightning -> F-5G Lightning; upgrade1 0 -> 329	109_late_recon	the F-5E squadrons (30th, 36th, 38th, 40th, 41st PRS) pass to the F-5G
36th PRS [3547]	upgrade F-5E Lightning -> F-5G Lightning; upgrade1 0 -> 329	109_late_recon	
4th PG/38th PRS [3548]	upgrade F-5E Lightning -> F-5G Lightning; upgrade1 0 -> 329	109_late_recon	
8th PRG/40th PRS [3549]	upgrade F-5E Lightning -> F-5G Lightning; upgrade1 0 -> 329	109_late_recon	
41st PRS [3550]	upgrade F-5E Lightning -> F-5G Lightning; upgrade1 0 -> 329	109_late_recon	
4th PG/17th PRS [3532]	upgrade2 0 -> 329	109_late_recon	the F-5A squadrons: F-5E then F-5G
21st PS [3538]	upgrade2 0 -> 329	109_late_recon	

Item [slot]	Change	Sheet	Note
6th PG/25th PRS [3540]	upgrade2 0 -> 329	109_late_recon	
9th PG/28th PRS [3542]	upgrade2 0 -> 329	109_late_recon	
35th PRS [3546]	upgrade2 0 -> 329	109_late_recon	
8th PS [3529]	upgrade3 0 -> 329	109_late_recon	the F-4 squadrons: F-5A, F-5E, then F-5G
8th PS Det [3530]	upgrade3 0 -> 329	109_late_recon	
9th PS [3531]	upgrade3 0 -> 329	109_late_recon	
6th PG/26th PRS [3541]	upgrade3 0 -> 329	109_late_recon	
2nd WRS (Prov) [466]		116_editor_compliance	Editor 3.8: Van Leuven, H.F. commands 307th BG/370th BS ; this record copied him from its template, the game assigns its own leader
22nd BG/18th RS [841]	renames to 0 -> 22nd BG/408th BS; rename date 0 -> 431015	118_clone_history	D68: 22nd BG/18th RS returns as 22nd BG/18th RS's successor and carries its later name(s)
Shell FS (1) [186]	name 35th FG/39th FS -> Shell FS (1)	118_clone_history	D68: 35th FG/39th FS is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell FS (2) [188]	name 35th FG/40th FS -> Shell FS (2)	118_clone_history	D68: 35th FG/40th FS is also the name stock gives another group by rename; the empty option unit takes its stock shell name
Shell FS (3) [189]	name 35th FG/41st FS -> Shell FS (3)	118_clone_history	D68: 35th FG/41st FS is also the name stock gives another group by rename; the empty option unit takes its stock shell name
21st FG/531st FS [425]	arrival 450301 -> 9999	118_clone_history	D68: duplicate; stock carries it by rename (the 58th BS becomes the 531st FBS in 1943 and joins the 21st FG in 1944)
6th NFS [421]	aircraft P-70A-1 Havoc -> P-70 Havoc	120_register_ready	COV-A3: the 6th Night Fighter Squadron arrives September 1942 with the P-70 (August 1942), not the P-70A-1 of September 1943
CRTC 5th AF (Bmr) [808]	aircraft B-25J1 Mitchell -> B-25D1 Mitchell	120_register_ready	COV-A3: CRTC 5th AF (Bmr) arrives September 1943 with the B-25D1 (February 1943), not the B-25J1

Aircraft types (102)

Item [slot]	Change	Sheet	Note
SB-24D Snooper [24]	cloned from B-24D1 Liberator; avail month 2 -> 8; end month 8 -> 0; end year 43 -> 0; build rate 33 -> 2; devices: +1x SCR-717 Radar, +4x Engine, +2x .50 Browning MG, 4x Engine -> 2x .50 Browning MG, 2x .50 Browning MG -> 5x 500 lb GP Bomb, 2x .50 Browning MG -> 1x SCR-717 Radar, -5x 500 lb GP Bomb	28_air_weapons	868th Bomb Squadron's low-altitude radar bombers, Guadalcanal August 43: night attacks on shipping by radar. Level bomber, heavy, with the SCR-717 in both loadouts
SB-24D Snooper [24]	upgrade B-24J Liberator -> SB-24D Snooper	28_air_weapons	
P-47D25 Thunderbolt [350]	devices: +2x 200 gal Drop Tank, +10x 5in Mk10 HVSR, +1x Engine, +8x .50 Browning MG, +2x 500 lb GP Bomb, +2x 200 gal Drop Tank, -2x 200 gal Drop Tank, -1x Engine, -8x .50 Browning MG, -2x 500 lb GP Bomb, -2x 200 gal Drop Tank	28_air_weapons	
P-47N Thunderbolt [351]	devices: +2x 300 gal Drop Tank, +10x 5in Mk10 HVSR, +1x Engine, +8x .50 Browning MG, +2x 500 lb GP Bomb, +2x 300 gal Drop Tank, -2x 300 gal Drop Tank, -1x Engine, -8x .50 Browning MG, -2x 500 lb GP Bomb, -2x 300 gal Drop Tank	28_air_weapons	
P-38L Lightning [335]	devices: +2x 300 gal Drop Tank, +10x 5in Mk10 HVSR, +2x Engine, +1x 20mm Hispano Cannon, +4x .50 Browning MG, x 300 gal Drop Tank -> x 500 lb GP Bomb, x Engine -> x 300 gal Drop Tank, -1x 20mm Hispano Cannon, -4x .50 Browning MG, -2x 500 lb GP Bomb, -2x 300 gal Drop Tank	28_air_weapons	

Item [slot]	Change	Sheet	Note
A-26B Invader [277]	devices: +14x 5in Mk10 HVSR, +2x Engine, +8x .50 Browning MG, +6x .50 Browning MG, +2x .50 Browning MG, 2x Engine -> 4x 500 lb GP Bomb, -8x .50 Browning MG, -6x .50 Browning MG, -2x .50 Browning MG, -4x 500 lb GP Bomb	28_air_weapons	
B-50A Superfort [98]	cloned from B-29B Superfort; max speed 364 -> 385; climb 610 -> 1100; ceiling 33600 -> 37000; avail month 3 -> 2; avail year 45 -> 46; build rate 40 -> 10	35_aircraft_variants	B-29D with the R-4360, flown May 45 as the XB-44; adopted after the war. Branch from the B-29B
B-50A Superfort [98]	upgrade B-29B Superfort -> B-50A Superfort	35_aircraft_variants	
B-29B Superfort [306]	upgrade B-29B Superfort -> B-50A Superfort	35_aircraft_variants	
B-29-1 Superfort [304]	devices: +7x Mk 25 Mine, +4x Engine, 4x Engine -> 2x .50 Browning MG, 2x .50 Browning MG -> 1x 20mm Hispano Cannon, 1x 20mm Hispano Cannon -> 10x 500 lb GP Bomb, -10x 500 lb GP Bomb	49_mines	B-29-1 Superfort: aerial mine loadout in the normal-range fit; the engine's mine-laying mission uses it and nothing else does
B-29-25 Superfort [305]	devices: +7x Mk 25 Mine, +4x Engine, +4x .50 Browning MG, 4x Engine -> 2x .50 Browning MG, none 4->2, 2x .50 Browning MG -> 10x 500 lb GP Bomb, -2x .50 Browning MG, -10x 500 lb GP Bomb	49_mines	
B-29B Superfort [306]	devices: +7x Mk 25 Mine, +4x Engine, +2x .50 Browning MG, +18x 500 lb GP Bomb, -4x Engine, -2x .50 Browning MG, -18x 500 lb GP Bomb	49_mines	
P-39D Airacobra [336]	service rating 2 -> 3	51_intensity	
P-39N2 Airacobra [337]	service rating 2 -> 3	51_intensity	
P-39N1 Airacobra [338]	service rating 2 -> 3	51_intensity	
P-400 Airacobra [339]	service rating 2 -> 3	51_intensity	
P-40E Warhawk [342]	service rating 2 -> 3	51_intensity	
B-17D Fortress [284]	pool 1 -> 0	51_intensity	
B-17E Fortress [285]	pool 2 -> 1	51_intensity	
P-26A [326]	pool 13 -> 6	51_intensity	
P-36A Mohawk [328]	pool 2 -> 1	51_intensity	
P-40B Warhawk [341]	pool 7 -> 3	51_intensity	
OA-10A Catalina [137]	cloned from PBY-5A Catalina; nationality 4 -> 5; avail month 12 -> 7; avail year 41 -> 44; build rate 0 -> 3	54_materiel	The USAAF's Catalina for the Emergency Rescue Squadrons from mid-1944
OA-10A Catalina [137]	upgrade PBY-6A Catalina -> OA-10A Catalina	54_materiel	
P-38J Lightning [334]	devices: +2x 300 gal Drop Tank, +2x Napalm Tank, +2x Engine, +1x 20mm Hispano Cannon, +4x .50 Browning MG, x 300 gal Drop Tank -> x 500 lb GP Bomb, x Engine -> x 165 gal Drop Tank, -1x 20mm Hispano Cannon, -4x .50 Browning MG, -2x 500 lb GP Bomb, -2x 165 gal Drop Tank	54_materiel	P-38J Lightning
P-38L Lightning [335]	devices: x Engine -> x Napalm Tank, 1x 20mm Hispano Cannon -> 2x Engine, 4x .50 Browning MG -> 1x 20mm Hispano Cannon, 2x 500 lb GP Bomb -> 4x .50 Browning MG, x 300 gal Drop Tank -> x 500 lb GP Bomb, +2x 300 gal Drop Tank	54_materiel	P-38L Lightning
P-47D25 Thunderbolt [350]	devices: 1x Engine -> 2x Napalm Tank, 8x .50 Browning MG -> 1x Engine, 2x 500 lb GP Bomb -> 8x .50 Browning MG, x 200 gal Drop Tank -> x 500 lb GP Bomb, +2x 200 gal Drop Tank	54_materiel	P-47D25 Thunderbolt
P-47N Thunderbolt [351]	devices: 1x Engine -> 2x Napalm Tank, 8x .50 Browning MG -> 1x Engine, 2x 500 lb GP Bomb -> 8x .50 Browning MG, x 300 gal Drop Tank -> x 500 lb GP Bomb, +2x 300 gal Drop Tank	54_materiel	P-47N Thunderbolt

Item [slot]	Change	Sheet	Note
B-50A Superfort [98]	picture 307 -> 19	34_plane_art	side view from b50.png in A_PlaneSide.bmp cell 19
SB-24D Snooper [24]	picture 292 -> 40	34_plane_art	side view from art_src_snooper.jpg in A_PlaneSide.bmp cell 40
L-5 Sentinel [139]	cloned from 324; avail month 12 -> 6; avail year 41 -> 43; end month 12 -> 0; end year 41 -> 0; build rate 0 -> 20; upgrade O-49 Vigilant -> L-5 Sentinel	87_air_groups	U2: the Army L-5 Sentinel, cloned from the O-49 Vigilant record
CG-4A Hadrian [162]	cloned from 311; max speed 232 -> 130; cruise 175 -> 100; climb 1070 -> 200; manoeuvre 13 -> 8; durability 32 -> 10; load 6000 -> 3750; avail month 5 -> 6; avail year 42 -> 43; build rate 28 -> 30; upgrade C-47 Skytrain -> CG-4A Hadrian; range 730 -> 100; ext range 910 -> 100; max range 1190 -> 100	87_air_groups	G: the Waco CG-4A assault glider as a towed transport: 3,750 lb or 13 troops, one-way range, no defence; cloned from the C-47 record
B-29-1 Superfort [304]	devices: 4x Engine -> 1x H2X Nav.Radar, 2x .50 Browning MG -> 4x Engine, 1x 20mm Hispano Cannon -> 2x .50 Browning MG, 10x 500 lb GP Bomb -> 1x 20mm Hispano Cannon, +10x 500 lb GP Bomb, +1x H2X Nav.Radar	90_reviews_sep26	W1: every B-29 carried the APQ-13; added to both loadouts
B-29-25 Superfort [305]	devices: 4x Engine -> 1x H2X Nav.Radar, x .50 Browning MG -> x Engine, none 2->4, 10x 500 lb GP Bomb -> 2x .50 Browning MG, +10x 500 lb GP Bomb, +1x H2X Nav.Radar	90_reviews_sep26	
B-29B Superfort [306]	devices: 4x Engine -> 1x H2X Nav.Radar, 2x .50 Browning MG -> 4x Engine, 18x 500 lb GP Bomb -> 2x .50 Browning MG, +18x 500 lb GP Bomb, +1x H2X Nav.Radar	90_reviews_sep26	
B-29-25 Superfort [305]	build rate 0 -> 30	93_systems	S1: B-29-25 built at 30 a month from November 1944 until the B-29B takes over in March 1945; stock built none
A-20G Havoc [272]	max speed 350 -> 339	93_systems	S4: the A-20G did 339 mph, not 350
P-47D28 Thunderbolt [186]	cloned from 350; avail month 3 -> 7; end month 6 -> 10; build rate 175 -> 30; upgrade P-47N Thunderbolt -> P-47D28 Thunderbolt	95_production_blocks	P-47D-28-RE: paddle-blade propeller standard; 30 a month
P-47D30 Thunderbolt [191]	cloned from 350; avail month 3 -> 11; end month 6 -> 3; end year 44 -> 45; build rate 175 -> 30; upgrade P-47N Thunderbolt -> P-47D30 Thunderbolt	95_production_blocks	P-47D-30-RE: dive flaps and zero-length rocket stubs from the factory
P-47D40 Thunderbolt [195]	cloned from 350; avail month 3 -> 4; avail year 44 -> 45; end month 6 -> 0; end year 44 -> 0; build rate 175 -> 20; upgrade P-47N Thunderbolt -> P-47D40 Thunderbolt	95_production_blocks	P-47D-40-RE: fin fillet from the factory; the last D block, continuing at 20
P-47N Thunderbolt [351]	end month 0 -> 5; end year 0 -> 45	95_production_blocks	P-47N-1-RE: the first N block runs to May 1945
P-47N5 Thunderbolt [198]	cloned from 351; avail month 3 -> 6; end month 5 -> 0; end year 45 -> 0; upgrade P-47N Thunderbolt -> P-47N5 Thunderbolt	95_production_blocks	P-47N-5-RE: fuel and radio changes; 100 a month as the N was
P-38J Lightning [334]	end month 5 -> 2	95_production_blocks	P-38J-5/-10-LO: chin intercoolers; passes to the J-15 in March 1944
P-38J15 Lightning [201]	cloned from 334; avail month 12 -> 3; avail year 43 -> 44; end month 2 -> 5; upgrade P-38L Lightning -> P-38J15 Lightning	95_production_blocks	P-38J-15-LO: leading-edge tanks; then the J-25's dive flaps and boosted ailerons with the L of June
P-38L Lightning [335]	end month 0 -> 10; end year 0 -> 44	95_production_blocks	P-38L-1-LO to October 1944
P-38L5 Lightning [206]	cloned from 335; avail month 6 -> 11; end month 10 -> 0; end year 44 -> 0; upgrade P-38L Lightning -> P-38L5 Lightning	95_production_blocks	P-38L-5-LO: the rocket tree; the factory continues on it
P-51D Mustang [355]	end month 8 -> 1; build rate 30 -> 10	95_production_blocks	P-51D-5-NA: bubble canopy without the fin fillet; 10 a month off-map from November 1944 beside the Los Angeles factory
P-51D10 Mustang [210]	cloned from 355; avail month 11 -> 2; avail year 44 -> 45; end month 1 -> 4; build rate 10 -> 30; upgrade P-51H Mustang -> P-51D10 Mustang	95_production_blocks	P-51D-10/-15-NA: fin fillet, K-14 gunsight, rocket rails; 30 a month
P-51D20 Mustang [213]	cloned from 355; avail month 11 -> 5; avail year 44 -> 45; end month 1 -> 0; end year 45 -> 0; build rate 10 -> 50; upgrade P-51H Mustang -> P-51D20 Mustang	95_production_blocks	P-51D-20/-25-NA: 50 a month, passing to the P-51H in September 1945 as before
F-6D Mustang [319]	build rate 25 -> 8	95_production_blocks	Photo-reconnaissance F-6Ds were pulled from the P-51D block allocations, not built on their own line: 8 a month, the share the conversions took
F-5E Lightning [317]	build rate 20 -> 8	95_production_blocks	Likewise the F-5E from the P-38J and L blocks: 8 a month

Item [slot]	Change	Sheet	Note
B-24J Liberator [292]	end month 0 -> 2; end year 0 -> 44; build rate 38 -> 30	95_production_blocks	B-24J-1-CO: Emerson nose turret; 30 a month from September 1943
B-24J100 Liberator [215]	cloned from 292; avail month 9 -> 3; avail year 43 -> 44; end month 2 -> 7; build rate 30 -> 45; upgrade B-24J Liberator -> B-24J100 Liberator	95_production_blocks	B-24J-100-CO: 45 a month through the spring and summer of 1944
B-24J165 Liberator [225]	cloned from 292; avail month 9 -> 8; avail year 43 -> 44; end month 2 -> 11; build rate 30 -> 45; upgrade B-24J Liberator -> B-24J165 Liberator	95_production_blocks	B-24J-165-CO: lightweight nose turret
B-24M Liberator [230]	cloned from 292; avail month 9 -> 12; avail year 43 -> 44; end month 2 -> 5; end year 44 -> 45; build rate 30 -> 35; upgrade B-24J Liberator -> B-24M Liberator	95_production_blocks	B-24M-1-FO: lightweight tail turret; 35 a month to the end of production in May 1945
B-24M20 Liberator [234]	cloned from 292; avail month 9 -> 6; avail year 43 -> 45; end month 2 -> 0; end year 44 -> 0; build rate 30 -> 25; upgrade B-24J Liberator -> B-24M20 Liberator	95_production_blocks	B-24M-20-FO: production ended in May 1945; from June the flow is the depots' stock at 25 a month, continued because a game may run to May 1946 (the author's decision)
B-25J1 Mitchell [299]	end month 0 -> 8; end year 0 -> 44; build rate 15 -> 12	95_production_blocks	B-25J-1-NC: 12 a month
B-25J11 Mitchell [300]	end month 0 -> 12; end year 0 -> 44; build rate 0 -> 15	95_production_blocks	B-25J-11-NC: 15 a month
B-25J22 Mitchell [236]	cloned from 300; avail month 9 -> 1; avail year 44 -> 45; end month 12 -> 4; end year 44 -> 45; build rate 15 -> 18; upgrade B-25J11 Mitchell -> B-25J22 Mitchell	95_production_blocks	B-25J-22-NC: eight-gun strafer nose from the factory; 18 a month
B-25J32 Mitchell [238]	cloned from 300; avail month 9 -> 5; avail year 44 -> 45; end month 12 -> 0; end year 44 -> 0; upgrade B-25J11 Mitchell -> B-25J32 Mitchell	95_production_blocks	B-25J-32-NC: 15 a month
B-29-25 Superfort [305]	end month 0 -> 1; end year 0 -> 45	95_production_blocks	B-29-25-BW to January 1945 at 30 beside the Seattle factory
B-29-40 Superfort [246]	cloned from 305; avail month 11 -> 2; avail year 44 -> 45; end month 1 -> 4; build rate 30 -> 40; upgrade B-29-25 Superfort -> B-29-40 Superfort	95_production_blocks	B-29-40-BW: 40 a month
B-29-55 Superfort [248]	cloned from 305; avail month 11 -> 5; avail year 44 -> 45; end month 1 -> 0; end year 45 -> 0; build rate 30 -> 50; upgrade B-29-25 Superfort -> B-29-55 Superfort	95_production_blocks	B-29-55-BW: fuel injection and radar changes; 50 a month
C-47 Skytrain [311]	end month 0 -> 3; end year 0 -> 43; build rate 28 -> 20	95_production_blocks	C-47-DL: 20 a month, the 1942 deliveries
C-47A Skytrain [253]	cloned from 311; avail month 5 -> 4; avail year 42 -> 43; end month 3 -> 12; end year 43 -> 44; build rate 20 -> 28; upgrade C-47 Skytrain -> C-47A Skytrain	95_production_blocks	C-47A-DL/-DK: 24-volt system, the standard transport; 28 a month
C-47B Skytrain [257]	cloned from 311; avail month 5 -> 1; avail year 42 -> 45; end month 3 -> 0; end year 43 -> 0; build rate 20 -> 28; upgrade C-47 Skytrain -> C-47B Skytrain	95_production_blocks	C-47B-DK: two-stage R-1830-90 for the Hump
P-47D25 Thunderbolt [350]	upgrade P-47N Thunderbolt -> P-47D28 Thunderbolt	95_production_blocks	
P-47D28 Thunderbolt [186]	upgrade P-47D28 Thunderbolt -> P-47D30 Thunderbolt	95_production_blocks	
P-47D30 Thunderbolt [191]	upgrade P-47D30 Thunderbolt -> P-47D40 Thunderbolt	95_production_blocks	
P-47N Thunderbolt [351]	upgrade P-47N Thunderbolt -> P-47N5 Thunderbolt	95_production_blocks	
P-38J Lightning [334]	upgrade P-38L Lightning -> P-38J15 Lightning	95_production_blocks	
P-38J15 Lightning [201]	upgrade P-38J15 Lightning -> P-38L Lightning	95_production_blocks	
P-38L Lightning [335]	upgrade P-38L Lightning -> P-38L5 Lightning	95_production_blocks	
P-51D Mustang [355]	upgrade P-51H Mustang -> P-51D10 Mustang	95_production_blocks	
P-51D10 Mustang [210]	upgrade P-51D10 Mustang -> P-51D20 Mustang	95_production_blocks	

Item [slot]	Change	Sheet	Note
P-51D20 Mustang [213]	upgrade P-51D20 Mustang -> P-51H Mustang	95_production_blocks	
B-24J Liberator [292]	upgrade B-24J Liberator -> B-24J100 Liberator	95_production_blocks	
B-24J100 Liberator [215]	upgrade B-24J100 Liberator -> B-24J165 Liberator	95_production_blocks	
B-24J165 Liberator [225]	upgrade B-24J165 Liberator -> B-24M Liberator	95_production_blocks	
B-24M Liberator [230]	upgrade B-24M Liberator -> B-24M20 Liberator	95_production_blocks	
B-25J1 Mitchell [299]	upgrade B-25J1 Mitchell -> B-25J11 Mitchell	95_production_blocks	
B-25J11 Mitchell [300]	upgrade B-25J11 Mitchell -> B-25J22 Mitchell	95_production_blocks	
B-25J22 Mitchell [236]	upgrade B-25J22 Mitchell -> B-25J32 Mitchell	95_production_blocks	
B-29-25 Superfort [305]	upgrade B-29-25 Superfort -> B-29-40 Superfort	95_production_blocks	
B-29-40 Superfort [246]	upgrade B-29-40 Superfort -> B-29-55 Superfort	95_production_blocks	
C-47 Skytrain [311]	upgrade C-47 Skytrain -> C-47A Skytrain	95_production_blocks	
C-47A Skytrain [253]	upgrade C-47A Skytrain -> C-47B Skytrain	95_production_blocks	
F-5G Lightning [329]	cloned from 317; avail month 6 -> 1; avail year 44 -> 45; upgrade F-5E Lightning -> F-5G Lightning; max speed 421 -> 414; durability 43 -> 37	109_late_recon	F-5G: the photo-reconnaissance conversion of the P-38L, from January 1945, pulled from the L blocks as the F-5E was from the J; 8 a month
F-5E Lightning [317]	end month 0 -> 12; end year 0 -> 44; upgrade F-5E Lightning -> F-5G Lightning	109_late_recon	F-5E ends December 1944 and passes to the F-5G
B-24J100 Liberator [215]	devices: +4x Mk 13 Mine	119_aerial_mining	B1: Tenth Air Force B-24s mined the Rangoon River from 22 Feb 1943 (505 mines, 143 sorties); the Fourteenth mined Haiphong from Oct 1943 and the Yangtze Oct 1944-May 1945
B-24J165 Liberator [225]	devices: +4x Mk 13 Mine	119_aerial_mining	
B-24M Liberator [230]	devices: +4x Mk 13 Mine	119_aerial_mining	
B-24M20 Liberator [234]	devices: +4x Mk 13 Mine	119_aerial_mining	
LB-30 Liberator [289]	devices: +4x Mk 13 Mine	119_aerial_mining	
B-24D Liberator [290]	devices: +4x Mk 13 Mine	119_aerial_mining	
B-24D1 Liberator [291]	devices: +4x Mk 13 Mine	119_aerial_mining	
B-24J Liberator [292]	devices: +4x Mk 13 Mine	119_aerial_mining	
B-29-1 Superfort [304]	devices: 7x Mk 25 Mine -> 12x Mk 26/36 Mine	119_aerial_mining	B4: the first B-29s mined with 1,000 lb mines from August 1944 (Palembang, then Singapore, Saigon, Cam Ranh); later variants keep Mk 25 x7
C-54 Skymaster [312]	avail month 4 -> 1; avail year 45 -> 43	120_register_ready	COV-A3: the C-54 flew in February 1942 and was in USAAF service that year; the record's April 1945 date left VR-2, VR-11 and VR-13 arriving with an aircraft that did not exist

Item [slot]	Change	Sheet	Note
P-40K Warhawk [343]	band3 18 -> 14; band4 15 -> 10; band5 11 -> 6	120_register_ready	AIR-P2: P-40K Warhawk ? single-stage Allison, as the P-40E and P-40N
F-6C Mustang [318]	manoeuvre 16 -> 18; band1 16 -> 18; band2 16 -> 18; band3 16 -> 18; band4 16 -> 17	120_register_ready	AIR-P2: F-6C Mustang ? the reconnaissance P-51B
F-6D Mustang [319]	band4 16 -> 14; band5 13 -> 11	120_register_ready	AIR-P2: F-6D Mustang ? the reconnaissance P-51D

Leaders (10)

Item [slot]	Change	Sheet	Note
Stilwell, Joseph [16131]	name Stillwell, Joseph -> Stilwell, Joseph	37_depth	Spelling
Sultan, Daniel I. [16142]	skill 73 -> 66; aggression 49 -> 50; admin 64 -> 72	37_depth	
Chennault, Claire [15378]	skill 62 -> 64; land 39 -> 40; aggression 80 -> 82; admin 41 -> 40	37_depth	
LeMay, Curtis E. [15831]	skill 45 -> 65; admin 26 -> 65	71_leaders	LeMay, the organiser of XX and XXI Bomber Command, carried skill 45 and administration 26
Streett, St. Clair [148]	arrival 0 -> 430101; rank 0 -> 40; morale 0 -> 55; skill 0 -> 58; surface 0 -> 15; air 0 -> 62; land 0 -> 30; admin 0 -> 60; aggression 0 -> 55; nationality 0 -> 5; political points 0 -> 25; command type 0 -> 1	90_reviews_sep26	M3: Thirteenth Air Force from its formation
Hansell, Haywood S. [358]	arrival 0 -> 441012; rank 0 -> 40; morale 0 -> 58; skill 0 -> 58; surface 0 -> 15; air 0 -> 66; land 0 -> 25; admin 0 -> 64; aggression 0 -> 50; nationality 0 -> 5; political points 0 -> 25; command type 0 -> 1	90_reviews_sep26	M4: XXI Bomber Command in the Marianas until LeMay relieved him
Wolfe, Kenneth B. [365]	arrival 0 -> 440401; rank 0 -> 40; morale 0 -> 55; skill 0 -> 55; surface 0 -> 15; air 0 -> 60; land 0 -> 25; admin 0 -> 66; aggression 0 -> 50; nationality 0 -> 5; political points 0 -> 25; command type 0 -> 1	90_reviews_sep26	M5: XX Bomber Command from India
Stilwell, Joseph [16131]	arrival 411206 -> 420301	90_reviews_sep26	D1: Stilwell reached Chungking 4 March 1942
Eichelberger, Robrt [15502]	arrival 420101 -> 420801	90_reviews_sep26	D3: I Corps in Australia August 1942
LeMay, Curtis E. [15831]	arrival 431107 -> 440829	90_reviews_sep26	D7: LeMay took XX Bomber Command 29 August 1944

Pilots (25)

Item [slot]	Change	Sheet	Note
Bong, R.I. [2411]	experience 84 -> 62	92_pilots	Q6: second lieutenant from training, no combat (Bong, R.I.: 84 to 62)
McGuire, T.B. [4137]	experience 83 -> 65	92_pilots	Q7: Aleutian tour without combat (McGuire, T.B.: 83 to 65)
Johnson, G.R. [2262]	experience 83 -> 65	92_pilots	Q8: Aleutian tour without combat (Johnson, G.R.: 83 to 65)
Kearby, N.E. [3867]	experience 81 -> 70	92_pilots	Q9: career officer, no combat (Kearby, N.E.: 81 to 70)
MacDonald, C.H. [4034]	experience 83 -> 72	92_pilots	Q10: career officer, flew on 7 December, no combat since (MacDonald, C.H.: 83 to 72)
Holloway, B.K. [3529]	experience 78 -> 70	92_pilots	Q11: West Point career officer, no combat (Holloway, B.K.: 78 to 70)
Lynch, T.J. [2904]	experience 81 -> 60	92_pilots	Q12: second lieutenant at Selfridge in December 1941 (Lynch, T.J.: 81 to 60)
Landers, J.D. [2356]	experience 78 -> 60	92_pilots	Q13: from training (Landers, J.D.: 78 to 60)
Hampshire, J.F. [3623]	experience 78 -> 60	92_pilots	Q14: from training (Hampshire, J.F.: 78 to 60)
Westbrook, R.B. [3041]	experience 79 -> 60	92_pilots	Q15: from training (Westbrook, R.B.: 79 to 60)
Watkins, J.A. [2303]	experience 75 -> 60	92_pilots	Q16: from training (Watkins, J.A.: 75 to 60)
Robbins, J.T. [3769]	experience 81 -> 60	92_pilots	Q17: from training (Robbins, J.T.: 81 to 60)
Shubin, M.J. [3819]	experience 76 -> 60	92_pilots	Q18: from training (Shubin, M.J.: 76 to 60)
Cragg, E. [3719]	experience 79 -> 60	92_pilots	Q19: from training (Cragg, E.: 79 to 60)
Harris, B. [3335]	experience 79 -> 60	92_pilots	Q20: from training (Harris, B.: 79 to 60)
Head Jr., C.B. [3671]	experience 77 -> 60	92_pilots	Q21: from training (Head Jr., C.B.: 77 to 60)
Dehaven, R.M. [2239]	experience 77 -> 60	92_pilots	Q22: from training (Dehaven, R.M.: 77 to 60)
Homer, C.F. [2766]	experience 78 -> 60	92_pilots	Q23: from training (Homer, C.F.: 78 to 60)

Item [slot]	Change	Sheet	Note
Ladd, K.G. [2834]	experience 75 -> 60	92_pilots	Q24: from training (Ladd, K.G.: 75 to 60)
Lent, F.J. [4083]	experience 77 -> 60	92_pilots	Q25: from training (Lent, F.J.: 77 to 60)
Loisel, J.S. [4033]	experience 76 -> 62	92_pilots	Q26: from training (Loisel, J.S.: 76 to 62)
West, R.L. [3762]	experience 77 -> 60	92_pilots	Q27: from training (West, R.L.: 77 to 60)
Dunham, W.D. [3857]	experience 79 -> 60	92_pilots	Q28: from training (Dunham, W.D.: 79 to 60)
Moore, R.W. [3187]	experience 75 -> 60	92_pilots	Q29: from training (Moore, R.W.: 75 to 60)
Mitchell, J.W. [3826]	experience 76 -> 68	92_pilots	Q30: Fiji tour, no combat (Mitchell, J.W.: 76 to 68)

TOE templates (8)

Item [slot]	Change	Sheet	Note
USAAF Av Eng Bde [2421]	devices: +40x Engineer Vehicle, +12x Seabee Vehicle, +60x Engineers, +48x US Const Eng Sqd, +112x Motorized Support	05_engineers	USAAF Aviation Engineer Bde template: differentiated engineers (was 52 vehicles + 108 Engineers)
USA Const Eng Bde [2422]	devices: +20x 0.5in AAMG Sect (2), +40x Engineer Vehicle, +72x Engineers, +72x US Const Eng Sqd, +143x Motorized Support	05_engineers	USA Construction Engineer Bde template (2422)
CRS Shell US Div [2393]	added at off map, arrives 450701; cloned from USA 1942 Infantry; experience 50 -> 45; morale 70 -> 60	07_shell_templates	US shell: 1942 infantry division TOE, upgrade chain as stock
USAAF [2365]	devices: +36x US Const Eng Sqd, +24x Engineer Vehicle, +48x Motorized Support	89_support	C2: the aviation battalion template at the Draft 53 strength
USA [2364]	devices: +5x 0.5in AAMG Sect (2), +29x Engineer Vehicle, +54x US Const Eng Sqd, +70x Motorized Support	89_support	C2: the general service regiment template at the Draft 53 strength
Subordinate Air HQ [2430]	devices: none 50->12	121_air_support	HQ-H1: the TOE record 'Subordinate Air HQ' carries 16 Air HQs; without it the replacement system puts the squads back
Air HQ 41 [2431]	devices: none 50->12	121_air_support	HQ-H1: the TOE record 'Air HQ 41' carries 2 Air HQs; without it the replacement system puts the squads back
Air HQ 42 [2432]	devices: none 180->45	121_air_support	HQ-H1: the TOE record 'Air HQ 42' carries 9 Air HQs; without it the replacement system puts the squads back

United Kingdom (587 changes)

Headquarters (32)

Item [slot]	Change	Sheet	Note
Force W [201]	added at Trincomalee, arrives 441001; cloned from Eastern Fleet; HQ type 24 -> 34; attached HQ Admiralty -> Eastern Fleet; arrival 0 -> 441001; experience 70 -> 55; morale 50 -> 65; attribute 0 (mobile) -> 32 (AI); location 29 -> 31; location 48 -> 47; devices: +120x Naval Support, +60x Support, -?x Aviation Support	04_hq_fixes	RN amphibious force for Arakan/Rangoon
Eastern [117]	rename date 430601 -> 431016	04_hq_fixes	Eastern Army (India) becomes 14th Army on the day Slim took it, 16 October 1943, not stock's 1 June 1943. Irwin stays as the stock commander; Slim is in the leader pool for the player to appoint
Commonwealth Corps [6988]	added at San Francisco, arrives 451001; cloned from XV Indian; HQ type 1 -> 3; suffix 48 -> 40; attached HQ Eastern -> Southwest Pacific; arrival 420515 -> 451001; experience 50 -> 70; morale 50 -> 75; location 35 -> 218; location 40 -> 70; devices: +120x Support, +60x Motorized Support	26_late_war	Coronet (Mar 46) Commonwealth Corps HQ: 3rd British, 6th Canadian, 10th Australian. The three divisions are stock reinforcements; the corps HQ was not in the data
Commonwealth Corps [6988]	leader none -> Keightley, Charles	37_depth	
BPF Fleet Train [7261]	added at Manus, arrives 450201; cloned from British Pacific Flt; attached HQ Pacific Fleet -> British Pacific Flt; arrival 441001 -> 450201; experience 70 -> 60; morale 50 -> 60; location 90 -> 101; location 167 -> 119; devices: +100x Naval Support, +60x Support	44_commonwealth	Rear-Admiral Fleet Train, Manus, February 1945: the BPF's logistic command, the Commonwealth twin of Service Squadron 10
14th Army L of C Cmd [7473]	added at Comilla, arrives 440101; cloned from Force W; HQ type 34 -> 106; attached HQ Eastern Fleet -> Eastern; arrival 441001 -> 440101; location 31 -> 56; location 47 -> 39; devices: +200x Support, +100x Motorized Support, +60x Naval Support	50_commands_other	Lines of Communication Command, Fourteenth Army, Comilla, 1944

Item [slot]	Change	Sheet	Note
RN Sub Flotillas [7480]	added at Colombo, arrives 0; cloned from Eastern Fleet; HQ type 24 -> 25; attached HQ Admiralty -> Eastern Fleet; experience 70 -> 55; morale 50 -> 65; attribute 0 (mobile) -> 32 (AI); devices: +80x Naval Support, +40x Support, -?x Aviation Support	50_commands_other	Captain (S) Eastern Fleet: the 2nd, 4th and later 8th Submarine Flotillas at Colombo and Trincomalee, with every RN boat attached
8th Sub Flotilla [7484]	added at Perth, arrives 440901; cloned from Eastern Fleet; HQ type 24 -> 25; attached HQ Admiralty -> British Pacific Flt; arrival 0 -> 440901; experience 70 -> 55; morale 50 -> 65; attribute 0 (mobile) -> 32 (AI); location 29 -> 49; location 48 -> 147; devices: +60x Naval Support, +30x Support, -?x Aviation Support	50_commands_other	The 8th Flotilla moved to Fremantle in September 1944 for the Java Sea and beyond; boats arriving from then on report to it
Combined Trg Centre [7576]	added at Cocanada, arrives 430101; cloned from Force W; HQ type 34 -> 32; arrival 441001 -> 430101; attribute 32 (AI) -> 5 (static, restricted); location 31 -> 41; location 47 -> 37; devices: +120x Naval Support, +60x Support	50_commands_other	The Combined Training Centre (India) at Cocanada from 1943, where the Arakan and Ramree landings were rehearsed
Southeast Asia [105]	HQ type 109 -> 108	51_intensity	
Malaya [109]	HQ type 75 -> 74	51_intensity	
12th [116]	HQ type 75 -> 74	51_intensity	
Eastern [117]	HQ type 105 -> 104	51_intensity	
Far East Cmd (ABDA) [183]	HQ type 109 -> 108	51_intensity	
India Command [215]	HQ type 109 -> 108	51_intensity	
231 Group RAF [148]	arrival 440515 -> 430815	87_air_groups	O5: 231 Group formed at Calcutta in August 1943, not May 1944
III Indian [171]	devices: +180x Support, +60x Motorized Support	89_support	
IV Indian [172]	devices: +180x Support, +60x Motorized Support	89_support	
XV Indian [173]	devices: +180x Support, +60x Motorized Support	89_support	
XXXIII Indian [174]	devices: +180x Support, +60x Motorized Support	89_support	
XXXIV Indian [190]	devices: +180x Support, +60x Motorized Support	89_support	
221 Group RAF [143]	devices: none 16->8	121_air_support	HQ-H1: other keeps 50 per cent of its aviation support ? a command staff with a group service element behind it
222 Group RAF [144]	devices: none 16->8	121_air_support	
223 Group RAF [145]	devices: none 16->8	121_air_support	
224 Group RAF [146]	devices: none 16->8	121_air_support	
225 Group RAF [147]	devices: none 16->8	121_air_support	
231 Group RAF [148]	devices: none 16->8	121_air_support	
AHQ Bengal [149]	toe2 36 -> 18; devices: none 36->18	121_air_support	
5 Group RAF [181]	devices: none 32->16	121_air_support	
AHQ Far East [191]	devices: none 16->8	121_air_support	
AHQ India [195]	devices: none 16->8	121_air_support	

Item [slot]	Change	Sheet	Note
Air Group HQ [2856]	devices: none 16->8	121_air_support	

Ground forces (31)

Item [slot]	Change	Sheet	Note
2nd Royal Scots [6338]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2nd Royal Scots (nation 9, type 7)
5th British [6502]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	5th British (nation 9, type 7)
Colombo Gen Hospital [7541]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Comilla Gen Hosps [7550]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
25th Dragoons [6227]	added at Madras, arrives 440201; cloned from 6529; nation 14 -> 9; attached HQ XXXIII Indian -> XV Indian; arrival 430301 -> 440201; experience 30 -> 55; morale 30 -> 65; devices: +4x General Lee, +16x General Lee, +16x General Lee, +16x General Lee, +12x Ind Cmbt Eng 43, +4x Bren Section (PIAT), +40x Motorized Support	70_review_fixes	The two British armoured regiments of the Indian tank brigades that sheet 64 left out: 25th Dragoons with Lees in the Arakan (the Admin Box), 116th RAC (Gordon Highlanders) with Shermans on the road to Rangoon
116th RAC [6228]	added at Madras, arrives 450101; cloned from 6529; nation 14 -> 9; arrival 430301 -> 450101; experience 30 -> 55; morale 30 -> 65; devices: +4x Sherman V Tank, +16x Sherman V Tank, +16x Sherman V Tank, +16x Sherman V Tank, +12x Ind Cmbt Eng 43, +4x Bren Section (PIAT), +40x Motorized Support	70_review_fixes	
14th Air Landing [6744]	experience 95 -> 75; morale 95 -> 80	70_review_fixes	14th Air Landing Brigade carried 95/95 and 5th Parachute Brigade 95/60; good brigades, not the SAS
5th British Para [6580]	experience 95 -> 80; morale 60 -> 75	70_review_fixes	
6th Medium [6424]	experience 0 -> 40; morale 0 -> 40	70_review_fixes	6th Medium Regiment at Madras is on the map at start with 0/0
18th British [6456]	leader none -> Beckwith-Smith, M	71_leaders	Beckwith-Smith, 18th British (from 53rd Brigade)
53rd British [6457]	leader Beckwith-Smith, M -> none	71_leaders	
1st Gloucestershire [6308]	devices: +13x Universal Carrier	113_group_c	
1st Somerset LI [6394]	devices: +13x Universal Carrier	113_group_c	
18th British [6456]	devices: +117x Universal Carrier	113_group_c	
53rd British [6457]	devices: 0x Humber I -> 39x Universal Carrier	113_group_c	
54th British [6458]	devices: 0x Humber I -> 39x Universal Carrier	113_group_c	
55th British [6459]	devices: 0x Humber I -> 39x Universal Carrier	113_group_c	
2nd Gordons [6619]	devices: +13x Universal Carrier	113_group_c	
2nd Loyal [6628]	devices: +13x Universal Carrier	113_group_c	
2nd British [6686]	devices: +117x Universal Carrier	113_group_c	
4th British [6687]	devices: 0x Humber I -> 39x Universal Carrier	113_group_c	
5th British [6688]	devices: 0x Humber I -> 39x Universal Carrier	113_group_c	

Item [slot]	Change	Sheet	Note
6th British [6689]	devices: 0x Humber I -> 39x Universal Carrier	113_group_c	
2nd Argylls [6708]	devices: +13x Universal Carrier	113_group_c	
14th British [6718]	devices: +39x Universal Carrier	113_group_c	
16th British [6719]	devices: +39x Universal Carrier	113_group_c	
23rd British [6720]	devices: +39x Universal Carrier	113_group_c	
2nd King Own YLI [6739]	devices: +13x Universal Carrier	113_group_c	
23rd AA Bde [6479]	devices: +6x Searchlight (A)	113_group_c	
25th Dragoons [6227]	toedev5 1025 -> 1010; toe5 12 -> 4; toedev6 1010 -> 0; toe6 4 -> 0; toedev9 0 -> 1025; toe9 0 -> 12; devices: 12x Ind Cmbt Eng 43 -> 4x Bren Section (PIAT), -4x Bren Section (PIAT), +12x Ind Cmbt Eng 43	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Lt Arm Rgt 43 so replacements fill the rows the template means
116th RAC [6228]	toedev5 1025 -> 1010; toe5 12 -> 4; toedev6 1010 -> 0; toe6 4 -> 0; toedev9 0 -> 1025; toe9 0 -> 12; devices: 12x Ind Cmbt Eng 43 -> 4x Bren Section (PIAT), -4x Bren Section (PIAT), +12x Ind Cmbt Eng 43	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Lt Arm Rgt 43 so replacements fill the rows the template means

Base forces, fortresses and engineers (42)

Item [slot]	Change	Sheet	Note
113th RAF [6651]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	113th RAF (nation 9, type 10)
Masirah RN Det [7699]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Masirah RN Det (nation 9, type 10)
Gibraltar RN Base [7700]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Gibraltar RN Base (nation 9, type 11)
Alexandria RN Base [7701]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Alexandria RN Base (nation 9, type 11)
Port Said RN Base [7702]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Port Said RN Base (nation 9, type 11)
Aden RN Base [7703]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Aden RN Base (nation 9, type 11)
Jamaica RN Base [7704]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Jamaica RN Base (nation 9, type 11)
1st Fld Ambulance Gp [5852]	added at Calcutta, arrives 420301; cloned from Advanced; attached HQ none -> India Command; arrival 0 -> 420301; experience 0 -> 45; morale 0 -> 60; TOE 5852 -> 0; suffix 109 -> 100; location 0 -> 52; location 0 -> 37; devices: +150x Support, +30x Motorized Support, -4x Engineers, -20x Support	10_hospitals	Indian Army field ambulance groups and casualty clearing stations
2nd Fld Ambulance Gp [5853]	added at Calcutta, arrives 420901; cloned from Advanced; attached HQ none -> India Command; arrival 0 -> 420901; experience 0 -> 45; morale 0 -> 60; TOE 5853 -> 0; suffix 109 -> 100; location 0 -> 52; location 0 -> 37; devices: +150x Support, +30x Motorized Support, -4x Engineers, -20x Support	10_hospitals	
3rd Fld Ambulance Gp [5854]	added at Calcutta, arrives 430301; cloned from Advanced; attached HQ none -> India Command; arrival 0 -> 430301; experience 0 -> 45; morale 0 -> 60; TOE 5854 -> 0; suffix 109 -> 100; location 0 -> 52; location 0 -> 37; devices: +150x Support, +30x Motorized Support, -4x Engineers, -20x Support	10_hospitals	
4th Fld Ambulance Gp [5856]	added at Calcutta, arrives 431001; cloned from Advanced; attached HQ none -> India Command; arrival 0 -> 431001; experience 0 -> 45; morale 0 -> 60; TOE 5856 -> 0; suffix 109 -> 100; location 0 -> 52; location 0 -> 37; devices: +150x Support, +30x Motorized Support, -4x Engineers, -20x Support	10_hospitals	

Item [slot]	Change	Sheet	Note
RN Base Trincomalee [7456]	added at Trincomalee, arrives 0; cloned from 103rd RN; experience 25 -> 50; morale 10 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 54 -> 31; location 53 -> 47; devices: +200x Naval Support, +80x Support, -8x Lewis AAMG (x2), -2x 6" Mk V/VII Gun, -16x Aviation Support, -6x I.S.F/Militia, -12x Brit	50_commands_other	Royal Navy base commands: Trincomalee and Colombo from the start, Sydney as Rear-Admiral BPF's base from December 1944
RN Base Colombo [7459]	added at Colombo, arrives 0; cloned from 103rd RN; experience 25 -> 50; morale 10 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 54 -> 29; location 53 -> 48; devices: +150x Naval Support, +80x Support, -8x Lewis AAMG (x2), -2x 6" Mk V/VII Gun, -16x Aviation Support, -6x I.S.F/Militia, -12x Brit Fld	50_commands_other	
RN Base Sydney BPF [7462]	added at Sydney, arrives 441201; cloned from 103rd RN; attached HQ Eastern Fleet -> British Pacific Flt; arrival 0 -> 441201; experience 25 -> 50; morale 10 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 54 -> 90; location 53 -> 167; devices: +250x Naval Support, +100x Support, -8x Lewis AAMG (x2),	50_commands_other	
Calcutta Gen Hosps [7485]	added at Calcutta, arrives 0; cloned from 1st Fld Ambulance Gp; attached HQ India Command -> Eastern; arrival 420301 -> 0; experience 45 -> 50; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; toe1 150 -> 0; toedev1 252 -> 0; toe2 30 -> 0; toedev2 253 -> 0; devices: +200x Support, -30x Motorized Sup	50_commands_other	British and Indian General Hospitals: the base hospitals at Calcutta, Colombo, Bombay and Poona, the Ranchi hospitals of the rest area, and the Comilla group that followed Fourteenth Army
HMS Tamar [6335]	suffix 109 -> 0; name 102nd RN -> HMS Tamar	69_base_force_names	The Royal Navy's Far East stations under their commissioned names: Tamar (Hong Kong), Sultan (Singapore), Lanka (Colombo), Highflyer (Trincomalee), Maraga (Addu), Golden Hind (the BPF base at Sydney)
HMS Sultan [6624]	suffix 109 -> 0; name Singapore -> HMS Sultan	69_base_force_names	
HMS Lanka [7459]	name RN Base Colombo -> HMS Lanka	69_base_force_names	
HMS Highflyer [7456]	name RN Base Trincomalee -> HMS Highflyer	69_base_force_names	
HMS Maraga [6442]	suffix 109 -> 0; name Addu RN -> HMS Maraga	69_base_force_names	
HMS Golden Hind [7462]	name RN Base Sydney BPF -> HMS Golden Hind	69_base_force_names	
HMS Sultan [6624]	devices: +8x 3.7" Mk II AA Gun, +12x 40mm Bofors AA Gun, +8x Lewis AAMG (x2), +2x 6" Mk V/VII Gun, +16x Aviation Support, +6x I.S.F/Militia, +12x Brit Fld Eng Sect, +2x Engineer Vehicle, +3x No 1. Mk I (GL I), +4x Observer Corps, +200x Naval Support, +100x Support	89_support	S3: Sembawang's King George VI graving dock, the Admiralty IX floating dock, a dockyard workforce of 12,000, Keppel Harbour
HMS Tamar [6335]	devices: +4x 3" 20cwt AA Gun, +4x 2pdr AA Gun, +4x Lewis AAMG (x2), +2x 6" Mk V/VII Gun, +16x Aviation Support, +6x Brit Fld Eng Sect, +1x Engineer Vehicle, +1x SCR-270 Radar, +2x Marmon Herrington, +60x Naval Support, +50x Support, -50x Support	89_support	S3: the Kowloon and Taikoo dockyards
Fort William [6675]	devices: +54x I.S.F/Militia, +18x Indian Cavalry (H), +60x Aviation Support, +36x Vickers AAMG (x2), +24x Brit Fld Eng Sect, +6x Engineer Vehicle, +200x Support, +3x Sound Detector (A), +8x Observer Corps, +1x Garrison Unit, +80x Naval Support	89_support	S3: Kidderpore and King George's Docks, Garden Reach
103rd RN [6310]	devices: +8x 3.7" Mk II AA Gun, +12x 40mm Bofors AA Gun, +8x Lewis AAMG (x2), +2x 6" Mk V/VII Gun, +16x Aviation Support, +6x I.S.F/Militia, +12x Brit Fld Eng Sect, +3x Engineer Vehicle, +1x Sound Detector (A), +4x Observer Corps, +50x Naval Support, +50x Support	89_support	S3: Rangoon, Burma's one deep-water port
Penang [6638]	devices: +4x 9.2" CD Gun, +6x Brit Fld Eng Sect, +20x Support, +4x 6" Mk V/VII Gun, +16x Aviation Support, +30x Naval Support	89_support	S3: the Straits Settlements' second port and RN base
HMS Tamar [6335]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMS Maraga [6442]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
HMS Sultan [6624]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMS Highflyer [7456]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMS Lanka [7459]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMS Golden Hind [7462]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Calcutta Gen Hosps [7485]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
108th/2 [6319]	devices: -16x Aviation Support, 4x Brit Fld Eng Sect -> 16x Aviation Support, 15x Support -> 4x Brit Fld Eng Sect, -9x Burmese Squad, +9x Burmese Squad, +15x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Advanced so replacements fill the rows the template means
Port Blair RN Det [6327]	devices: -8x Aviation Support, 1x Brit Fld Eng Sect -> 8x Aviation Support, 12x Support -> 1x Brit Fld Eng Sect, -6x I.S.F/Militia, +6x I.S.F/Militia, +12x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Advanced so replacements fill the rows the template means
Socotra RN Det [6328]	devices: -8x Aviation Support, 1x Brit Fld Eng Sect -> 8x Aviation Support, 12x Support -> 1x Brit Fld Eng Sect, -6x I.S.F/Militia, +6x I.S.F/Militia, +12x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Advanced so replacements fill the rows the template means
Dante RN Det [6329]	devices: -8x Aviation Support, 1x Brit Fld Eng Sect -> 8x Aviation Support, 12x Support -> 1x Brit Fld Eng Sect, -6x I.S.F/Militia, +6x I.S.F/Militia, +12x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Advanced so replacements fill the rows the template means
HMS Tamar [6335]	toedev3 1051 -> 254; toe3 4 -> 16; toedev4 1036 -> 286; toe4 2 -> 6; toedev5 254 -> 250; toe5 16 -> 1; toedev6 286 -> 255; toe6 6 -> 60; toedev7 250 -> 1191; toedev8 1191 -> 252; toe8 1 -> 50; toedev10 255 -> 1051; toe10 60 -> 4; toedev11 252 -> 1036; toe11 50 -> 2; devices: 4x Lewis AAMG (x2) -> 16x Aviation Support, 2x 6" Mk V	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Advanced so replacements fill the rows the template means
DG RN Detachment [6441]	devices: -6x Aviation Support, 2x Brit Fld Eng Sect -> 6x Aviation Support, 12x Support -> 2x Brit Fld Eng Sect, -5x Naval Support, 4x 6" Mk V/VII Gun -> 5x Naval Support, -4x Ind Inf Section 42, +12x Support, +4x 6" Mk V/VII Gun, +4x Ind Inf Section 42	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Advanced so replacements fill the rows the template means
HMS Highflyer [7456]	toedev1 255 -> 0; toe1 200 -> 0; toedev2 252 -> 0; toe2 80 -> 0; toedev11 0 -> 255; toe11 0 -> 200; toedev12 0 -> 252; toe12 0 -> 80; devices: -200x Naval Support, -80x Support, +200x Naval Support, +80x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RN Port 41 so replacements fill the rows the template means
HMS Lanka [7459]	toedev1 255 -> 0; toe1 150 -> 0; toedev2 252 -> 0; toe2 80 -> 0; toedev11 0 -> 255; toe11 0 -> 150; toedev12 0 -> 252; toe12 0 -> 80; devices: -150x Naval Support, -80x Support, +150x Naval Support, +80x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RN Port 41 so replacements fill the rows the template means
HMS Golden Hind [7462]	toedev1 255 -> 0; toe1 250 -> 0; toedev2 252 -> 0; toe2 100 -> 0; toedev11 0 -> 255; toe11 0 -> 250; toedev12 0 -> 252; toe12 0 -> 100; devices: -250x Naval Support, -100x Support, +250x Naval Support, +100x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RN Port 41 so replacements fill the rows the template means

Air groups (38)

Item [slot]	Change	Sheet	Note
No.153 OTU RAF [204]	added, Buffalo I x24, arrives 430601; cloned from No.67 Sqn RAF; arrival 411206 -> 430601; attached HQ 221 Group RAF -> 222 Group RAF; location 706 -> 688; experience 50 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 15 -> 24; max planes 16 -> 24	24_player_options	RAF Ceylon OTU

Item [slot]	Change	Sheet	Note
FAA Trng Sqn Ceylon [207]	added, Martlet II x24, arrives 420801; cloned from No.879 Sqn FAA; arrival 0 -> 420801; attached HQ British Pacific Flt -> Eastern Fleet; location 11617 -> 688; experience 55 -> 30; morale 0 -> 60; attribute 1 (static) -> 8 (convoy); max planes 0 -> 24	24_player_options	Fleet Air Arm working-up squadron; the carrier-trained bit is replaced by the training bit
No.35 Sqn RAF [209]	added, Lancaster B.1 FE x20, arrives 451101; cloned from No.9 Sqn RAF; arrival 451001 -> 451101; experience 60 -> 65; morale 0 -> 70; aircraft Lancaster B.1 Spcl -> Lancaster B.1 FE; upgrade Lancaster B.1 Spcl -> Lancaster B.1 FE	26_late_war	Tiger Force: Lancaster B.1 (FE). Stock carries 9, 44, 75 and 617 Sqns; the force was to be ten squadrons
No.49 Sqn RAF [217]	added, Lancaster B.1 FE x20, arrives 451101; cloned from No.9 Sqn RAF; arrival 451001 -> 451101; experience 60 -> 65; morale 0 -> 70; aircraft Lancaster B.1 Spcl -> Lancaster B.1 FE; upgrade Lancaster B.1 Spcl -> Lancaster B.1 FE	26_late_war	
No.156 Sqn RAF [218]	added, Lancaster B.1 FE x20, arrives 451201; cloned from No.9 Sqn RAF; arrival 451001 -> 451201; experience 60 -> 70; morale 0 -> 70; aircraft Lancaster B.1 Spcl -> Lancaster B.1 FE; upgrade Lancaster B.1 Spcl -> Lancaster B.1 FE	26_late_war	Pathfinder squadron
No.151 OTU RAF [256]	added, Buffalo I x24, arrives 420801; cloned from No.67 Sqn RAF; attached HQ 221 Group RAF -> AHQ India; location 706 -> 865; arrival 411206 -> 420801; experience 50 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 15 -> 24; max planes 16 -> 24	17_training_groups	RAF India OTU (Risalpur/Peshawar); Karachi is the nearest 1128 base
No.152 OTU RAF [262]	added, Buffalo I x24, arrives 430101; cloned from No.67 Sqn RAF; attached HQ 221 Group RAF -> AHQ India; location 706 -> 865; arrival 411206 -> 430101; experience 50 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 15 -> 24; max planes 16 -> 24	17_training_groups	
No.27 Sqn RAF Det [3179]	upgrade Mosquito FB.VI -> Hornet F.1	40_variant_paths	
No.618 Sqn RAF [3293]	upgrade Mosquito FB.VI -> Hornet F.1	40_variant_paths	
No.30 Sqn RAF [3181]	upgrade Hurricane IIc Trop -> Thunderbolt I	44_commonwealth	No.30 Sqn RAF: Hurricane squadrons of 3rd Tactical Air Force that converted to Thunderbolts in 1944; stock chains them to the Tempest of August 1945
No.135 Sqn RAF [3221]	upgrade Hurricane IIc Trop -> Thunderbolt I	44_commonwealth	
No.136 Sqn RAF [3222]	upgrade Hurricane IIc Trop -> Thunderbolt I	44_commonwealth	
No.261 Sqn RAF [3258]	upgrade Hurricane IIb Trop -> Thunderbolt I	44_commonwealth	
K Sqn RAF [3257]	upgrade Hurricane IIc Trop -> Thunderbolt I	44_commonwealth	
No.17 Sqn RAF [3174]	upgrade Hurricane IIb Trop -> Spitfire VIII	44_commonwealth	No.17 Sqn RAF: 17 Squadron went to Spitfire VIIIs in 1944
No.99 Sqn RAF [3210]	upgrade Wellington B.X -> Liberator B.VI	44_commonwealth	No.99 Sqn RAF: 99 and 215 Squadrons converted from Wellingtons to Liberators in 1944; stock stops them at the Wellington X
No.215 Sqn RAF [3242]	upgrade Wellington B.X -> Liberator B.VI	44_commonwealth	
FAA Trng Sqn Ceylon [207]	nationality 18 -> 9	56_usmc_rcaf_air	British nationality for the Ceylon FAA training squadron (a CRS error in sheet 17) and for 879, 880 and 881 Squadrons, which stock carried as Canadian; only 803 and 825 became Canadian, in 1946. The pools are unaffected, the flag is right
No.879 Sqn FAA [1900]	nationality 18 -> 9	56_usmc_rcaf_air	
No.880 Sqn FAA [1901]	nationality 18 -> 9	56_usmc_rcaf_air	
No.881 Sqn FAA [1902]	nationality 18 -> 9	56_usmc_rcaf_air	
No.45 Sqn RAF [3190]	upgrade Vengeance I -> Vengeance IV	70_review_fixes	Nos. 45, 82 and 84 Squadrons flew the Vengeance through 1943-44 before the Mosquito; the step No. 110 already has

Item [slot]	Change	Sheet	Note
No.82 Sqn RAF [3204]	upgrade Vengeance I -> Vengeance IV	70_review_fixes	
No.84 Sqn RAF [3206]	upgrade Vengeance I -> Vengeance IV	70_review_fixes	
No.355 Sqn RAF [3268]	attached HQ 227 (T) Group RAF -> 231 Group RAF	87_air_groups	O5: the Liberator squadrons under their group
No.356 Sqn RAF [3269]	attached HQ 227 (T) Group RAF -> 231 Group RAF	87_air_groups	
No.684 Sqn RAF [457]	added, Mosquito PR.IX x12, arrives 430929; cloned from 3298; aircraft Mitchell PR.II -> Mosquito PR.IX; attached HQ Southeast Asia -> AHQ Bengal; arrival 420401 -> 430929; planes 5 -> 12; max planes 6 -> 12; resize date 4301 -> 0; resize to 10 -> 0	87_air_groups	U3: the Mosquito photographic squadron of Burma, formed at Dum Dum 29 Sep 1943 from 681 Squadron's Mosquito flight; PR.IX, then XVI and 34
No.292 Sqn RAF [458]	added, Walrus II (RAF) x8, arrives 440201; cloned from 3299; aircraft Hurricane PR.II -> Walrus II (RAF); attached HQ 221 Group RAF -> 224 Group RAF; location 706 -> 841; arrival 420125 -> 440201; planes 2 -> 8; max planes 2 -> 8	87_air_groups	U4: the air-sea rescue squadron of Burma, formed at Jessore 1 Feb 1944 (Warwicks, Walruses, Sea Otters)
No.64 Sqn RAF [476]	added, Hornet F.1 x16, arrives 460201; cloned from 3295; aircraft Mosquito B.35 -> Hornet F.1; arrival 451001 -> 460201; planes 20 -> 16; max planes 20 -> 16; morale 0 -> 75; upgrade Mosquito B.35 -> Hornet F.1; upgrade1 0 -> 111	96_late_options	Hornet F.1 squadron for the Far East, February 1946, with Tiger Force; the most speculative of the five
No.19 Sqn RAF [477]	added, Hornet F.1 x16, arrives 460201; cloned from 3295; aircraft Mosquito B.35 -> Hornet F.1; arrival 451001 -> 460201; planes 20 -> 16; max planes 20 -> 16; morale 0 -> 75; upgrade Mosquito B.35 -> Hornet F.1; upgrade1 0 -> 111	96_late_options	
No.232 (P) Sqn RAF [3247]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	R7: the (P) squadron was 51 crated Hurricanes and 24 pilots, not a fighting unit at Cape Town; delivered by convoy instead
No.59 Sqn RAF Det [3196]	record deleted (stock record that never arrived, or folded into another unit)	98_allied_methods	R7: 59 Squadron never left Britain; its Hudsons delivered by convoy
No.3 PRU RAF S-Flt [3297]	upgrade3 0 -> 340	109_late_recon	No.3 PRU's Spitfire flight (681 Squadron): PR.IV, PR.XI, then PR.XIX
No.27 Sqn RAF [3177]	return group 3178 -> 0	111_final_pass	
No.64 Sqn RAF [476]		116_editor_compliance	Editor 3.8: Kingsford-Smith, R. commands No.627 Sqn RAF; this record copied him from its template, the game assigns its own leader
No.19 Sqn RAF [477]		116_editor_compliance	Editor 3.8: Kingsford-Smith, R. commands No.627 Sqn RAF; this record copied him from its template, the game assigns its own leader
No.3 PRU RAF T-Flt [3298]	withdraws 0 -> 430929; rename2 No.684 Sqn RAF -> 0; rename2 date 430929 -> 0	118_clone_history	D68: the flight's Mosquitos became No.684 Squadron at Dum Dum on 29 Sep 1943, which arrives that day as its own record with the PR.IX to PR.34 path
FAA Trng Sqn Ceylon [207]	aircraft Seafire IIC -> Martlet II	120_register_ready	COV-A3: FAA Training Squadron Ceylon arrives August 1942 with the Martlet II (March 1942), not the Seafire IIC of October 1943

Aircraft types (29)

Item [slot]	Change	Sheet	Note
Meteor F.3 [33]	cloned from Tempest F.2; type 0 -> 6; max speed 440 -> 493; cruise 391 -> 350; climb 3635 -> 3900; ceiling 37000 -> 44000; manoeuvre 23 -> 22; endurance 260 -> 200; durability 36 -> 38; avail month 8 -> 12; build rate 36 -> 12; nationality 15 -> 9; range 364 -> 300; ext range 455 -> 380; max range 590 -> 500	28_air_weapons	Jet fighter type (unused by stock). Tiger Force was to take Meteors to Okinawa; Tempest II squadrons convert to it in December 45 unless the player switches the upgrade off
Meteor F.3 [33]	upgrade Tempest F.2 -> Meteor F.3	28_air_weapons	
Hornet F.1 [111]	cloned from Mosquito FB.VI; type 1 -> 0; max speed 378 -> 472; climb 2140 -> 4650; ceiling 33000 -> 37500; manoeuvre 15 -> 24; durability 34 -> 36; avail month 4 -> 12; avail year 44 -> 45; build rate 12 -> 10	35_aircraft_variants	Built for the Pacific, flown July 44, in squadron service 1946. Branch from the Mosquito FB.VI

Item [slot]	Change	Sheet	Note
Hornet F.1 [111]	upgrade Mosquito FB.VI -> Hornet F.1	35_aircraft_variants	
Mosquito FB.VI [103]	upgrade Mosquito FB.VI -> Hornet F.1	35_aircraft_variants	
Spiteful F.14 [120]	cloned from Spitfire FR.XIVe; max speed 448 -> 483; climb 2860 -> 4890; ceiling 44500 -> 42000; manoeuvre 27 -> 26; avail month 9 -> 1; avail year 45 -> 46; build rate 16 -> 12	35_aircraft_variants	Laminar-wing Spitfire successor, 19 built; cancelled for the jets. Branch from the Spitfire FR.XIVe
Spiteful F.14 [120]	upgrade Spitfire FR.XIVe -> Spiteful F.14	35_aircraft_variants	
Spitfire FR.XIVe [117]	upgrade Spitfire FR.XIVe -> Spiteful F.14	35_aircraft_variants	
Catalina I [71]	devices: +2x Mk 13 Mine, +2x Engine, +1x .303 Browning MG, +4x .303 Browning MG, 2x Engine -> 1x .303 Browning MG, x .303 Browning MG -> x ASV II Radar, 4x .303 Browning MG -> 2x 500 lb GP Bomb, -1x .303 Browning MG, -1x ASV II Radar, -2x 500 lb GP Bomb	49_mines	Catalina I: Catalina mining: the RAAF alone laid 2,500 mines from Catalinas
Liberator B.III [92]	devices: +6x A Mk V Mine, +4x Engine, +1x .50 Browning MG, +2x .50 Browning MG, 4x Engine -> 2x .50 Browning MG, 1x .50 Browning MG -> 4x .303 Browning MG, 2x .50 Browning MG -> 5x 500 lb GP Bomb, -2x .50 Browning MG, -4x .303 Browning MG, -5x 500 lb GP Bomb	49_mines	Liberator B.III: RAF Liberator mining of Bangkok, Penang and the Mergui coast
Liberator B.VI [93]	devices: +6x A Mk V Mine, +4x Engine, +2x .50 Browning MG, 4x Engine -> 2x .50 Browning MG, 2x .50 Browning MG -> 5x 500 lb GP Bomb, -2x .50 Browning MG, -5x 500 lb GP Bomb	49_mines	
Buffalo I [68]	service rating 3 -> 4	51_intensity	
Buffalo PR.I [69]	service rating 3 -> 4	51_intensity	
Blenheim I [63]	pool 5 -> 2	51_intensity	
Blenheim IV [65]	pool 1 -> 0	51_intensity	
Buffalo I [68]	pool 39 -> 19	51_intensity	
Mohawk IV [101]	pool 8 -> 4	51_intensity	
Meteor F.3 [33]	picture 121 -> 20	34_plane_art	side view from meteor.png in A_PlaneSide.bmp cell 20
Walrus II (RAF) [140]	cloned from 23; upgrade Walrus II -> Walrus II (RAF); nationality 15 -> 9	87_air_groups	U4: the Walrus for an RAF-nation squadron (the table's Walrus records are Commonwealth and RNZAF)
Spitfire PR.XIX [340]	cloned from 115; avail month 9 -> 8; avail year 43 -> 45; end month 4 -> 0; end year 45 -> 0; build rate 3 -> 2; upgrade Spitfire PR.XI -> Spitfire PR.XIX; max speed 422 -> 460; cruise 322 -> 350; ceiling 44000 -> 43000; climb 3600 -> 4500; endurance 280 -> 300	109_late_recon	Spitfire PR.XIX: the Griffon photo-reconnaissance Spitfire, the fastest piston Spitfire, with 681 Squadron in India from August 1945; 2 a month
Spitfire PR.XI [115]	upgrade Spitfire PR.XI -> Spitfire PR.XIX	109_late_recon	Spitfire PR.XI passes to the PR.XIX
Liberator GR.III [94]	devices: +4x A Mk V Mine	119_aerial_mining	B3: No. 160 Squadron's Liberators laid nearly 1,000 mines from Ceylon, January-April 1945
Liberator GR.VI [95]	devices: +4x A Mk V Mine	119_aerial_mining	
Meteor F.3 [33]	band1 23 -> 22; band2 23 -> 22; band3 18 -> 22; band4 13 -> 22; band5 8 -> 19	120_register_ready	AIR-P1: Meteor F.3: a jet holds its performance with altitude, as the P-80A's flat 28 does
Hornet F.1 [111]	band1 15 -> 24; band2 13 -> 24; band3 10 -> 24; band4 7 -> 22; band5 4 -> 18	120_register_ready	AIR-P1: Hornet F.1: two-stage Merlin 130/131, fastest high; the bands fell from 10,000 ft
Spiteful F.14 [120]	manoeuvre 26 -> 27	120_register_ready	AIR-P1: Spiteful F.14: base one below band one

Item [slot]	Change	Sheet	Note
Hurricane IIc Trop [81]	band3 23 -> 21; band4 19 -> 18; band5 15 -> 13	120_register_ready	AIR-P2: Hurricane IIc Trop ? Merlin XX, as the IIb Trop and FR.IIc
Sunderland III [118]	durability 28 -> 60	120_register_ready	AIR-P3: the Sunderland's durability of 28 is a fighter's figure; the transport C.III is 60 and the type's reputation was toughness
Sunderland GR.V [119]	durability 28 -> 60	120_register_ready	

Ships added (8)

Item [slot]	Change	Sheet	Note
4 x Hospital Ship (RN)	arrive 411206-440601: Vasna, Talamba, Amarapoora, Oxfordshire	14_hospital_ships	
1 x Challenger AGS	arrive 420401: Challenger (AGS)	41_search_recon	
6 x Admlty/Dale AO	arrive 450201-450801: Arndale, Cedardale, Dingledale, Wave King, Wave Monarch, Wave Governor	44_commonwealth	
3 x Fort AE	arrive 450301-450401: Fort Wrangell, Fort Colville, Fort Dunvegan	44_commonwealth	
2 x Bulolo AGC	arrive 450115-450601: Bulolo, Largs	44_commonwealth	
3 x 'S' War Emergency	arrive 450103-450522: Seadog, Scythian, Sea Nymph	117_submarines	
3 x 'S' 1942 and 1943	arrive 450513-450704: Sidon, Spearhead, Scotsman	117_submarines	
3 x 'T' 1941 and 1942	arrive 450626-450709: Totem, Tapir, Turpin	117_submarines	

Ships changed (206)

Item [slot]	Change	Sheet	Note
Trusty [4911]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	Trusty: RN submarines to their flotilla commands
Truant [4912]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Trident [4913]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Tally Ho [4914]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Trespasser [4915]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Templar [4916]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Truculent [4917]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Tactician [4918]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Tantalus [4919]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Taurus [4920]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	

Item [slot]	Change	Sheet	Note
Telemachus [4921]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Terrapin [4922]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Trenchant [4923]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Tudor [4924]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Tantivy [4925]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Thrasher [4926]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Thorough [4927]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Thule [4928]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Torbay [4929]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Tiptoe [4930]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Trump [4931]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Tradewind [4932]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Taciturn [4933]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Stonehenge [4935]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Sea Rover [4936]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Surf [4937]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Storm [4938]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Stoic [4939]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Sirdar [4940]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Sturdy [4941]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Spiteful [4942]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Stratagem [4943]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Spirit [4944]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Statesman [4945]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	

Item [slot]	Change	Sheet	Note
Strongbow [4946]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Stygian [4947]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Subtle [4948]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Spark [4949]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Shalimar [4950]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Supreme [4951]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Sea Scout [4952]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Shakespeare [4953]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Solent [4954]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Sleuth [4955]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Sibyl [4956]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Stubborn [4957]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Spur [4958]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Selene [4959]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Porpoise [4961]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Clyde [4962]	attached HQ Southeast Asia -> RN Sub Flotillas	50_commands_other	
Rorqual [4963]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Vivid [4964]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Vigorous [4965]	attached HQ Southeast Asia -> 8th Sub Flotilla	50_commands_other	
Indomitable [3035]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Hermes [3045]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Prince of Wales [3168]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Warspite [3174]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Repulse [3181]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
Cornwall [3221]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Exeter [3222]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Enterprise [3238]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Danae [3240]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Dragon [3241]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Durban [3242]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Dauntless [3243]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Ceres [3244]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Mauritius [3249]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Glasgow [3256]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Caledon [3302]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Capetown [3304]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Colombo [3305]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Scout [3711]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Stronghold [3712]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Tenedos [3713]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Thanet [3714]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Thracian [3715]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Electra [3718]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Encounter [3719]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Express [3720]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Isis [3726]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Jupiter [3727]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Avon [19071]	class 3100 -> River British	70_review_fixes	Avon, Awe, Findhorn, Parret and Plym pointed at a blank ship class and never sailed; River class like Derg and Jed

Item [slot]	Change	Sheet	Note
Awe [19072]	class 3100 -> River British	70_review_fixes	
Findhorn [19075]	class 3100 -> River British	70_review_fixes	
Parret [19076]	class 3100 -> River British	70_review_fixes	
Plym [19081]	class 3100 -> River British	70_review_fixes	
Yoma [9162]	withdraws 0 -> 420501	84_atlantic_shipping	Yoma (Dominion L Cargo): Henderson Line; sunk by U-81 off Derna as a troopship 17 Jun 1943; does not return
Erinpura [9046]	withdraws 0 -> 420601	84_atlantic_shipping	Erinpura (Pacific L Cargo): British India; sunk by aircraft off Benghazi 1 May 1943; does not return
Shillong [9130]	withdraws 0 -> 420801	84_atlantic_shipping	Shillong (Euro M Cargo): sunk by U-635 in convoy HX 231 4 Apr 1943; does not return
Peisander [9121]	withdraws 0 -> 420110	84_atlantic_shipping	Peisander (Dominion L Cargo): Blue Funnel; sunk by U-653 off Nantucket 17 May 1942; does not return
Silverwillow [9135]	withdraws 0 -> 420215	84_atlantic_shipping	Silverwillow (Euro K Cargo): Silver Line; sunk by U-509 in convoy SL 125 29 Oct 1942; does not return
Clan Mactavish [9029]	withdraws 0 -> 420301	84_atlantic_shipping	Clan Mactavish (Dominion L Cargo): Clan Line; sunk by U-159 off Cape Town 8 Oct 1942; does not return
Mundra [9108]	withdraws 0 -> 420401	84_atlantic_shipping	Mundra (Dominion L Cargo): British India; sunk by U-boat off South Africa 6 Jul 1942; does not return
Clan Lamont [9027]	withdraws 0 -> 420601	84_atlantic_shipping	Clan Lamont (Euro L Cargo): Clan Line; converted to a landing ship (infantry), Mediterranean and Normandy; does not return
Vasna [65]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.3.1: a Delay equal to the start date lands the ship at the end of turn 1; Vasna was meant to be in port on 7 December
Talamba [66]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.3.1: a Delay equal to the start date lands the ship at the end of turn 1; Talamba was meant to be in port on 7 December
Amarapoora [85]		116_editor_compliance	Amarapoora inherited its template liner's 1942 withdrawal and would leave the moment she arrived as a hospital ship
Oxfordshire [89]		116_editor_compliance	Oxfordshire inherited its template liner's 1942 withdrawal and would leave the moment she arrived as a hospital ship
Clyde [4962]	arrival 431115 -> 440615	117_submarines	C2: arrival east of Aden, uboat.net daily logs
Taurus [4920]	arrival 440215 -> 431015	117_submarines	
Tantivy [4925]	arrival 440715 -> 440215	117_submarines	
Trident [4913]	arrival 430615 -> 430815	117_submarines	
Vigorous [4965]	arrival 450515 -> 441215	117_submarines	
Vivid [4964]	arrival 450315 -> 441215	117_submarines	

Item [slot]	Change	Sheet	Note
Tactician [4918]	arrival 431215 -> 431015	117_submarines	
Templar [4916]	arrival 431115 -> 430915	117_submarines	
Stoic [4939]	arrival 440415 -> 440215	117_submarines	
Tradewind [4932]	arrival 440715 -> 440515	117_submarines	
Spur [4958]	arrival 450515 -> 450715	117_submarines	
Truant [4912]	withdraws 0 -> 420915	117_submarines	C2: 27 boats went home before VJ-Day; none withdrew in Draft 66 (Trident returns December 1944, Taurus June 1945)
Trusty [4911]	withdraws 0 -> 430415	117_submarines	
Trident [4913]	withdraws 0 -> 430915; returns 0 -> 441215	117_submarines	
Trespasser [4915]	withdraws 0 -> 440415	117_submarines	
Taurus [4920]	withdraws 0 -> 440515; returns 0 -> 450615	117_submarines	
Tactician [4918]	withdraws 0 -> 440715	117_submarines	
Truculent [4917]	withdraws 0 -> 440815	117_submarines	
Templar [4916]	withdraws 0 -> 440915	117_submarines	
Surf [4937]	withdraws 0 -> 441015	117_submarines	
Tally Ho [4914]	withdraws 0 -> 441215	117_submarines	
Stoic [4939]	withdraws 0 -> 450115	117_submarines	
Sea Rover [4936]	withdraws 0 -> 450215	117_submarines	
Storm [4938]	withdraws 0 -> 450315	117_submarines	
Tantivy [4925]	withdraws 0 -> 450315	117_submarines	
Tantalus [4919]	withdraws 0 -> 450415	117_submarines	
Spiteful [4942]	withdraws 0 -> 450415	117_submarines	
Spirit [4944]	withdraws 0 -> 450515	117_submarines	
Sirdar [4940]	withdraws 0 -> 450515	117_submarines	
Telemachus [4921]	withdraws 0 -> 450515	117_submarines	

Item [slot]	Change	Sheet	Note
Shakespeare [4953]	withdraws 0 -> 450515	117_submarines	
Sturdy [4941]	withdraws 0 -> 450515	117_submarines	
Clyde [4962]	withdraws 0 -> 450615	117_submarines	
Strongbow [4946]	withdraws 0 -> 450615	117_submarines	
Rorqual [4963]	withdraws 0 -> 450615	117_submarines	
Tradewind [4932]	withdraws 0 -> 450615	117_submarines	
Terrapin [4922]	withdraws 0 -> 450815	117_submarines	
Sturdy [4941]	class 'S' 1942 and 1943 -> 'S' War Emergency; devices: x 4in/40 QF Mk XII -> x 21in Mk VIII Torpedo, x 0.5in Mk III No2 MG -> x 4in/40 QF Mk XII, x Type 291W AS Radar -> x 0.5in Mk III No3 MG, +1x Type 291W AS Radar	117_submarines	C3: Sturdy and Stygian were riveted S boats with the stern tube, 300 ft
Stygian [4947]	class 'S' 1942 and 1943 -> 'S' War Emergency; devices: x 4in/40 QF Mk XII -> x 21in Mk VIII Torpedo, x 0.5in Mk III No2 MG -> x 4in/40 QF Mk XII, x Type 291W AS Radar -> x 0.5in Mk III No3 MG, +1x Type 291W AS Radar	117_submarines	
Trusty [4911]	fuel 132 -> 230	117_submarines	
Thrasher [4926]	fuel 132 -> 230	117_submarines	
Telemachus [4921]	fuel 132 -> 230	117_submarines	
Terrapin [4922]	fuel 132 -> 230	117_submarines	
Trenchant [4923]	fuel 132 -> 230	117_submarines	
Tudor [4924]	fuel 132 -> 230	117_submarines	
Thorough [4927]	fuel 132 -> 230	117_submarines	
Thule [4928]	fuel 132 -> 230	117_submarines	
Tiptoe [4930]	fuel 132 -> 230	117_submarines	
Trump [4931]	fuel 132 -> 230	117_submarines	
Tradewind [4932]	fuel 132 -> 230	117_submarines	
Taciturn [4933]	fuel 132 -> 230	117_submarines	
Tally Ho [4914]	fuel 132 -> 230	117_submarines	
Trespasser [4915]	fuel 132 -> 230	117_submarines	

Item [slot]	Change	Sheet	Note
Templar [4916]	fuel 132 -> 230	117_submarines	
Truculent [4917]	fuel 132 -> 230	117_submarines	
Tactician [4918]	fuel 132 -> 230	117_submarines	
Tantalus [4919]	fuel 132 -> 230	117_submarines	
Taurus [4920]	fuel 132 -> 230	117_submarines	
Tantivy [4925]	fuel 132 -> 230	117_submarines	
Trusty [4911]	devices: none 3->1	117_submarines	
Thrasher [4926]	devices: none 3->1	117_submarines	
Telemachus [4921]	devices: none 3->1	117_submarines	
Terrapin [4922]	devices: none 3->1	117_submarines	
Trenchant [4923]	devices: none 3->1	117_submarines	
Tudor [4924]	devices: none 3->1	117_submarines	
Thorough [4927]	devices: none 3->1	117_submarines	
Thule [4928]	devices: none 3->1	117_submarines	
Tiptoe [4930]	devices: none 3->1	117_submarines	
Trump [4931]	devices: none 3->1	117_submarines	
Tradewind [4932]	devices: none 3->1	117_submarines	
Taciturn [4933]	devices: none 3->1	117_submarines	
Stonehenge [4935]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Sea Rover [4936]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Surf [4937]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Storm [4938]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Stoic [4939]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Sirdar [4940]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	

Item [slot]	Change	Sheet	Note
Spiteful [4942]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Stratagem [4943]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Spirit [4944]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Statesman [4945]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Strongbow [4946]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Shalimar [4950]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Subtle [4948]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Vivid [4964]	WpnFacing2: '2'->'0'; WpnAmmo2: '1'->'18'	117_submarines	
Vigorous [4965]	WpnFacing2: '2'->'0'; WpnAmmo2: '1'->'18'	117_submarines	
Tally Ho [4914]	devices: none 3->1	117_submarines	
Trespasser [4915]	devices: none 3->1	117_submarines	
Templar [4916]	devices: none 3->1	117_submarines	
Truculent [4917]	devices: none 3->1	117_submarines	
Tactician [4918]	devices: none 3->1	117_submarines	
Tantalus [4919]	devices: none 3->1	117_submarines	
Taurus [4920]	devices: none 3->1	117_submarines	
Tantivy [4925]	devices: none 3->1	117_submarines	
Sturdy [4941]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Stygian [4947]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Seadog [11649]		117_submarines	
Scythian [11650]		117_submarines	
Sea Nymph [11651]		117_submarines	
Sidon [11652]		117_submarines	
Spearhead [11653]		117_submarines	

Item [slot]	Change	Sheet	Note
Scotsman [11654]		117_submarines	
Totem [11655]	devices: none 3->1	117_submarines	
Tapir [11656]	devices: none 3->1	117_submarines	
Turpin [11657]	devices: none 3->1	117_submarines	
Talamba [66]	withdraws 0 -> 420523	118_clone_history	D68: kept as in Draft 67, leaving the Indian Ocean after Madagascar for the Mediterranean (sunk off Sicily 10 July 1943); to verify
Taurus [4920]	class 'T' 1940 Programme -> 'T' 1940 Programme; devices: x 4in/40 QF Mk XXII -> x 4in/40 QF Mk XII	120_register_ready	COV-A1: Taurus arrives 15 October 1943 and takes the 'T' 1940 Programme version of January 1943, not the one dated February 1944
Nelson [3173]	arrival 450415 -> 450615	120_register_ready	NAV-W6: Nelson reached Colombo on 9 July 1945; she arrives at Aden a fortnight before

Ship classes (168)

Item [slot]	Change	Sheet	Note
Hospital Ship (RN) [321]	cloned from 2429; troops 1800 -> 300; bulk 2500 -> 0; max speed 16 -> 17; upgrade class 2530 -> 0	14_hospital_ships	Cloned from Empire/Star
Challenger AGS [814]	cloned from Kedah AG; max speed 17 -> 12; cruise 14 -> 10; durability 3 -> 4; avail year 42 -> 41; troops 100 -> 0; bulk 820 -> 300; tonnage 980 -> 1140	41_search_recon	RN survey ship with the Eastern Fleet 1942-45 (Herald and Moresby are already in stock as gunboats)
Fort AE [820]	cloned from 2629; nationality 4 -> 9; max speed 16 -> 11; cruise 13 -> 9; tonnage 6350 -> 7100; bulk 5400 -> 3000; avail month 12 -> 1; avail year 41 -> 45	44_commonwealth	Fort-class stores and ammunition issuing ships of the Fleet Train, the first Commonwealth ammunition ships in the data; the class is cloned from the Lassen AE with the Fort hull's size and speed
Bulolo AGC [821]	cloned from C2-S Blue Ridge; nationality 4 -> 9; max speed 16 -> 15; cruise 15 -> 12; tonnage 7430 -> 6400; avail month 9 -> 12; avail year 43 -> 44	44_commonwealth	Landing Ships Headquarters (Large): the amphibious command ships of Force W for Ramree, Rangoon and Zipper
King George V [4]	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (1 record, 2 device slots)	46_pacific_specials	King George V 2/44 fit
King George V [5]	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (1 record, 2 device slots)	46_pacific_specials	King George V 2/44 fit
Queen Elizabeth [10]	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (1 record, 2 device slots)	46_pacific_specials	Queen Elizabeth 6/44 fit
Vanguard [11]	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (1 record, 2 device slots)	46_pacific_specials	Vanguard 12/45 fit
Kent [20]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Kent 8/44 fit
London [26]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	London 2/45 fit
Leander [42]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Leander 2/45 fit
Edinburgh [48]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Edinburgh 8/44 fit
Edinburgh [49]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Edinburgh 7/45 fit
Southampton [52]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Southampton 6/44 fit
Gloucester [53]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Gloucester 7/45 fit

Item [slot]	Change	Sheet	Note
Fiji [57]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Fiji 12/44 fit
Swiftsure [58]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 3 device slots)	46_pacific_specials	Swiftsure 6/44 fit
Swiftsure [59]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 3 device slots)	46_pacific_specials	Swiftsure 2/45 fit
Bellona [67]	device 5.25in/50 QF Mk I replaced by 5.25in/50 Mk I VT (1 record, 2 device slots)	46_pacific_specials	Bellona 2/45 fit
'D' Class [70]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 1 device slots)	46_pacific_specials	'D' Class 2/44 fit
'Z' Class [114]	device 4.5in/45 QF Mk IV replaced by 4.5in/45 Mk IV VT (1 record, 2 device slots)	46_pacific_specials	'Z' Class 5/44 fit
Indomitable [136]	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (1 record, 2 device slots)	46_pacific_specials	Indomitable 3/44 fit
Indomitable [137]	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (1 record, 2 device slots)	46_pacific_specials	Indomitable 2/45 fit
Implacable [138]	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (1 record, 2 device slots)	46_pacific_specials	Implacable 5/44 fit
Indefatigable [139]	device 4.5in/45 QF Mk III replaced by 4.5in/45 Mk III VT (1 record, 2 device slots)	46_pacific_specials	Indefatigable 5/44 fit
Unicorn [140]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Unicorn 1/44 fit
Attacker [147]	device 4.5in/45 QF Mk V replaced by 4.5in/45 Mk V VT (1 record, 2 device slots)	46_pacific_specials	Attacker 7/45 fit
Ameer [149]	device 5in/38 Mk 12 EBR replaced by 5in/38 Mk12 EBR VT (1 record, 2 device slots)	46_pacific_specials	Ameer 7/45 fit
Swan [167]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Swan 2/44 fit
Loch PF [786]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 1 device slots)	46_pacific_specials	Loch PF 1/45 fit
Bay PFAA [787]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 2 device slots)	46_pacific_specials	Bay PFAA 1/45 fit
Glen LSI [2577]	device 4in/45 QF HA Mk XVI replaced by 4in/45 HA XVI VT (1 record, 4 device slots)	46_pacific_specials	Glen LSI 4/44 fit
Hospital Ship (RN) [321]	picture 428 -> 607	34_plane_art	shares the US hospital-ship picture
Tribal 44 [849]	cloned from 117; avail month 12 -> 6; avail year 41 -> 44; upgrade class 117 -> 849; upg yard 0 -> 5; upg sys 0 -> 5; upg eng 0 -> 14; devices: none 3->8, none 3->8, none 1->2, x Type 291 AS Radar -> x Type 291W AS Radar	77_thin_chain_refits	Tribal, 1944 refit (yard 5): 20 mm to four twins a side, second depth-charge rail, Type 291W air-warning set
Tribal [117]	upgrade class 117 -> 849	77_thin_chain_refits	Tribal: next step -> Tribal 44
King George V [2]	upg yard 0 -> 10	80_yard_floors	King George V (type 5, refit step, 1/42): yard 0 -> 10
King George V [3]	upg yard 0 -> 10	80_yard_floors	King George V (type 5, refit step, 8/43): yard 0 -> 10
King George V [4]	upg yard 10 -> 25	80_yard_floors	King George V (type 5, refit step, 2/44): yard 10 -> 25
Queen Elizabeth [8]	upg yard 0 -> 10	80_yard_floors	Queen Elizabeth (type 5, refit step, 10/42): yard 0 -> 10

Item [slot]	Change	Sheet	Note
Queen Elizabeth [9]	upg yard 10 -> 25	80_yard_floors	Queen Elizabeth (type 5, refit step, 12/43): yard 10 -> 25
Queen Elizabeth [10]	upg yard 0 -> 10	80_yard_floors	Queen Elizabeth (type 5, refit step, 6/44): yard 0 -> 10
Kent [19]	upg yard 0 -> 10	80_yard_floors	Kent (type 8, refit step, 8/42): yard 0 -> 10
Kent [20]	upg yard 0 -> 10	80_yard_floors	Kent (type 8, refit step, 8/44): yard 0 -> 10
London [26]	upg yard 0 -> 10	80_yard_floors	London (type 8, refit step, 2/45): yard 0 -> 10
Hawkins [35]	upg yard 0 -> 10	80_yard_floors	Hawkins (type 8, refit step, 12/43): yard 0 -> 10
Hawkins [36]	upg yard 0 -> 10	80_yard_floors	Hawkins (type 8, refit step, 2/45): yard 0 -> 10
Frobisher [38]	upg yard 0 -> 10	80_yard_floors	Frobisher (type 8, refit step, 12/43): yard 0 -> 10
Frobisher [39]	upg yard 0 -> 10	80_yard_floors	Frobisher (type 8, refit step, 2/45): yard 0 -> 10
Leander [41]	upg yard 10 -> 15	80_yard_floors	Leander (type 9, refit step, 7/42): yard 10 -> 15
Edinburgh [48]	upg yard 5 -> 10	80_yard_floors	Edinburgh (type 9, refit step, 8/44): yard 5 -> 10
Edinburgh [49]	upg yard 5 -> 10	80_yard_floors	Edinburgh (type 9, refit step, 7/45): yard 5 -> 10
Southampton [52]	upg yard 5 -> 15	80_yard_floors	Southampton (type 9, refit step, 6/44): yard 5 -> 15
Fiji [55]	upg yard 5 -> 10	80_yard_floors	Fiji (type 9, refit step, 9/42): yard 5 -> 10
Fiji [56]	upg yard 5 -> 10	80_yard_floors	Fiji (type 9, refit step, 12/43): yard 5 -> 10
Fiji [57]	upg yard 0 -> 10	80_yard_floors	Fiji (type 9, refit step, 12/44): yard 0 -> 10
Swiftsure [59]	upg yard 5 -> 10	80_yard_floors	Swiftsure (type 9, refit step, 2/45): yard 5 -> 10
Dido [62]	upg yard 10 -> 15	80_yard_floors	Dido (type 10, refit step, 12/43): yard 10 -> 15
Dido [64]	upg yard 10 -> 15	80_yard_floors	Dido (type 10, refit step, 12/43): yard 10 -> 15
Bellona [67]	upg yard 5 -> 10	80_yard_floors	Bellona (type 10, refit step, 2/45): yard 5 -> 10
'D' Class [69]	upg yard 10 -> 15	80_yard_floors	'D' Class (type 9, refit step, 9/42): yard 10 -> 15
'D' Class [70]	upg yard 0 -> 10	80_yard_floors	'D' Class (type 9, refit step, 2/44): yard 0 -> 10
'D' Class Delhi [72]	upg yard 0 -> 10	80_yard_floors	'D' Class Delhi (type 10, refit step, 12/43): yard 0 -> 10
'C' Class [76]	upg yard 5 -> 10	80_yard_floors	'C' Class (type 9, refit step, 9/42): yard 5 -> 10

Item [slot]	Change	Sheet	Note
Hunt Type II [119]	upg yard 0 -> 5	80_yard_floors	Hunt Type II (type 13, refit step, 12/43): yard 0 -> 5
Hunt Type III [121]	upg yard 0 -> 5	80_yard_floors	Hunt Type III (type 13, refit step, 12/43): yard 0 -> 5
Admiralty 'Leader' [125]	upg yard 0 -> 5	80_yard_floors	Admiralty 'Leader' (type 12, refit step, 2/45): yard 0 -> 5
'E' Class 1st Group [127]	upg yard 5 -> 10	80_yard_floors	'E' Class 1st Group (type 9, refit step, 9/42): yard 5 -> 10
'E' Class 1st Group [128]	upg yard 0 -> 10	80_yard_floors	'E' Class 1st Group (type 9, refit step, 4/44): yard 0 -> 10
'E' Class 2nd Group [130]	upg yard 5 -> 10	80_yard_floors	'E' Class 2nd Group (type 9, refit step, 2/43): yard 5 -> 10
'E' Class 2nd Group [131]	upg yard 0 -> 10	80_yard_floors	'E' Class 2nd Group (type 9, refit step, 4/44): yard 0 -> 10
Indomitable [135]	upg yard 5 -> 10	80_yard_floors	Indomitable (type 2, refit step, 4/42): yard 5 -> 10
Indomitable [137]	upg yard 0 -> 10	80_yard_floors	Indomitable (type 2, refit step, 2/45): yard 0 -> 10
Colossus [143]	upg yard 0 -> 10	80_yard_floors	Colossus (type 3, refit step, 6/45): yard 0 -> 10
Attacker [147]	upg yard 0 -> 10	80_yard_floors	Attacker (type 4, refit step, 7/45): yard 0 -> 10
Ameer [149]	upg yard 0 -> 10	80_yard_floors	Ameer (type 4, refit step, 7/45): yard 0 -> 10
'T' 1941 and 1942 [155]	upg yard 0 -> 5	80_yard_floors	'T' 1941 and 1942 (type 26, refit step, 4/44): yard 0 -> 5
'S' War Emergency [157]	upg yard 0 -> 5	80_yard_floors	'S' War Emergency (type 26, refit step, 9/44): yard 0 -> 5
'S' 1942 and 1943 [159]	upg yard 0 -> 5	80_yard_floors	'S' 1942 and 1943 (type 26, refit step, 9/44): yard 0 -> 5
Thames [162]	upg yard 0 -> 5	80_yard_floors	Thames (type 26, refit step, 4/44): yard 0 -> 5
Bangor Diesel Eng [172]	upg yard 0 -> 5	80_yard_floors	Bangor Diesel Eng (type 34, refit step, 4/42): yard 0 -> 5
Bangor VTE [174]	upg yard 0 -> 5	80_yard_floors	Bangor VTE (type 34, refit step, 4/42): yard 0 -> 5
Bangor TE [176]	upg yard 0 -> 5	80_yard_floors	Bangor TE (type 34, refit step, 4/42): yard 0 -> 5
Bathurst [178]	upg yard 0 -> 5	80_yard_floors	Bathurst (type 34, refit step, 4/42): yard 0 -> 5
Fairmile B [181]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 24, conversion target, 12/41): yard 0 -> 5
Fairmile B [182]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 25, conversion target, 12/41): yard 0 -> 5
Fairmile B [183]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 25, conversion target, 12/41): yard 0 -> 5
Fairmile B [184]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 24, conversion target, 12/41): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Fairmile B [185]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 24, conversion target, 12/41): yard 0 -> 5
Fairmile B [186]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 25, conversion target, 12/41): yard 0 -> 5
Fairmile B [187]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 24, conversion target, 6/42): yard 0 -> 5
Fairmile B [188]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 25, conversion target, 6/42): yard 0 -> 5
Fairmile B [189]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 24, conversion target, 3/43): yard 0 -> 5
Fairmile B [190]	upg yard 0 -> 5	80_yard_floors	Fairmile B (type 25, conversion target, 3/43): yard 0 -> 5
Vosper 72' MTB [192]	upg yard 0 -> 5	80_yard_floors	Vosper 72' MTB (type 23, refit step, 4/44): yard 0 -> 5
Admiralty HDML [198]	upg yard 0 -> 2	80_yard_floors	Admiralty HDML (type 77, conversion target, 12/41): yard 0 -> 2
Admiralty HDML [199]	upg yard 0 -> 2	80_yard_floors	Admiralty HDML (type 77, conversion target, 12/41): yard 0 -> 2
Admiralty HDML [200]	upg yard 0 -> 2	80_yard_floors	Admiralty HDML (type 77, conversion target, 12/41): yard 0 -> 2
Admiralty HDML [201]	upg yard 0 -> 2	80_yard_floors	Admiralty HDML (type 77, conversion target, 12/41): yard 0 -> 2
'T' 1940 Programme [218]	upg yard 0 -> 5	80_yard_floors	'T' 1940 Programme (type 26, refit step, 2/44): yard 0 -> 5
Challenger AGS [814]	upg yard 0 -> 5	80_yard_floors	Challenger AGS (type 43, conversion target, 12/41): yard 0 -> 5
Bulolo AGC [821]	upg yard 0 -> 5	80_yard_floors	Bulolo AGC (type 46, conversion target, 12/44): yard 0 -> 5
KPM Troop [2470]	upg yard 0 -> 2	80_yard_floors	KPM Troop (type 80, conversion target, 12/41): yard 0 -> 2
Park/Fort Cargo [2516]	upg yard 0 -> 2	80_yard_floors	Park/Fort Cargo (type 82, refit step, 1/44): yard 0 -> 2
Euro M Cargo [2518]	upg yard 0 -> 2	80_yard_floors	Euro M Cargo (type 82, refit step, 9/42): yard 0 -> 2
Empire L Cargo [2520]	upg yard 0 -> 2	80_yard_floors	Empire L Cargo (type 82, refit step, 9/42): yard 0 -> 2
Euro K Cargo [2522]	upg yard 0 -> 2	80_yard_floors	Euro K Cargo (type 82, refit step, 9/42): yard 0 -> 2
Dominion L Cargo [2523]	upg yard 0 -> 2	80_yard_floors	Dominion L Cargo (type 82, refit step, 9/42): yard 0 -> 2
Dominion M Cargo [2524]	upg yard 0 -> 2	80_yard_floors	Dominion M Cargo (type 82, refit step, 9/42): yard 0 -> 2
Pacific L Cargo [2525]	upg yard 0 -> 2	80_yard_floors	Pacific L Cargo (type 82, refit step, 9/42): yard 0 -> 2
Pacific M Cargo [2526]	upg yard 0 -> 2	80_yard_floors	Pacific M Cargo (type 82, refit step, 2/42): yard 0 -> 2
Pacific M Cargo [2527]	upg yard 0 -> 2	80_yard_floors	Pacific M Cargo (type 82, refit step, 9/42): yard 0 -> 2

Item [slot]	Change	Sheet	Note
Pacific S Cargo [2528]	upg yard 0 -> 2	80_yard_floors	Pacific S Cargo (type 83, conversion target, 9/42): yard 0 -> 2
Coastal Cargo [2529]	upg yard 0 -> 2	80_yard_floors	Coastal Cargo (type 83, refit step, 2/42): yard 0 -> 2
Empire/Star [2530]	upg yard 0 -> 5	80_yard_floors	Empire/Star (type 48, refit step, 3/43): yard 0 -> 5
Empire/Glen [2531]	upg yard 0 -> 5	80_yard_floors	Empire/Glen (type 48, refit step, 3/43): yard 0 -> 5
Straits/Raub [2548]	upg yard 0 -> 2	80_yard_floors	Straits/Raub (type 82, refit step, 12/42): yard 0 -> 2
Pacific Troop [2565]	upg yard 0 -> 2	80_yard_floors	Pacific Troop (type 80, conversion target, 3/43): yard 0 -> 2
Dominion Troop [2566]	upg yard 0 -> 2	80_yard_floors	Dominion Troop (type 80, conversion target, 3/43): yard 0 -> 2
KPM Troop [2567]	upg yard 0 -> 2	80_yard_floors	KPM Troop (type 80, conversion target, 3/43): yard 0 -> 2
Tasman/India [2572]	upg yard 0 -> 2	80_yard_floors	Tasman/India (type 80, refit step, 6/42): yard 0 -> 2
Straits/Hong [2574]	upg yard 0 -> 2	80_yard_floors	Straits/Hong (type 80, refit step, 12/42): yard 0 -> 2
Straits/Matang [2575]	upg yard 0 -> 2	80_yard_floors	Straits/Matang (type 80, refit step, 12/42): yard 0 -> 2
Shell Type-A [2604]	upg yard 0 -> 2	80_yard_floors	Shell Type-A (type 60, refit step, 6/43): yard 0 -> 2
BP Type-D [2605]	upg yard 0 -> 2	80_yard_floors	BP Type-D (type 60, refit step, 6/43): yard 0 -> 2
BTC Type-L [2606]	upg yard 0 -> 2	80_yard_floors	BTC Type-L (type 60, refit step, 6/43): yard 0 -> 2
ETC Type-M [2607]	upg yard 0 -> 2	80_yard_floors	ETC Type-M (type 60, refit step, 6/42): yard 0 -> 2
Union Coastal TK [2608]	upg yard 0 -> 2	80_yard_floors	Union Coastal TK (type 60, refit step, 6/42): yard 0 -> 2
Wolfe [2702]	upg yard 0 -> 5	80_yard_floors	Wolfe (type 35, refit step, 3/43): yard 0 -> 5
Empire L AKV [2734]	upg yard 0 -> 2	80_yard_floors	Empire L AKV (type 57, conversion target, 12/41): yard 0 -> 2
Empire L AKV [2735]	upg yard 0 -> 2	80_yard_floors	Empire L AKV (type 57, conversion target, 4/43): yard 0 -> 2
Straits/Klang [2737]	upg yard 0 -> 2	80_yard_floors	Straits/Klang (type 80, refit step, 12/42): yard 0 -> 2
Straits/Kedah [2739]	upg yard 0 -> 2	80_yard_floors	Straits/Kedah (type 80, refit step, 12/42): yard 0 -> 2
Kedah AG [2740]	upg yard 0 -> 5	80_yard_floors	Kedah AG (type 43, conversion target, 12/42): yard 0 -> 5
Bathurst [3101]	upg yard 0 -> 5	80_yard_floors	Bathurst (type 34, refit step, 9/43): yard 0 -> 5
Challenger AGS [814]	upgrade class 2739 -> 0	86_ships_toes	S1: terminal; the clone inherited Challenger AGS -> Straits/Kedah (type change)

Item [slot]	Change	Sheet	Note
Fort AE [820]	upgrade class 2630 -> 0	86_ships_t oes	S1: terminal; the clone inherited Fort AE -> C2 Lassen (British to American)
Bululo AGC [821]	upgrade class 2685 -> 0	86_ships_t oes	S1: terminal; the clone inherited Bululo AGC -> C2-S Blue Ridge (British to American)
Admiralty 'V' [123]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 1 device slots)	104_warhe ads	T2: the British submarine classes of 1941-42
Triton [150]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 2 device slots)	104_warhe ads	
Triton [151]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 4 device slots)	104_warhe ads	
'T' War Emergency [152]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 4 device slots)	104_warhe ads	
Porpoise [160]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 1 device slots)	104_warhe ads	
Grampus [163]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 1 device slots)	104_warhe ads	
Vosper 72' MTB [191]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 1 device slots)	104_warhe ads	
Admiralty 'W' [244]	device 21in Mk VIII Torpedo replaced by 21in Mk VIII* Torp (1 record, 1 device slots)	104_warhe ads	
'S' 1942 and 1943 [158]	durability 30 -> 35	117_subm arines	C3: the welded S boats of 1942-43, 350 ft
'S' 1942 and 1943 [159]	durability 30 -> 35	117_subm arines	
'U' 1941 Long Hull [165]	durability 21 -> 30	117_subm arines	C3: U class long hull (Vivid, Vigorous), 300 ft
'U' 1941 Long Hull [165]	WpnFacing2: '2'->'0'; WpnAmmo2: '1'->'18'	117_subm arines	
'T' War Emergency [152]	endurance 8000 -> 11000; fuel 134 -> 230	117_subm arines	C4: T class Groups 2 and 3, 230 tons, 11,000 nm at 10 kt (Lambert)
'T' War Emergency [152]	devices: none 3->1	117_subm arines	
'T' War Emergency [153]	endurance 8000 -> 11000; fuel 134 -> 230	117_subm arines	
'T' War Emergency [153]	devices: none 3->1	117_subm arines	
'T' 1941 and 1942 [154]	endurance 8000 -> 11000; fuel 134 -> 230	117_subm arines	
'T' 1941 and 1942 [154]	devices: none 3->1	117_subm arines	
'T' 1941 and 1942 [155]	endurance 8000 -> 11000; fuel 134 -> 230	117_subm arines	
'T' 1941 and 1942 [155]	devices: none 3->1	117_subm arines	
'T' 1940 Programme [217]	endurance 8000 -> 11000; fuel 134 -> 230	117_subm arines	
'T' 1940 Programme [217]	devices: none 3->1	117_subm arines	

Item [slot]	Change	Sheet	Note
'T' 1940 Programme [218]	endurance 8000 -> 11000; fuel 134 -> 230	117_submarines	
'T' 1940 Programme [218]	devices: none 3->1	117_submarines	
'S' War Emergency [156]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
'S' 1942 and 1943 [158]	devices: +1x 20mm Oerlikon AA Gun	117_submarines	
Thames [161]	max speed 14 -> 22	117_submarines	C4: Thames class, 22 kt surfaced
Thames [162]	max speed 14 -> 22	117_submarines	
Porpoise [160]	max speed 14 -> 15	117_submarines	C4: Porpoise and Grampus, 15.5 kt surfaced
Grampus [163]	max speed 14 -> 15	117_submarines	
Grampus [164]	max speed 14 -> 15	117_submarines	

Leaders (10)

Item [slot]	Change	Sheet	Note
Stopford, Montagu [18738]	skill 63 -> 64; land 67 -> 70; aggression 55 -> 58; admin 61 -> 60	37_depth	
Scoones, Geoffry AP [18665]	skill 59 -> 60; land 64 -> 66; aggression 66 -> 60; admin 60 -> 62	37_depth	
Messervy, Frank W [18662]	skill 64 -> 62; land 67 -> 68; aggression 44 -> 66; admin 67 -> 48	37_depth	
Wingate, Orde C. [17836]	skill 60 -> 62; land 80 -> 78; aggression 65 -> 80; admin 90 -> 30	37_depth	
Giffard, George Jas [19854]	skill 65 -> 58; land 63 -> 60; admin 68 -> 66	37_depth	
Park, Keith R. [63]	cloned from Peirse, R.E.C.; arrival 420306 -> 450201; skill 56 -> 72; air 66 -> 78; surface 23 -> 20; land 42 -> 30; admin 55 -> 66; aggression 61 -> 62	44_commonwealth	Air Marshal Sir Keith Park, Air Commander South East Asia from February 1945; absent from stock
Heath, Lewis Maccl [18563]	skill 32 -> 48; morale 19 -> 40	71_leaders	Heath, III Indian Corps, the victor of Keren, from skill 32 and morale 19; Percival unchanged
Wingate, Orde C. [17836]	arrival 420101 -> 420301	90_reviews_sep26	D2: Wingate reached India in March 1942
Mountbatten, Louis [18393]	arrival 430117 -> 430825	90_reviews_sep26	D5: South East Asia Command created 25 August 1943
Auchinleck, Claude [19842]	arrival 430101 -> 430620	90_reviews_sep26	D6: Commander-in-Chief India 20 June 1943

Pilots (22)

Item [slot]	Change	Sheet	Note
Garrard, P. [5475]	group 3196 -> 0	116_editor_compliance	No.59 Sqn RAF Det was removed; the pilot joins the replacement pool
Brooker, R.E.P. [5808]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Landels, L.N. [5809]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF

Item [slot]	Change	Sheet	Note
Taylor, E.M. [5810]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Parker, B.J. [5811]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
McCulloch, W.N. [5812]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Daniel, B.P. [5813]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Gorton, J.G. [5814]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Williams, N.M. [5815]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Mendizabal, R. [5816]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Nicholls, H.T. [5817]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Christian, C.D.G. [5818]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Lowe, P.D. [5819]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Hardie, G. [5820]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Holmes, K.H. [5821]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Porter, E.M. [5822]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Dovell, R.L. [5823]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Coutie, A.V. [5824]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Hackforth, S.N. [5825]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Leetham, J.H. [5826]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF

Item [slot]	Change	Sheet	Note
Fleming, J.P. [5827]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF
Parker, J. [5828]	group 3247 -> 3246	116_editor_compliance	No.232 (P) Sqn RAF was folded into No.232 Sqn RAF

TOE templates (1)

Item [slot]	Change	Sheet	Note
Air Group HQ [2856]		121_air_support	HQ-H1: the TOE record 'Air Group HQ' carries 10 Air HQs; without it the replacement system puts the squads back

India (195 changes)

Headquarters (4)

Item [slot]	Change	Sheet	Note
Southern Command [184]	HQ type 105 -> 104	51_intensity	
Eastern Command [185]	HQ type 105 -> 104	51_intensity	
Northern Command [186]	HQ type 105 -> 104	51_intensity	
Ceylon Command [187]	HQ type 105 -> 104	51_intensity	

Ground forces (131)

Item [slot]	Change	Sheet	Note
Kumaon Rifles [6331]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Kumaon Rifles (nation 14, type 7)
Bikanir Risala [6411]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Bikanir Risala (nation 14, type 7)
Punjab [6830]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Punjab (nation 14, type 7)
Zhob [6834]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Zhob (nation 14, type 7)
Waziristan [6835]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Waziristan (nation 14, type 7)
Bannu [6836]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Bannu (nation 14, type 7)
Khojak [6837]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Khojak (nation 14, type 7)
1st Jammu & Kashmir [6838]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	1st Jammu & Kashmir (nation 14, type 7)
Shamsher Dal [6860]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	Shamsher Dal (nation 14, type 7)

Item [slot]	Change	Sheet	Note
21st Indian [5584]	added at Bombay, arrives 420601; cloned from 17th Indian; attached HQ Burma Command -> India Command; arrival 0 -> 420601; experience 0 -> 35; morale 0 -> 55; attribute 32 (AI) -> 2 (temp restricted); TOE 2742 -> 2415; TOE upgrade 0 -> 2758; location 20 -> 36; location 3 -> 24; devices: +216x Ind Cadre Section, +150x Support, -2	08_shell_units	[shell, stock name 'Shell Ind Div (1)'] Indian Army expansion 1942: divisions that take a year to train
32nd Indian [5587]	added at Bombay, arrives 421001; cloned from 17th Indian; attached HQ Burma Command -> India Command; arrival 0 -> 421001; experience 0 -> 35; morale 0 -> 55; attribute 32 (AI) -> 2 (temp restricted); TOE 2742 -> 2415; TOE upgrade 0 -> 2758; location 20 -> 36; location 3 -> 24; devices: +216x Ind Cadre Section, +150x Support, -2	08_shell_units	[shell, stock name 'Shell Ind Div (2)']
39th Indian [5598]	added at Bombay, arrives 430301; cloned from 17th Indian; attached HQ Burma Command -> India Command; arrival 0 -> 430301; experience 0 -> 35; morale 0 -> 55; attribute 32 (AI) -> 2 (temp restricted); TOE 2742 -> 2415; TOE upgrade 0 -> 2758; location 20 -> 36; location 3 -> 24; devices: +216x Ind Cadre Section, +150x Support, -2	08_shell_units	[shell, stock name 'Shell Ind Div (3)']
Calcutta Garrison [5937]	added at Calcutta, arrives 0; cloned from Advanced; type 10 -> 7; nation 9 -> 14; suffix 109 -> 75; attached HQ none -> India Command; experience 0 -> 35; morale 0 -> 55; TOE 5937 -> 0; location 0 -> 52; location 0 -> 37; devices: +48x Ind Inf Section, +4x Vickers Section, +24x Support, -20x Support	15_security_garrison	Indian internal-security battalions for the cities that carry Allied garrison requirements
Bombay Garrison [5938]	added at Bombay, arrives 0; cloned from Advanced; type 10 -> 7; nation 9 -> 14; suffix 109 -> 75; attached HQ none -> India Command; experience 0 -> 35; morale 0 -> 55; TOE 5938 -> 0; location 0 -> 36; location 0 -> 24; devices: +48x Ind Inf Section, +4x Vickers Section, +24x Support, -20x Support	15_security_garrison	
Madras Garrison [5950]	added at Madras, arrives 0; cloned from Advanced; type 10 -> 7; nation 9 -> 14; suffix 109 -> 75; attached HQ none -> India Command; experience 0 -> 35; morale 0 -> 55; TOE 5950 -> 0; location 0 -> 35; location 0 -> 40; devices: +48x Ind Inf Section, +4x Vickers Section, +24x Support, -20x Support	15_security_garrison	
Delhi Garrison [5985]	added at Delhi, arrives 0; cloned from Advanced; type 10 -> 7; nation 9 -> 14; suffix 109 -> 75; attached HQ none -> India Command; experience 0 -> 35; morale 0 -> 55; TOE 5985 -> 0; location 0 -> 52; location 0 -> 17; devices: +48x Ind Inf Section, +4x Vickers Section, +24x Support, -20x Support	15_security_garrison	
77th Chindit [6722]	device Ind Inf Section 42 replaced by Chindit LRP Section (1 record, 1 device slots)	30_unique_squads	
111th Chindit [6721]	device Ind Inf Section 42 replaced by Chindit LRP Section (1 record, 1 device slots)	30_unique_squads	
4/8th Gurkha [6698]	device Ind Inf Section replaced by Gurkha Section (1 record, 2 device slots)	39_gurkhas	
28th Gurkha [6703]	device Ind Inf Section replaced by Gurkha Section (1 record, 2 device slots)	39_gurkhas	
48th Gurkha [6749]	device Ind Inf Section replaced by Gurkha Section (1 record, 2 device slots)	39_gurkhas	
44th Indian Airborne [7228]	added at Bombay, arrives 9999; cloned from 50th Indian Para; arrival 430101 -> 450301; experience 95 -> 50; morale 95 -> 70; suffix 72 -> 71; location 35 -> 36; location 40 -> 24; toe1 81 -> 0; toedev1 1006 -> 0; disabled1 4 -> 0; toe2 3 -> 0; toedev2 1026 -> 0; toe3 4 -> 0; toedev3 1008 -> 0; toe4 36 -> 0; toedev4 1042 -> 0; to	42_command_and_quality	Raised in India in 1944-45 for the Malaya landings and never dropped. Arrives empty and fills from the pools if the player lets it
1st Nepalese Contgt [7291]	added at Dimapur, arrives 420401; cloned from 1st Assam Rifles; arrival 0 -> 420401; experience 30 -> 50; morale 40 -> 70; attribute 32 (AI) -> 4 (restricted); location 65 -> 62; devices: +36x Gurkha Section, +4x Vickers Section, +15x Support, -?x 3" Mortar, -24x Support	44_commonwealth	The Nepalese Contingent: eight battalions of the Nepalese army lent for internal security in Assam and Bengal from 1942, drawing on the Gurkha pool
2nd Nepalese Contgt [7292]	added at Dimapur, arrives 420401; cloned from 1st Assam Rifles; arrival 0 -> 420401; experience 30 -> 50; morale 40 -> 70; attribute 32 (AI) -> 4 (restricted); location 65 -> 62; devices: +36x Gurkha Section, +4x Vickers Section, +15x Support, -?x 3" Mortar, -24x Support	44_commonwealth	
Government of India [7628]	added at Delhi, arrives 0; cloned from 1st Assam Rifles; morale 40 -> 50; attribute 32 (AI) -> 5 (static, restricted); suffix 75 -> 0; location 65 -> 52; location 38 -> 17; devices: +900x Civilian Evacuees, -2x Bren Section, -?x Vickers Section, -?x 3" Mortar, -24x Support	52_liabilities	The seats of government as static high-value units: Delhi, Canberra's stand-in at Melbourne, Chungking (four times the squads under the Chinese rule), and Tokyo's cabinet and Imperial General Headquarters. Their loss is the loss of the war's capital, on top of
Poona IGH [7569]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	
Ranchi IGH [7570]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	

Item [slot]	Change	Sheet	Note
6/9th Jat [6390]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	Eight training battalions that stock withdraws in June 1943 after eighteen months as static 27-squad garrisons in northern India: 6/9th Jat
9/10 Baluch [6393]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	9/10 Baluch
7/12 Frontier Force [6389]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	7/12 Frontier Force
3/6 Ghurka Rifles [6392]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	3/6 Ghurka Rifles
16/5th Mahratta [6391]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	16/5th Mahratta
6/6th Rajputna [6396]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	6/6th Rajputna
6/18th Royal Garwal [6388]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	6/18th Royal Garwal
1st Mahzbi Sikh [6387]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	1st Mahzbi Sikh
8th Indian [7966]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	8th Indian Division, arriving at Aden in April 1945: it never left Italy
50th Indian Para [6741]	arrival 430101 -> 0; location 35 -> 52; location 40 -> 17	63_commonwealth_fixes	50th Indian Parachute Brigade formed at Delhi in October 1941, not January 1943
3/4 Gurkha Rifles [6395]	name 3/4 Ghurka Rifles -> 3/4 Gurkha Rifles	63_commonwealth_fixes	
7th Light Cavalry [5048]	added at Madras, arrives 440101; cloned from 6529; attached HQ XXXIII Indian -> IV Indian; arrival 430301 -> 440101; experience 30 -> 55; morale 30 -> 70; devices: +4x Stuart I LightTank, +16x Stuart I LightTank, +16x Stuart I LightTank, +16x Stuart I LightTank, +12x Ind Cmbt Eng 43, +4x Bren Section (PIAT), +40x Motorized Suppo	64_commonwealth_ads	The Indian armoured regiments of the Burma campaign that stock lacks: 7th Light Cavalry with Stuarts at Imphal, 45th Cavalry and 19th Lancers (Lees) in the Arakan, Probyn's Horse and Deccan Horse with Shermans at Meiktila and on the road to Rangoon; on the Gar
45th Cavalry [5049]	added at Madras, arrives 440301; cloned from 6529; attached HQ XXXIII Indian -> XV Indian; arrival 430301 -> 440301; experience 30 -> 55; morale 30 -> 70; devices: +4x Stuart I LightTank, +16x Stuart I LightTank, +16x Stuart I LightTank, +16x Stuart I LightTank, +12x Ind Cmbt Eng 43, +4x Bren Section (PIAT), +40x Motorized Suppo	64_commonwealth_ads	
19th Lancers [5050]	added at Madras, arrives 440201; cloned from 6529; attached HQ XXXIII Indian -> XV Indian; arrival 430301 -> 440201; experience 30 -> 55; morale 30 -> 70; devices: +4x General Lee, +16x General Lee, +16x General Lee, +16x General Lee, +12x Ind Cmbt Eng 43, +4x Bren Section (PIAT), +40x Motorized Support	64_commonwealth_ads	
Probyn's Horse [5833]	added at Madras, arrives 450101; cloned from 6529; arrival 430301 -> 450101; experience 30 -> 55; morale 30 -> 70; devices: +4x Sherman V Tank, +16x Sherman V Tank, +16x Sherman V Tank, +16x Sherman V Tank, +12x Ind Cmbt Eng 43, +4x Bren Section (PIAT), +40x Motorized Support	64_commonwealth_ads	
Deccan Horse [5836]	added at Madras, arrives 450301; cloned from 6529; attached HQ XXXIII Indian -> IV Indian; arrival 430301 -> 450301; experience 30 -> 55; morale 30 -> 70; devices: +4x Sherman V Tank, +16x Sherman V Tank, +16x Sherman V Tank, +16x Sherman V Tank, +12x Ind Cmbt Eng 43, +4x Bren Section (PIAT), +40x Motorized Support	64_commonwealth_ads	

Item [slot]	Change	Sheet	Note
11th Indian [6700]	leader none -> Murray-Lyon, David	71_leaders	Murray-Lyon, 11th Indian (stock had him on 6th Indian)
9th Indian [6705]	leader none -> Barstow, Arthur E.	71_leaders	Barstow, 9th Indian (stock had him on the 8th Indian that sheet 63 removed)
17th Indian [6746]	leader none -> Smyth, John George	71_leaders	Smyth, 17th Indian (from 16th Indian)
6th Indian [6701]	leader Murray-Lyon, David -> none	71_leaders	
16th Indian [6747]	leader Smyth, John George -> none	71_leaders	
Calcutta Garrison [5937]	toe1 48 -> 0; toedev1 1020 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 24 -> 0; toedev3 252 -> 0; devices: +48x Ind Inf Section, +4x Vickers Section, +36x Support	89_support	C8: city garrisons at the Indian norm
Bombay Garrison [5938]	toe1 48 -> 0; toedev1 1020 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 24 -> 0; toedev3 252 -> 0; devices: +48x Ind Inf Section, +4x Vickers Section, +36x Support	89_support	
Madras Garrison [5950]	toe1 48 -> 0; toedev1 1020 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 24 -> 0; toedev3 252 -> 0; devices: +48x Ind Inf Section, +4x Vickers Section, +36x Support	89_support	
Delhi Garrison [5985]	toe1 48 -> 0; toedev1 1020 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 24 -> 0; toedev3 252 -> 0; devices: +48x Ind Inf Section, +4x Vickers Section, +36x Support	89_support	
20th Indian [6416]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
23rd Indian [6466]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
25th Indian [6509]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
11th Indian [6700]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
14th Indian [6727]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
34th Indian [6732]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
17th Indian [6746]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
26th Indian [6751]	devices: +8x 4.5in Howitzer, none 24->16	112_ground_devices	
9th Indian [6705]	devices: +16x 4.5in Howitzer, none 48->32	112_ground_devices	
36th Indian [6712]	devices: +16x 4.5in Howitzer, none 48->32	112_ground_devices	
19th Indian [6426]	devices: +4x 4.5in Howitzer, none 12->8	112_ground_devices	
Kowloon [6337]	devices: +30x Universal Carrier	113_group_c	
9/1st Punjab [6385]	devices: +10x Universal Carrier	113_group_c	
15th/1st Punjab [6397]	devices: +10x Universal Carrier	113_group_c	
20th Indian [6416]	devices: +80x Universal Carrier	113_group_c	
7th Indian [6422]	devices: +60x Universal Carrier	113_group_c	
19th Indian [6426]	devices: +60x Universal Carrier	113_group_c	

Item [slot]	Change	Sheet	Note
44th Indian [6444]	devices: +30x Universal Carrier	113_group_c	
46th Indian [6452]	devices: +30x Universal Carrier	113_group_c	
45th Indian [6453]	devices: +30x Universal Carrier	113_group_c	
23rd Indian [6466]	devices: +80x Universal Carrier	113_group_c	
75th Indian [6487]	devices: +30x Universal Carrier	113_group_c	
84th Indian [6488]	devices: +30x Universal Carrier	113_group_c	
25th Indian [6509]	devices: +90x Universal Carrier	113_group_c	
2/17 Dogra [6618]	devices: +10x Universal Carrier	113_group_c	
5/14th Punjab [6641]	devices: +10x Universal Carrier	113_group_c	
2/15 Punjab [6665]	devices: +10x Universal Carrier	113_group_c	
13th Indian [6694]	devices: +30x Universal Carrier	113_group_c	
4/8th Gurkha [6698]	devices: +10x Universal Carrier	113_group_c	
9/11th Sikh [6699]	devices: +10x Universal Carrier	113_group_c	
11th Indian [6700]	devices: +90x Universal Carrier	113_group_c	
6th Indian [6701]	devices: +30x Universal Carrier	113_group_c	
15th Indian [6702]	devices: +30x Universal Carrier	113_group_c	
28th Gurkha [6703]	devices: +30x Universal Carrier	113_group_c	
9th Indian [6705]	devices: +90x Universal Carrier	113_group_c	
8th Indian [6706]	devices: +30x Universal Carrier	113_group_c	
22nd Indian [6707]	devices: +30x Universal Carrier	113_group_c	
3/16th Punjab [6709]	devices: +10x Universal Carrier	113_group_c	
5/2nd Punjab [6710]	devices: +10x Universal Carrier	113_group_c	
26th Indian [6714]	devices: +30x Universal Carrier	113_group_c	
12th Indian [6716]	devices: +30x Universal Carrier	113_group_c	

Item [slot]	Change	Sheet	Note
14th Indian [6727]	devices: +90x Universal Carrier	113_group_c	
23rd Indian [6728]	devices: +30x Universal Carrier	113_group_c	
36th Indian [6729]	devices: +30x Universal Carrier	113_group_c	
88th Indian [6730]	devices: +30x Universal Carrier	113_group_c	
4/14th Punjab [6731]	devices: +10x Universal Carrier	113_group_c	
34th Indian [6732]	devices: +90x Universal Carrier	113_group_c	
100th Indian [6733]	devices: 0x 2pdr AT Gun -> 30x Universal Carrier	113_group_c	
99th Indian [6734]	devices: 0x 2pdr AT Gun -> 30x Universal Carrier	113_group_c	
98th Indian [6735]	devices: 0x 2pdr AT Gun -> 30x Universal Carrier	113_group_c	
6/16th Punjab [6736]	devices: +10x Universal Carrier	113_group_c	
6/15th Punjab [6737]	devices: +10x Universal Carrier	113_group_c	
9/8th Punjab [6738]	devices: +10x Universal Carrier	113_group_c	
17th Indian [6746]	devices: +90x Universal Carrier	113_group_c	
16th Indian [6747]	devices: +30x Universal Carrier	113_group_c	
63rd Indian [6748]	devices: +30x Universal Carrier	113_group_c	
48th Gurkha [6749]	devices: +30x Universal Carrier	113_group_c	
26th Indian [6751]	devices: +90x Universal Carrier	113_group_c	
1st Nepalese Contgt [7291]	devices: +10x Universal Carrier	113_group_c	
2nd Nepalese Contgt [7292]	devices: +10x Universal Carrier	113_group_c	
2nd Indian AA Bde [6523]	devices: +6x Searchlight (A)	113_group_c	skipped for want of a device row (fourteen per unit, all used): 5976 18th Australian, 6712 36th Indian, 7964 56th British, 7971 5th British, 3270 19th, 3431 51st, 3560 10th, 3618 12th, 3619 57th, 3687 1st, 3770 8th, 3779 23rd, 3813 38th, 3851 16th, 3852 48th,
8th Indian [6706]	leader Barstow, Arthur E. -> none	116_editor_compliance	Editor 3.8: Barstow, Arthur E. commands 9th Indian; this record copied him from its template, the game assigns its own leader
Government of India [7628]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
Government of India [7628]	TOE 2870 -> 0	116_editor_compliance	Editor 3.6.3.1: a government or depot is not an Indian frontier battalion; with no TO&E it keeps its own starting strength
21st Indian [5584]	TOE upgrade 2758 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
32nd Indian [5587]	TOE upgrade 2758 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
39th Indian [5598]	TOE upgrade 2758 -> 0	116_editor_compliance	Editor 3.6.3.1: the upgrade already sits on the unit's template
7th Light Cavalry [5048]	toedev5 1025 -> 1010; toe5 12 -> 4; toedev6 1010 -> 0; toe6 4 -> 0; toedev9 0 -> 1025; toe9 0 -> 12; devices: 12x Ind Cmbt Eng 43 -> 4x Bren Section (PIAT), -4x Bren Section (PIAT), +12x Ind Cmbt Eng 43	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Lt Arm Rgt 43 so replacements fill the rows the template means
45th Cavalry [5049]	toedev5 1025 -> 1010; toe5 12 -> 4; toedev6 1010 -> 0; toe6 4 -> 0; toedev9 0 -> 1025; toe9 0 -> 12; devices: 12x Ind Cmbt Eng 43 -> 4x Bren Section (PIAT), -4x Bren Section (PIAT), +12x Ind Cmbt Eng 43	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Lt Arm Rgt 43 so replacements fill the rows the template means
19th Lancers [5050]	toedev5 1025 -> 1010; toe5 12 -> 4; toedev6 1010 -> 0; toe6 4 -> 0; toedev9 0 -> 1025; toe9 0 -> 12; devices: 12x Ind Cmbt Eng 43 -> 4x Bren Section (PIAT), -4x Bren Section (PIAT), +12x Ind Cmbt Eng 43	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Lt Arm Rgt 43 so replacements fill the rows the template means
Probyn's Horse [5833]	toedev5 1025 -> 1010; toe5 12 -> 4; toedev6 1010 -> 0; toe6 4 -> 0; toedev9 0 -> 1025; toe9 0 -> 12; devices: 12x Ind Cmbt Eng 43 -> 4x Bren Section (PIAT), -4x Bren Section (PIAT), +12x Ind Cmbt Eng 43	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Lt Arm Rgt 43 so replacements fill the rows the template means
Deccan Horse [5836]	toedev5 1025 -> 1010; toe5 12 -> 4; toedev6 1010 -> 0; toe6 4 -> 0; toedev9 0 -> 1025; toe9 0 -> 12; devices: 12x Ind Cmbt Eng 43 -> 4x Bren Section (PIAT), -4x Bren Section (PIAT), +12x Ind Cmbt Eng 43	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Lt Arm Rgt 43 so replacements fill the rows the template means
Kowloon [6337]	devices: -30x Universal Carrier, +30x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind 41 so replacements fill the rows the template means
100th Indian [6733]	toedev11 1070 -> 0; toedev17 252 -> 1070; toe17 120 -> 0; devices: -30x Universal Carrier, +30x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind 41 so replacements fill the rows the template means
99th Indian [6734]	toedev11 1070 -> 0; toedev17 252 -> 1070; toe17 120 -> 0; devices: -30x Universal Carrier, +30x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind 41 so replacements fill the rows the template means
98th Indian [6735]	toedev11 1070 -> 0; toedev17 252 -> 1070; toe17 120 -> 0; devices: -30x Universal Carrier, +30x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind 41 so replacements fill the rows the template means
1st Nepalese Contgt [7291]	toedev2 1008 -> 0; toe2 4 -> 0; toedev3 252 -> 1008; toe3 15 -> 4; toedev5 0 -> 252; toe5 0 -> 15; devices: -4x Vickers Section, 15x Support -> 4x Vickers Section, -10x Universal Carrier, +15x Support, +10x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Frontier so replacements fill the rows the template means
2nd Nepalese Contgt [7292]	toedev2 1008 -> 0; toe2 4 -> 0; toedev3 252 -> 1008; toe3 15 -> 4; toedev5 0 -> 252; toe5 0 -> 15; devices: -4x Vickers Section, 15x Support -> 4x Vickers Section, -10x Universal Carrier, +15x Support, +10x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Ind Frontier so replacements fill the rows the template means
44th Indian Airborne [7228]	arrival 450301 -> 9999	120_register_ready	LND-L5: the CRS 44th Indian Airborne Division duplicates stock's 44th Parachute Division of January 1945, the same formation; set never to arrive

Base forces, fortresses and engineers (39)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
1st Nothern Frontie [6380]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	1st Nothern Frontie (nation 14, type 10)
2/4th Det. Peshawar [6384]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2/4th Det. Peshawar (nation 14, type 10)
2/5th Det. Peshawar [6406]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2/5th Det. Peshawar (nation 14, type 10)
2/1st Det. Northern [6407]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2/1st Det. Northern (nation 14, type 10)
2/3rd Det. Northern [6415]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2/3rd Det. Northern (nation 14, type 10)
Bengal L of C Area [7465]	added at Calcutta, arrives 420601; cloned from 103rd RN; nation 9 -> 14; attached HQ Eastern Fleet -> Eastern; arrival 0 -> 420601; experience 25 -> 50; morale 10 -> 70; suffix 109 -> 0; location 54 -> 52; location 53 -> 37; devices: +100x Naval Support, +150x Support, +60x Motorized Support, -2x 6" Mk V/VII Gun, -16x Aviation S	50_commands_other	Fourteenth Army's lines of communication: the Bengal and Assam L of C Areas and the Chittagong Sub-Area, movable base forces
Assam L of C Area [7467]	added at Dimapur, arrives 430101; cloned from 103rd RN; nation 9 -> 14; attached HQ Eastern Fleet -> Eastern; arrival 0 -> 430101; experience 25 -> 50; morale 10 -> 70; suffix 109 -> 0; location 54 -> 62; location 53 -> 38; devices: +100x Naval Support, +150x Support, +60x Motorized Support, -2x 6" Mk V/VII Gun, -16x Aviation Su	50_commands_other	
Chittagong Sub Area [7469]	added at Chittagong, arrives 430101; cloned from 103rd RN; nation 9 -> 14; attached HQ Eastern Fleet -> Eastern; arrival 0 -> 430101; experience 25 -> 50; morale 10 -> 70; suffix 109 -> 0; location 54 -> 55; location 53 -> 41; devices: +100x Naval Support, +150x Support, +60x Motorized Support, -2x 6" Mk V/VII Gun, -16x Aviation	50_commands_other	
Bombay IGH [7552]	added at Bombay, arrives 0; cloned from 1st Fld Ambulance Gp; nation 9 -> 14; arrival 420301 -> 0; experience 45 -> 50; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 52 -> 36; location 37 -> 24; toe1 150 -> 0; toedev1 252 -> 0; toe2 30 -> 0; toedev2 253 -> 0; devices: +200x Support, -30x	50_commands_other	
Ranchi Trg Area [7575]	added at Ranchi, arrives 420601; cloned from 103rd RN; nation 9 -> 14; attached HQ Eastern Fleet -> India Command; arrival 0 -> 420601; experience 25 -> 50; morale 10 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 109 -> 0; location 54 -> 51; location 53 -> 32; devices: +200x Support, -12x 40mm Bofors AA Gun, -8x Lew	50_commands_other	The Ranchi training and rest area where the divisions of 1943 and 1944 were rebuilt between Arakan and Imphal
1/1 Central Detach. [6348]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	Twelve of stock's 27 Indian airfield detachments, the ones deep in the interior (Bhopal, Jubbulpore, Indore, Nagpur, Sholapur, Bellary, Warangal, Jacobabad, Bareilly, Gorakhpur, Lucknow, Moradabad) where nothing ever flies; their aviation support goes to the r
1/2 Central Detach. [6349]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	1/2 Central Detach.
1/3 Central Detach. [6350]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	1/3 Central Detach.
1/4 Central Detach. [6351]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	1/4 Central Detach.
1/5 Det. South Ind [6366]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	1/5 Det. South Ind
1/1st Det Hyderabad [6370]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	1/1st Det Hyderabad
1/2nd Det Hyderabad [6369]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	1/2nd Det Hyderabad

Item [slot]	Change	Sheet	Note
2/2nd Det. Northern [6408]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	2/2nd Det. Northern
4/1st Det. NW Front [6357]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	4/1st Det. NW Front
4/2nd Det. NW Front [6358]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	4/2nd Det. NW Front
4/3rd Det. NW Front [6359]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	4/3rd Det. NW Front
4/4th Det NW Front [6360]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	4/4th Det NW Front
2nd Central India [6345]	devices: +32x Aviation Support	63_commonwealth_fixes	2nd Central India takes the folded detachments' aviation support
2nd Hyderabad [6368]	devices: +24x Aviation Support	63_commonwealth_fixes	2nd Hyderabad takes the folded detachments' aviation support
2nd NW Frontier [6342]	devices: +8x Aviation Support	63_commonwealth_fixes	2nd NW Frontier takes the folded detachments' aviation support
4th NW Frontier [6356]	devices: +32x Aviation Support	63_commonwealth_fixes	4th NW Frontier takes the folded detachments' aviation support
ACORN 8 [6407]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	The empty second record of 1st Australian Parachute Battalion (the January 1943 record with troops stays)
Bengal L of C Area [7465]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Assam L of C Area [7467]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Chittagong Sub Area [7469]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Bombay IGH [7552]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Ranchi Trg Area [7575]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
15th Indian [6489]	devices: -6x Engineer Vehicle, -24x Ind Pioneer Sect, 28x Support -> 24x Ind Pioneer Sect, +6x Engineer Vehicle, +28x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Light so replacements fill the rows the template means
12th Indian [6490]	devices: -6x Engineer Vehicle, -24x Ind Pioneer Sect, 28x Support -> 24x Ind Pioneer Sect, +6x Engineer Vehicle, +28x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Light so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
23rd Indian [6491]	devices: -6x Engineer Vehicle, -24x Ind Pioneer Sect, 28x Support -> 24x Ind Pioneer Sect, +6x Engineer Vehicle, +28x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Light so replacements fill the rows the template means
Bengal L of C Area [7465]	toedev1 255 -> 0; toe1 100 -> 0; toedev2 252 -> 0; toe2 150 -> 0; toedev3 253 -> 0; toe3 60 -> 0; toedev8 0 -> 253; toe8 0 -> 60; toedev11 0 -> 255; toe11 0 -> 100; toedev12 0 -> 252; toe12 0 -> 150; devices: -100x Naval Support, -150x Support, -60x Motorized Support, +60x Motorized Support, +100x Naval Support, +150x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RN Port 41 so replacements fill the rows the template means
Assam L of C Area [7467]	toedev1 255 -> 0; toe1 100 -> 0; toedev2 252 -> 0; toe2 150 -> 0; toedev3 253 -> 0; toe3 60 -> 0; toedev8 0 -> 253; toe8 0 -> 60; toedev11 0 -> 255; toe11 0 -> 100; toedev12 0 -> 252; toe12 0 -> 150; devices: -100x Naval Support, -150x Support, -60x Motorized Support, +60x Motorized Support, +100x Naval Support, +150x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RN Port 41 so replacements fill the rows the template means
Chittagong Sub Area [7469]	toedev1 255 -> 0; toe1 100 -> 0; toedev2 252 -> 0; toe2 150 -> 0; toedev3 253 -> 0; toe3 60 -> 0; toedev8 0 -> 253; toe8 0 -> 60; toedev11 0 -> 255; toe11 0 -> 100; toedev12 0 -> 252; toe12 0 -> 150; devices: -100x Naval Support, -150x Support, -60x Motorized Support, +60x Motorized Support, +100x Naval Support, +150x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RN Port 41 so replacements fill the rows the template means
Ranchi Trg Area [7575]	toedev1 252 -> 0; toe1 200 -> 0; toedev12 0 -> 252; toe12 0 -> 200; devices: -200x Support, +200x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RN Port 41 so replacements fill the rows the template means

Air groups (10)

Item [slot]	Change	Sheet	Note
No.3 Sqn IAF [2968]	location 886 -> 865; arrival 450115 -> 0; experience 55 -> 40; aircraft Hurricane IIc Trop -> Audax I; planes 7 -> 12; max planes 16 -> 12; upgrade Spitfire VIII -> Hurricane IIb Trop	55_iaf_and_fields	No.3 Squadron formed in October 1941 on the Audax and flew Hurricanes over the Arakan in 1944; stock brings it in on 15 January 1945. On the map from the start, upgrading to the Hurricane IIb and on up the RAF chain
No.4 Sqn IAF [2969]	location 829 -> 865; arrival 440315 -> 420201; experience 55 -> 40; aircraft Hurricane FR.IIc -> Lysander II; planes 0 -> 12; upgrade Spitfire VIII -> Hurricane IIc Trop	55_iaf_and_fields	No.4 formed February 1942 on Lysanders, Hurricanes in 1943, Arakan and Imphal; stock had it arriving March 1944
No.5 Sqn IAF [403]	added, Mohawk IV x16, arrives 421101; cloned from No.9 Sqn IAF; attached HQ 227 (T) Group RAF -> AHQ India; location 867 -> 865; arrival 440215 -> 421101; experience 0 -> 40; aircraft Hurricane IIc Trop -> Mohawk IV; planes 0 -> 12; upgrade Spitfire VIII -> Hurricane IIc Trop	55_iaf_and_fields	No.5 Squadron, absent from stock: formed November 1942 on Mohawk IVs, Hurricane IIc from June 1943, Burma 1944, Thunderbolts after the war
No.6 Sqn IAF [2970]	arrival 9999 -> 421201; experience 0 -> 40; aircraft Hurricane FR.IIb -> Hurricane IIb Trop; planes 0 -> 12; max planes 12 -> 16; upgrade Spitfire PR.XI -> Spitfire VIII	55_iaf_and_fields	No.6, 7 and 8 were set never to arrive (9999). They formed in December 1942: No.6 the Arakan tactical-reconnaissance squadron of 1943-45, No.7 and No.8 on Vengeances over the Arakan, No.8 to Spitfire VIIIs in December 1944
No.7 Sqn IAF [2971]	arrival 9999 -> 421201; experience 45 -> 40; planes 8 -> 12; upgrade Vengeance IV -> Hurricane IIc Trop	55_iaf_and_fields	
No.8 Sqn IAF [2972]	arrival 9999 -> 421201; experience 0 -> 40; planes 0 -> 12; upgrade Vengeance IV -> Spitfire VIII	55_iaf_and_fields	
No.9 Sqn IAF [2973]	experience 0 -> 40	55_iaf_and_fields	
No.10 Sqn IAF [2974]	experience 0 -> 40; upgrade Spitfire F.XIV -> Spitfire VIII	55_iaf_and_fields	No.10 to the Spitfire VIII, the RIAF's 1945 type, not the XIV
No.1 SFTS Ambala [406]	added, Hurricane IIb Trop x12, arrives 430101; cloned from No.153 OTU RAF; nationality 9 -> 14; attached HQ 222 Group RAF -> AHQ India; location 688 -> 827; arrival 430601 -> 430101; aircraft Buffalo I -> Hurricane IIb Trop; planes 24 -> 12; max planes 24 -> 12	55_iaf_and_fields	The IAF's own Service Flying Training School at Ambala, the tenth-plus training group on the pattern of sheet 17, feeding the squadrons above
No.5 Sqn IAF [403]	renames to 0 -> No.5 Sqn RIAF; rename date 0 -> 450301	118_clone_history	D68: the Indian Air Force became the Royal Indian Air Force in March 1945 (the clone had carried No.9 Sqn's new name)

Ships added (2)

Item [slot]	Change	Sheet	Note
4 x Flower	arrive 430401-430801: Assam, Gondwana, Sind, Mahratta	64_commonwealth_ads	

Item [slot]	Change	Sheet	Note
2 x River British	arrive 450801-450901: Dhanush, Shamsher	64_commonwealth_ads	

Ships changed (3)

Item [slot]	Change	Sheet	Note
Jumna [11164]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Sutlej [11165]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Rohilkhand [11158]	name Rohlikhand -> Rohilkhand	63_commonwealth_fixes	

Ship classes (3)

Item [slot]	Change	Sheet	Note
Black Swan [268]	upg yard 0 -> 5	80_yard_floors	Black Swan (type 13, refit step, 3/45): yard 0 -> 5
Bittern [273]	upg yard 0 -> 5	80_yard_floors	Bittern (type 13, refit step, 3/44): yard 0 -> 5
WWI '24' Class [275]	upg yard 0 -> 5	80_yard_floors	WWI '24' Class (type 16, refit step, 6/42): yard 0 -> 5

Leaders (1)

Item [slot]	Change	Sheet	Note
Smyth, John George [17425]	nationality 9 -> 14	116_editor_compliance	Editor 3.8: John Smyth VC was an Indian Army officer (15th Sikhs); Indian nationality lets him command the 17th Indian Division

TOE templates (2)

Item [slot]	Change	Sheet	Note
CRS Shell Ind Div [2415]	added at off map, arrives 440215; cloned from Indian 43 (3 Brit); experience 0 -> 35; morale 0 -> 50	07_shell_templates	Indian shell: 1943 division with 3 British bns; upgrade chain as stock
IND 41 Para [2852]	TOE upgrade 2886 -> 0	86_ships_toes	T6: IND 41 Para upgraded into a British-nation Parachute template; terminal

British colonial forces (Burma, Malaya, Africa, Ceylon, Hong Kong) (56 changes)

Ground forces (31)

Item [slot]	Change	Sheet	Note
Kachin Levies [6990]	added at Ledo, arrives 420601; cloned from 3rd Burma Rifles; attached HQ Burma Command -> Eastern; arrival 0 -> 420601; experience 20 -> 50; morale 10 -> 70; TOE 2867 -> 0; location 55 -> 65; location 50 -> 38; devices: +60x Kachin Levy Squad, +4x Vickers Section, +8x Support, -?x 3" Mortar, -17x Support	30_unique_squads	Northern Kachin Levies, Fort Hertz, mid-42
V Force [6992]	added at Ledo, arrives 430101; cloned from 3rd Burma Rifles; suffix 75 -> 70; attached HQ Burma Command -> Eastern; arrival 0 -> 430101; experience 20 -> 50; morale 10 -> 65; TOE 2867 -> 0; location 55 -> 65; location 50 -> 38; devices: +40x Kachin Levy Squad, +6x Support, -?x Lewis AAMG (x2), -?x 3" Mortar, -17x Support	30_unique_squads	

Item [slot]	Change	Sheet	Note
Karen Levies Otter [7267]	added at Karen Hills, arrives 0; cloned from Kachin Levies; arrival 420601 -> 0; experience 50 -> 40; attribute 32 (AI) -> 5 (static, restricted); suffix 75 -> 0; location 65 -> 56; location 38 -> 50; toe1 60 -> 0; toedev1 280 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 8 -> 0; toedev3 252 -> 0; devices: +40x Karen Levy Squad, +8	44_commonwealth	Four levy groups named for the Character operational areas, static in their hills from day one like the Chinese guerrillas: a Japanese player clears them or lives with them, and in 1945 they are where the Sittang breakout has to pass
Karen Levies Walrus [7270]	added at Karen Hills, arrives 0; cloned from Kachin Levies; arrival 420601 -> 0; experience 50 -> 40; attribute 32 (AI) -> 5 (static, restricted); suffix 75 -> 0; location 65 -> 56; location 38 -> 50; toe1 60 -> 0; toedev1 280 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 8 -> 0; toedev3 252 -> 0; devices: +40x Karen Levy Squad, +8	44_commonwealth	
Karen Levies Hyena [7273]	added at Papun, arrives 0; cloned from Kachin Levies; arrival 420601 -> 0; experience 50 -> 40; attribute 32 (AI) -> 5 (static, restricted); suffix 75 -> 0; location 65 -> 56; location 38 -> 53; toe1 60 -> 0; toedev1 280 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 8 -> 0; toedev3 252 -> 0; devices: +40x Karen Levy Squad, +8x Supp	44_commonwealth	
Karen Levy Mongoose [7281]	added at Papun, arrives 0; cloned from Kachin Levies; arrival 420601 -> 0; experience 50 -> 40; attribute 32 (AI) -> 5 (static, restricted); suffix 75 -> 0; location 65 -> 56; location 38 -> 53; toe1 60 -> 0; toedev1 280 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 8 -> 0; toedev3 252 -> 0; devices: +40x Karen Levy Squad, +8x Supp	44_commonwealth	
HKVDC [7285]	added at Hong Kong, arrives 0; cloned from SSVF; experience 20 -> 45; morale 25 -> 65; attribute 37 (static, restricted, AI) -> 4 (restricted); suffix 72 -> 75; location 50 -> 77; location 84 -> 61; devices: +36x Home Guard Section, +6x Vickers Section, +4x 3" Mortar, +15x Support, -80x Support	44_commonwealth	Hong Kong Volunteer Defence Corps, 1,700 men in December 1941, on the Gin Drinkers Line and at Wong Nai Chung Gap
Hong Kong Evacuees [7577]	added at Hong Kong, arrives 0; cloned from Mandalay BMP; experience 20 -> 30; morale 10 -> 50; suffix 75 -> 0; location 59 -> 77; location 46 -> 61; devices: +450x Civilian Evacuees, -?x Vickers Section, -?x Vickers AAMG (x2), -?x 3" Mortar, -17x Support	52_liabilities	Civilian evacuees, Allied side: the Europeans of Hong Kong, Singapore's evacuees, the Dutch of Java, the Americans of Manila, the Rabaul civilians of the Montevideo Maru, and Wake's 1,100 contractors. December 1941 has too few ships for all of them
Singapore Evacuees [7581]	added at Singapore, arrives 0; cloned from SSVF; experience 20 -> 30; morale 25 -> 50; attribute 37 (static, restricted, AI) -> 32 (AI); suffix 72 -> 0; devices: +900x Civilian Evacuees, -6x Vickers Section, -6x Vickers AAMG (x2), -?x 3" Mortar, -80x Support	52_liabilities	
Burma Government [7616]	added at Rangoon, arrives 0; cloned from SSVF; experience 20 -> 30; morale 25 -> 50; attribute 37 (static, restricted, AI) -> 32 (AI); suffix 72 -> 0; withdrawal type 0 -> 2; withdraws 0 -> 420501; location 50 -> 54; location 84 -> 53; devices: +150x Civilian Evacuees, -6x Vickers Section, -6x Vickers AAMG (x2), -?x 3" Mortar, -	52_liabilities	
Malayan Government [7617]	added at Singapore, arrives 0; cloned from SSVF; experience 20 -> 30; morale 25 -> 50; attribute 37 (static, restricted, AI) -> 32 (AI); suffix 72 -> 0; withdrawal type 0 -> 2; withdraws 0 -> 420210; devices: +300x Civilian Evacuees, -6x Vickers Section, -6x Vickers AAMG (x2), -?x 3" Mortar, -80x Support	52_liabilities	
Hong Kong Government [7627]	added at Hong Kong, arrives 0; cloned from Mandalay BMP; experience 20 -> 30; morale 10 -> 50; attribute 32 (AI) -> 5 (static, restricted); suffix 75 -> 0; location 59 -> 77; location 46 -> 61; devices: +150x Civilian Evacuees, -?x Vickers Section, -?x Vickers AAMG (x2), -?x 3" Mortar, -17x Support	52_liabilities	Could not leave, and did not
Malayan Tin & Rubber [7631]	added at Kuala Lumpur, arrives 0; cloned from SSVF; experience 20 -> 30; morale 25 -> 50; attribute 37 (static, restricted, AI) -> 32 (AI); suffix 72 -> 0; withdrawal type 0 -> 2; withdraws 0 -> 420115; location 50 -> 49; location 84 -> 79; devices: +300x Civilian Evacuees, -6x Vickers Section, -6x Vickers AAMG (x2), -?x 3" Mort	52_liabilities	Stockpiles that could be moved: the Malayan tin and rubber, the Java quinine, the Burmah Oil technicians. Shipped out by the date, kept; left behind, points to Japan
Burmah Oil Technicns [7643]	added at Rangoon, arrives 0; cloned from SSVF; experience 20 -> 30; morale 25 -> 50; attribute 37 (static, restricted, AI) -> 32 (AI); suffix 72 -> 0; withdrawal type 0 -> 2; withdraws 0 -> 420415; location 50 -> 54; location 84 -> 53; devices: +60x Civilian Evacuees, -6x Vickers Section, -6x Vickers AAMG (x2), -?x 3" Mortar, -8	52_liabilities	
1st Burma [6693]	experience 0 -> 25; morale 0 -> 35	67_dominions_colonial	1st Burma Division carried 0/0
82nd (West African) [6586]	experience 0 -> 40; morale 0 -> 40	67_dominions_colonial	82nd (West African) Division carried 0/0
8th Mahratta [6562]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	8th Mahratta Anti-Tank Regiment carried 0/0
Lushai [6565]	experience 75 -> 55; morale 75 -> 65	67_dominions_colonial	The Lushai Brigade carried 75/75, above any Indian division
1st Burma [6693]	devices: +65x Universal Carrier	113_group_c	

Item [slot]	Change	Sheet	Note
Karen Levies Otter [7267]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Karen Levies Walrus [7270]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Karen Levies Hyena [7273]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Karen Levy Mongoose [7281]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Hong Kong Evacuees [7577]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Singapore Evacuees [7581]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Burma Government [7616]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Malayan Government [7617]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Hong Kong Government [7627]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Malayan Tin & Rubber [7631]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Burmah Oil Technicns [7643]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HKVDC [7285]	toedev3 1040 -> 0; toe3 4 -> 0; toedev4 252 -> 1040; toe4 15 -> 4; toedev5 0 -> 252; toe5 0 -> 15; devices: -4x 3" Mortar, 15x Support -> 4x 3" Mortar, +15x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Malaya so replacements fill the rows the template means

Base forces, fortresses and engineers (6)

Item [slot]	Change	Sheet	Note
1st Indian Railway [7170]	added at Ledo, arrives 420601; cloned from 3rd Burma Rifles; type 7 -> 10; suffix 75 -> 101; attached HQ Burma Command -> Eastern; arrival 0 -> 420601; experience 20 -> 45; morale 10 -> 60; TOE 2867 -> 0; location 55 -> 65; location 50 -> 38; devices: +36x Ind Railway Sect, +12x Ind Pioneer Sect, +16x Support, -?x 3" Mortar, -17	33_mod_adoptions	
Ceylon Defence Force [6166]	added at Colombo, arrives 0; cloned from 4023; nation 2 -> 15; attached HQ Combined -> Ceylon Command; arrival 440301 -> 0; experience 50 -> 25; morale 65 -> 45; location 108 -> 29; location 77 -> 48; toe1 2 -> 0; toedev1 1474 -> 0; toe2 10 -> 0; toedev2 252 -> 0; devices: +54x I.S.F/Militia, +6x Vickers Section, +4x 3" Mortar,	67_dominions_colonial	The Ceylon Defence Force, the six Ceylon Light Infantry battalions and garrison artillery companies that held the island's beaches in April 1942; static at Colombo
1st Indian Railway [7170]	toe1 36 -> 0; toedev1 293 -> 0; toe2 12 -> 0; toedev2 287 -> 0; toe3 16 -> 0; toedev3 252 -> 0; devices: +36x Ind Railway Sect, +12x Ind Pioneer Sect, +36x Support	89_support	
Convoy WS.14/OS.14 [7843]	toe14 0 -> 51; toe15 0 -> 7; devices: +51x 2080, +7x 2076	98_allied_methods	Convoy WS.14 (8 January 1942): 51 Hurricane IIb Trop and 7 Hudson IIIa to the pool, the crated aircraft of DM.1/DM.2

Item [slot]	Change	Sheet	Note
Ceylon Defence Force [6166]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Malayan Air Wing [6632]	devices: none 75->110	121_air_support	HQ-H4: Singapore has 134 aircraft against 99 squads after the cut; Malayan Air Wing takes the 35 it is short

Aircraft types (19)

Item [slot]	Change	Sheet	Note
Tempest F.2 [121]	upgrade Tempest F.2 -> Meteor F.3	28_air_weapons	
Sea Fury F.10 [40]	cloned from Seafire F.XV; max speed 392 -> 460; cruise 334 -> 380; climb 4600 -> 4300; ceiling 37000 -> 35800; manoeuvre 27 -> 28; endurance 115 -> 200; durability 28 -> 34; load 500 -> 2000; avail month 9 -> 3; avail year 45 -> 46; build rate 52 -> 24; range 160 -> 280; ext range 210 -> 350; max range 280 -> 480; devices: +1x 9	28_air_weapons	British Pacific Fleet's 1946 fighter; Seafire F.XV squadrons convert
Sea Fury F.10 [40]	upgrade Seafire F.XV -> Sea Fury F.10	28_air_weapons	
Seafire F.XV [47]	upgrade Seafire F.XV -> Sea Fury F.10	28_air_weapons	
Corsair II [32]	devices: +1x 175 gal Drop Tank, +8x 3" Rocket, +1x Engine, +6x .50 Browning MG, +1x 500 lb GP Bomb, +1x 175 gal Drop Tank, -1x 175 gal Drop Tank, -1x Engine, -6x .50 Browning MG, -1x 500 lb GP Bomb, -1x 175 gal Drop Tank	28_air_weapons	
Corsair IV [34]	devices: +2x 150 gal Drop Tank, +8x 3" Rocket, +1x Engine, +6x .50 Browning MG, +2x 500 lb GP Bomb, +2x 150 gal Drop Tank, -2x 150 gal Drop Tank, -1x Engine, -6x .50 Browning MG, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	28_air_weapons	
Firebrand TF.5 [122]	cloned from Avenger III; max speed 276 -> 340; climb 2060 -> 2500; ceiling 30100 -> 28500; manoeuvre 12 -> 18; durability 33 -> 40; avail month 7 -> 12; build rate 9 -> 6	35_aircraft_variants	Blackburn torpedo fighter, in service September 45 and never deployed. Branch from the Fleet Air Arm's Avenger III
Firebrand TF.5 [122]	upgrade Avenger III -> Firebrand TF.5	35_aircraft_variants	
Avenger III [27]	upgrade Avenger III -> Firebrand TF.5	35_aircraft_variants	
Avenger I [25]	devices: +2x 58 gal Drop Tank, +1x A Mk V Mine, +1x Engine, +1x .30 Browning MG, 2x 58 gal Drop Tank -> 1x .50 Browning MG, x Engine -> x .30 Browning MG, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x .50 Browning MG -> 2x 58 gal Drop Tank, -1x .30 Browning MG, -2x 500 lb GP Bomb, -2x 58 gal Drop Tank	49_mines	Avenger I: Fleet Air Arm mining of the Sumatran ports
Avenger II [26]	devices: +2x 58 gal Drop Tank, +1x A Mk V Mine, +1x Engine, x 58 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x .30 Browning MG, x .50 Browning MG -> x ASB Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASB Radar -> 2x 58 gal Drop Tank, -2x 500 lb GP Bomb, -2x 58 gal Drop Tank	49_mines	
Avenger III [27]	devices: +2x 100 gal Drop Tank, +1x A Mk V Mine, +1x Engine, x 100 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x .30 Browning MG, x .50 Browning MG -> x ASV Mk XI Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASV Mk XI Radar -> 2x 100 gal Drop Tank, -2x 500 lb GP Bomb, -2x 100 g	49_mines	
Albacore I [22]	pool 5 -> 2	51_intensity	
Audax I [57]	pool 20 -> 10	51_intensity	
Wapiti IIa [131]	pool 20 -> 10	51_intensity	
Avenger II [26]	devices: x Engine -> x Mk 24 FIDO Torpedo, 2x .50 Browning MG -> 1x Engine, none 1->2, x .30 Browning MG -> x .50 Browning MG, x ASB Radar -> x .30 Browning MG, 2x 500 lb GP Bomb -> 1x ASB Radar, x 58 gal Drop Tank -> x 500 lb GP Bomb, +2x 58 gal Drop Tank	54_material	Avenger II

Item [slot]	Change	Sheet	Note
Sea Fury F.10 [40]	picture 47 -> 24	34_plane_art	side view from seafury.png in A_PlaneSide.bmp cell 24
Sea Fury F.10 [40]	manoeuvre 28 -> 27; band2 25 -> 27; band3 20 -> 27; band4 15 -> 22; band5 10 -> 17	120_register_ready	AIR-P1: Sea Fury F.10: the two-speed Centaurus gave its best near 18,000 ft
Sea Hurricane Ib [49]	manoeuvre 27 -> 23; band1 27 -> 23; band2 27 -> 23; band3 25 -> 21; band4 20 -> 18; band5 15 -> 13	120_register_ready	AIR-P2: Sea Hurricane Ib ? a Merlin III Hurricane I, and heavier for the navy

Australia (285 changes)

Headquarters (12)

Item [slot]	Change	Sheet	Note
New Guinea Force [127]	added at Port Moresby, arrives 420401; cloned from I Australian; HQ type 1 -> 76; arrival 420215 -> 420401; experience 85 -> 60; suffix 48 -> 40; location 20 -> 98; location 3 -> 130; devices: +160x Support, +60x Motorized Support	04_hq_fixes	
Advanced LHQ [7407]	added at Brisbane, arrives 420901; cloned from Australia Command; HQ type 109 -> 106; arrival 0 -> 420901; experience 65 -> 55; morale 50 -> 65; attribute 5 (static, restricted) -> 32 (AI); location 90 -> 96; location 167 -> 160; devices: +150x Support, +60x Motorized Support, +60x Naval Support	50_commands_other	Blamey's forward Land Headquarters at Brisbane from September 1942, later Hollandia and Morotai: a movable command HQ with support
HMAS Assault [7443]	added at Newcastle, arrives 430201; cloned from New Guinea Force; HQ type 76 -> 32; arrival 420401 -> 430201; experience 60 -> 55; morale 70 -> 65; attribute 32 (AI) -> 5 (static, restricted); suffix 40 -> 0; location 98 -> 92; location 130 -> 166; devices: +120x Naval Support, +60x Support	50_commands_other	The RAN's Combined Operations training establishment at Port Stephens (the Newcastle hex) from 1943, where the 7th and 9th Divisions rehearsed the New Guinea landings: a static amphibious HQ with naval support, as Coronado is
Australia Command [110]	HQ type 109 -> 108	51_intensity	
1st Australian [115]	HQ type 75 -> 74	51_intensity	
2nd Australian [125]	HQ type 75 -> 74	51_intensity	
Australian [2679]	HQ type 75 -> 74	51_intensity	
SWPacSeaFron [7704]	added at Brisbane, arrives 420418; cloned from Asiatic Fleet; nation 4 -> 7; attached HQ USAFFE -> Southwest Pacific; arrival 0 -> 420418; experience 70 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 79 -> 96; location 77 -> 160; devices: +60x Naval Support, +40x Support	59_usn_organization	
I Australian [170]	devices: +170x Support, +30x Motorized Support	89_support	
HMAS Assault [7443]	devices: 120x Naval Support -> 60x Support, -60x Support, +120x Naval Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Aus Command/ so replacements fill the rows the template means
9 Group RAAF [151]	devices: none 16->8	121_air_support	
10 Group RAAF [154]	devices: none 16->8	121_air_support	

Ground forces (93)

Item [slot]	Change	Sheet	Note
2/3 AIF Pioneer [6002]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2/3 AIF Pioneer (nation 7, type 7)
1st Aus Garrison [5885]	added at Sydney, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; location 92 -> 90; location 144 -> 167; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Support,	15_security_garrison	AMF Garrison Battalions (30 raised 1939-42, older men, home-defence only): they meet the new Australian garrison requirements

Item [slot]	Change	Sheet	Note
2nd Aus Garrison [5889]	added at Melbourne, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; location 92 -> 82; location 144 -> 170; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Suppor	15_security_garrison	
3rd Aus Garrison [5893]	added at Brisbane, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; location 92 -> 96; location 144 -> 160; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Support	15_security_garrison	
4th Aus Garrison [5898]	added at Perth, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; location 92 -> 49; location 144 -> 147; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Support, -	15_security_garrison	
5th Aus Garrison [5918]	added at Adelaide, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; location 92 -> 75; location 144 -> 163; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Support	15_security_garrison	
6th Aus Garrison [5930]	added at Darwin, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; location 92 -> 76; location 144 -> 124; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Support,	15_security_garrison	
7th Aus Garrison [5935]	added at Townsville, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Support, -18x Motorized Support	15_security_garrison	
8th Aus Garrison [5936]	added at Newcastle, arrives 0; cloned from II Aus Corps; type 10 -> 7; suffix 102 -> 75; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 0; experience 50 -> 35; morale 50 -> 55; TOE 2701 -> 0; location 144 -> 166; devices: +60x CMF Inf Section, +4x Vickers Section, +30x Support, -60x Support, -18x Motorized S	15_security_garrison	
A Coy/NGV Rifles [5945]	device CMF Militia Section replaced by NGVR Section (1 record, 1 device slots)	30_unique_squads	
B Coy/NGV Rifles [5946]	device CMF Militia Section replaced by NGVR Section (1 record, 1 device slots)	30_unique_squads	
C Coy/NGV Rifles [5947]	device CMF Militia Section replaced by NGVR Section (1 record, 1 device slots)	30_unique_squads	
D Coy/NGV Rifles [5948]	device CMF Militia Section replaced by NGVR Section (1 record, 1 device slots)	30_unique_squads	
Papuan Infantry [6989]	added at Port Moresby, arrives 0; cloned from A Coy/NGV Rifles; suffix 70 -> 75; attached HQ Australia Command -> New Guinea Force; experience 30 -> 55; morale 30 -> 70; location 99 -> 98; location 126 -> 130; devices: +36x Papuan Inf Section, -7x Support, +4x Vickers Section, +8x Support	30_unique_squads	Papuan Infantry Battalion, on the map from turn one
1st Aus Parachute [7229]	added at Sydney, arrives 431101; cloned from 5949; arrival 420501 -> 431101; experience 0 -> 55; morale 0 -> 75; suffix 70 -> 75; location 76 -> 90; location 126 -> 167; devices: +0x AIF Inf Section 43, +0x Vickers Section, +0x Support, +0x 3" Mortar	42_command_and_quality	Formed 1943, trained for three drops that were cancelled, disbanded 1946. Cloned from 2/1 NAOU Det. for nationality; parachute attribute set
10th Aus Division [7306]	added at Sydney, arrives 451101; cloned from 7975; attached HQ I Australian -> Commonwealth Corps; arrival 430115 -> 451101; experience 75 -> 55; morale 75 -> 70; suffix 71 -> 0; location 20 -> 90; location 3 -> 167; devices: +0x AIF Inf Section 44, +0x Bren Section (PIAT), +0x Vickers Section, +0x 25 Pounder Gun, +0x 6pdr AT Gu	44_commonwealth	The Australian division planned for Coronet under the Commonwealth Corps, beside the 3rd British and 6th Canadian that stock carries. Arrives empty and fills from the pools if the player lets it
14th Australian [6022]	attached HQ Australia Command -> Southwest Pacific	44_commonwealth	14th Australian Brigade (militia) moves from Australia Command, a restricted command in stock, to the unrestricted Southwest Pacific command: the one militia formation free to go to Port Moresby without a political-point release, as it did in May 1942. Every o
ANGAU Carrier Coy 1 [7309]	added at Port Moresby, arrives 420301; cloned from Papuan Infantry; arrival 0 -> 420301; experience 55 -> 40; suffix 75 -> 0; toe1 36 -> 0; toedev1 279 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 8 -> 0; toedev3 252 -> 0; devices: +120x Papuan Carriers, +10x Support, -8x Support	46_pacific_specials	Labour units that walk: put them on the track with the fighting units and they carry the support the engine counts against fatigue and disruption

Item [slot]	Change	Sheet	Note
ANGAU Carrier Coy 2 [7312]	added at Port Moresby, arrives 420601; cloned from Papuan Infantry; arrival 0 -> 420601; experience 55 -> 40; suffix 75 -> 0; toe1 36 -> 0; toedev1 279 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 8 -> 0; toedev3 252 -> 0; devices: +120x Papuan Carriers, +10x Support, -8x Support	46_pacific_specials	
Merauke Force [7314]	added at Merauke, arrives 430101; cloned from Torres Strait; arrival 420701 -> 430101; experience 60 -> 45; morale 90 -> 65; attribute 0 (mobile) -> 4 (restricted); suffix 75 -> 0; location 91 -> 89; location 128 -> 124; toe1 36 -> 0; toedev1 951 -> 0; toe2 3 -> 0; toedev2 1009 -> 0; toe3 6 -> 0; toedev3 955 -> 0; toe4 2 -> 0; t	46_pacific_specials	The Australian and Dutch garrison of Merauke from 1943, the one Allied foothold on New Guinea's south coast west of Papua
Rabaul Civilians [7600]	added at Rabaul, arrives 0; cloned from Torres Strait; arrival 420701 -> 0; experience 60 -> 30; morale 90 -> 50; attribute 0 (mobile) -> 32 (AI); suffix 75 -> 0; location 91 -> 106; location 128 -> 125; toe1 36 -> 0; toedev1 951 -> 0; toe2 3 -> 0; toedev2 1009 -> 0; toe3 6 -> 0; toedev3 955 -> 0; toe4 2 -> 0; toedev4 1008 -> 0;	52_liabilities	
Australian Govt [7629]	added at Melbourne, arrives 0; cloned from Torres Strait; arrival 420701 -> 0; experience 60 -> 30; morale 90 -> 50; attribute 0 (mobile) -> 5 (static, restricted); suffix 75 -> 0; location 91 -> 82; location 128 -> 170; toe1 36 -> 0; toedev1 951 -> 0; toe2 3 -> 0; toedev2 1009 -> 0; toe3 6 -> 0; toedev3 955 -> 0; toe4 2 -> 0; t	52_liabilities	
Torres Strait [5944]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	The seven-section Torres Strait unit folded into the Thursday Island detachment
A Coy/49th Aus [5943]	renames to Thurday Island Det. -> Thursday Island Det; devices: +7x CMF Militia Section	63_commonwealth_fixes	Thursday Island detachment takes the Torres Strait sections; rename spelt right
Port Moresby [6166]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	The second of two brigade-sized 'Port Moresby' units at the start, about six battalions where there was one plus fortress troops
Moresby Garrison [6062]	name Port Moresby -> Moresby Garrison	63_commonwealth_fixes	The remaining Port Moresby unit named for what it was
32nd Australian [6034]	name 32th Australian -> 32nd Australian	63_commonwealth_fixes	Spelling
1st NG Infantry [5944]	added at Port Moresby, arrives 440401; cloned from 5843; nation 5 -> 7; attached HQ West Coast -> New Guinea Force; arrival 431101 -> 440401; suffix 70 -> 75; location 218 -> 98; location 70 -> 130	64_commonwealth_adds	The 1st and 2nd New Guinea Infantry Battalions of 1944, raised from the Papuan Infantry Battalion's pattern
2nd NG Infantry [6071]	added at Port Moresby, arrives 441001; cloned from 5843; nation 5 -> 7; attached HQ West Coast -> New Guinea Force; arrival 431101 -> 441001; suffix 70 -> 75; location 218 -> 98; location 70 -> 130	64_commonwealth_adds	
2/3 AIF Pioneer [6073]	added at Aden, arrives 430215; cloned from 6000; arrival 420301 -> 430215; experience 40 -> 65; morale 70 -> 75	64_commonwealth_adds	2/3rd Pioneer Battalion, home with 9th Division in February 1943 and at Tarakan in 1945; stock's record never arrived
1st Aus Garrison [5885]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	C8: garrison battalions at the Australian infantry norm
2nd Aus Garrison [5889]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	
3rd Aus Garrison [5893]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	
4th Aus Garrison [5898]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	
5th Aus Garrison [5918]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	
6th Aus Garrison [5930]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	
7th Aus Garrison [5935]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	

Item [slot]	Change	Sheet	Note
8th Aus Garrison [5936]	toe1 60 -> 0; toedev1 951 -> 0; toe2 4 -> 0; toedev2 1008 -> 0; toe3 30 -> 0; toedev3 252 -> 0; devices: +60x CMF Inf Section, +4x Vickers Section, +45x Support	89_support	
16th Field [5962]	devices: none 24->16, +8x 4.5in Howitzer	112_ground_devices	B4: one third of the 18-pounder holdings of the Australian, New Zealand and Indian units of 1941-42 become 4.5in howitzers
21 Field [6137]	devices: none 24->16, +8x 4.5in Howitzer	112_ground_devices	
13th Australian [6008]	devices: +6x 4.5in Howitzer, none 18->12	112_ground_devices	
30th Australian [6055]	devices: +6x 4.5in Howitzer, none 18->12	112_ground_devices	
31st Australian [6059]	devices: +6x 4.5in Howitzer, none 18->12	112_ground_devices	
3rd Australian [6060]	devices: +6x 4.5in Howitzer, none 18->12	112_ground_devices	
1st Australian [6013]	devices: +16x 4.5in Howitzer, none 48->32	112_ground_devices	
2nd Australian [6021]	devices: +16x 4.5in Howitzer, none 48->32	112_ground_devices	
4th Australian [6031]	devices: +16x 4.5in Howitzer, none 48->32	112_ground_devices	
11th Australian [6009]	toe2 0 -> 2; toe9 6 -> 4; devices: +2x 4.5in Howitzer, none 6->4	112_ground_devices	
16th Australian [6010]	toe2 0 -> 2; toe9 6 -> 4; devices: +2x 4.5in Howitzer, none 6->4	112_ground_devices	
28th Australian [6011]	toe2 0 -> 2; toe9 6 -> 4; devices: +2x 4.5in Howitzer, none 6->4	112_ground_devices	
18th Australian [6016]	toe2 0 -> 2; toe9 6 -> 4; devices: +2x 4.5in Howitzer, none 6->4	112_ground_devices	
41st Australian [6017]	toe2 0 -> 2; toe9 6 -> 4; devices: +2x 4.5in Howitzer, none 6->4	112_ground_devices	
45th Australian [6018]	toe2 0 -> 2; toe9 6 -> 4; devices: +2x 4.5in Howitzer, none 6->4	112_ground_devices	
2/9th Field [5958]	toe1 0 -> 16; toe4 0 -> 8; devices: +?x 25 Pounder (Short)	112_ground_devices	B10: a template-only battery in the AIF field regiments and the two militia divisions that went to New Guinea, filled from September 1943; the 25-pounder establishment comes down by the same number
2/11th Field [5959]	toe1 0 -> 16; toe4 0 -> 8; devices: +?x 25 Pounder (Short)	112_ground_devices	
2/13th Field [5960]	toe1 0 -> 16; toe4 0 -> 8; devices: +?x 25 Pounder (Short)	112_ground_devices	
3rd Australian [6026]	toe2 0 -> 16; toe9 0 -> 32; devices: +?x 25 Pounder (Short)	112_ground_devices	
5th Australian [6037]	toe9 0 -> 32; toe14 0 -> 16; devices: +?x 25 Pounder (Short)	112_ground_devices	
2/4th Armoured [5963]	toe7 0 -> 3; devices: +?x Matilda Frog	112_ground_devices	B12: a template-only troop of three on the 2/4th Armoured, filled from May 1945
6th Australian [5952]	devices: 0x 3.7" Mountain Gun -> 117x Universal Carrier	113_group_c	C1: a carrier platoon per battalion in the Commonwealth infantry of 1941-42 (units carrying the 1941-42 sections, arriving before 1943; garrisons, volunteers and militia excepted)
16th Australian [5953]	devices: 0x 3.7" Mountain Gun -> 39x Universal Carrier	113_group_c	

Item [slot]	Change	Sheet	Note
17th Australian [5954]	devices: 0x 3.7" Mountain Gun -> 39x Universal Carrier	113_group_c	
19th Australian [5955]	devices: 0x 3.7" Mountain Gun -> 39x Universal Carrier	113_group_c	
7th Australian [5975]	devices: 0x 3.7" Mountain Gun -> 117x Universal Carrier	113_group_c	
21st Australian [5977]	devices: 0x 3.7" Mountain Gun -> 39x Universal Carrier	113_group_c	
25th Australian [5978]	devices: 0x 3.7" Mountain Gun -> 39x Universal Carrier	113_group_c	
8th Australian [5981]	devices: 0x 3.7" Mountain Gun -> 117x Universal Carrier	113_group_c	
23rd Australian [5982]	devices: 0x 3.7" Mountain Gun -> 39x Universal Carrier	113_group_c	
2/1 AIF Pioneer [6000]	devices: +13x Universal Carrier	113_group_c	
2/2 AIF Pioneer [6001]	devices: +13x Universal Carrier	113_group_c	
39th Australian [6056]	devices: +13x Universal Carrier	113_group_c	
49th Australian [6057]	devices: +13x Universal Carrier	113_group_c	
53rd Australian [6058]	devices: +13x Universal Carrier	113_group_c	
22nd Australian [6639]	devices: +39x Universal Carrier	113_group_c	
27th Australian [6644]	devices: +26x Universal Carrier	113_group_c	
10th Aus Division [7306]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
ANGAU Carrier Coy 1 [7309]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
ANGAU Carrier Coy 2 [7312]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Merauke Force [7314]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Rabaul Civilians [7600]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Australian Govt [7629]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
1st NG Infantry [5944]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared

Item [slot]	Change	Sheet	Note
2nd NG Infantry [6071]	ai hq month 10 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
2/3 AIF Pioneer [6073]	ai hq month 6 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
10th Aus Division [7306]	ai hq month 6 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
Merauke Force [7314]	ai hq month 6 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
Rabaul Civilians [7600]	ai hq month 6 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
Australian Govt [7629]	ai hq month 6 -> 0	116_editor_compliance	Editor 3.6.1: on a unit the Port field is the month of an AI headquarters change and the Airfield field its HQ; a month copied from the template with no HQ is cleared
6th Australian [5952]	devices: -117x Universal Carrier, +117x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E AIF 41 Inf so replacements fill the rows the template means
7th Australian [5975]	devices: -117x Universal Carrier, +117x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E AIF 41 Inf so replacements fill the rows the template means
8th Australian [5981]	devices: -117x Universal Carrier, +117x Universal Carrier	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E AIF 41 Inf so replacements fill the rows the template means
5th Australian [6037]	toe7 0 -> 32; toe9 32 -> 0; toe14 16 -> 0; toe15 0 -> 16; devices: 0x 3.7" Mountain Gun -> 48x 25 Pounder Gun, 48x 25 Pounder Gun -> 0x 3.7" Mountain Gun, -?x 25 Pounder (Short), +?x 25 Pounder (Short)	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CMF 41 Inf so replacements fill the rows the template means
10th Aus Division [7306]	toedev3 1008 -> 0; toe3 36 -> 0; toedev4 1072 -> 1008; toe4 48 -> 36; toedev6 1040 -> 0; toe6 36 -> 0; toedev7 252 -> 0; toe7 200 -> 0; toedev8 0 -> 1040; toe8 0 -> 36; toedev9 0 -> 1072; toe9 0 -> 48; toedev13 0 -> 252; toe13 0 -> 200; devices: -?x Vickers Section, x 25 Pounder Gun -> x Vickers Section, -?x 3" Mortar, -?x Suppo	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E AIF 41 Inf so replacements fill the rows the template means

Base forces, fortresses and engineers (87)

Item [slot]	Change	Sheet	Note
1st Aus Fld Hospital [5857]	added at Brisbane, arrives 420401; cloned from II Aus Corps; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 420401; morale 50 -> 65; TOE 2701 -> 0; suffix 102 -> 100; location 92 -> 96; location 144 -> 160; devices: +150x Support, -24x Engineers, -6x Engineer Vehicle, -60x Support, -18x Motorized Support	10_hospitals	2/1st AGH lineage: Australian general hospitals forward in New Guinea
2nd Aus Fld Hospital [5859]	added at Brisbane, arrives 421001; cloned from II Aus Corps; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 421001; morale 50 -> 65; TOE 2701 -> 0; suffix 102 -> 100; location 92 -> 96; location 144 -> 160; devices: +150x Support, -24x Engineers, -6x Engineer Vehicle, -60x Support, -18x Motorized Support	10_hospitals	
3rd Aus Fld Hospital [5860]	added at Townsville, arrives 430601; cloned from II Aus Corps; attached HQ Eastern Command -> Australia Command; arrival 430101 -> 430601; morale 50 -> 65; TOE 2701 -> 0; suffix 102 -> 100; devices: +150x Support, -24x Engineers, -6x Engineer Vehicle, -60x Support, -18x Motorized Support	10_hospitals	
No.31 Radar Stn RAAF [7293]	added at Darwin, arrives 420301; cloned from Darwin RAAF; arrival 0 -> 420301; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); suffix 109 -> 0; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 6 -> 0; toedev5 964 -> 0; devices:	44_commonwealth	RAAF radar stations on the LW/AW, the Commonwealth twin of the US radar detachments of Draft 13

Item [slot]	Change	Sheet	Note
No.302 Radar RAAF [7294]	added at Townsville, arrives 420401; cloned from Darwin RAAF; arrival 0 -> 420401; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); suffix 109 -> 0; location 76 -> 92; location 124 -> 144; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -	44_commonwealth	
No.29 Radar Stn RAAF [7296]	added at Horn Island, arrives 420501; cloned from Darwin RAAF; arrival 0 -> 420501; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); suffix 109 -> 0; location 76 -> 91; location 124 -> 128; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252	44_commonwealth	
No.37 Radar Stn RAAF [7301]	added at Port Moresby, arrives 420601; cloned from Darwin RAAF; arrival 0 -> 420601; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); suffix 109 -> 0; location 76 -> 98; location 124 -> 130; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252	44_commonwealth	
No.38 Radar Stn RAAF [7303]	added at Milne Bay, arrives 420801; cloned from Darwin RAAF; arrival 0 -> 420801; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); suffix 109 -> 0; location 76 -> 101; location 124 -> 133; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -	44_commonwealth	
No.44 Radar Stn RAAF [7305]	added at Merauke, arrives 430101; cloned from Darwin RAAF; arrival 0 -> 430101; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 32 (AI); suffix 109 -> 0; location 76 -> 89; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 6 -> 0; toedev	44_commonwealth	
NT Force Base Area [7406]	added at Darwin, arrives 420301; cloned from Darwin RAAF; arrival 0 -> 420301; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 6 -> 0; toedev5 964	50_commands_other	
112th AGH Greenslope [7430]	added at Brisbane, arrives 0; cloned from 1st Aus Fld Hospital; arrival 420401 -> 0; morale 65 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; toe1 150 -> 0; toedev1 252 -> 0; devices: +200x Support	50_commands_other	
2/9th AGH [7431]	added at Port Moresby, arrives 420901; cloned from 1st Aus Fld Hospital; arrival 420401 -> 420901; morale 65 -> 70; suffix 100 -> 0; location 96 -> 98; location 160 -> 130; toe1 150 -> 0; toedev1 252 -> 0; devices: +120x Support	50_commands_other	
Canungra Jungle Trg [7433]	added at Brisbane, arrives 421101; cloned from Darwin RAAF; arrival 0 -> 421101; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 96; location 124 -> 160; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0;	50_commands_other	The Land Headquarters Training Centre (Jungle Warfare) at Canungra from November 1942, and the Atherton Tableland where the AIF divisions retrained between campaigns: static support in the hexes where units rest
Atherton Trng Area [7441]	added at Cairns, arrives 430101; cloned from Darwin RAAF; arrival 0 -> 430101; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 92; location 124 -> 140; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; to	50_commands_other	
HMAS Cerberus [7455]	added at Melbourne, arrives 0; cloned from Darwin RAAF; experience 0 -> 50; morale 0 -> 70; attribute 0 (mobile) -> 5 (static, restricted); suffix 109 -> 0; location 76 -> 82; location 124 -> 170; toe1 2 -> 0; toedev1 1051 -> 0; toe2 8 -> 0; toedev2 254 -> 0; toe3 2 -> 0; toedev3 284 -> 0; toe4 20 -> 0; toedev4 252 -> 0; toe5 6	50_commands_other	Flinders Naval Depot, the RAN's training establishment
Hobart RAAF Det [6087]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	Hobart RAAF Det folded into the Tasmania base force in the same hex
Tasmania [6085]	devices: +8x Aviation Support	63_commonwealth_fixes	
Darwin RAAF [6071]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	Darwin RAAF folded into 2nd RAN at Darwin
2nd RAN [6066]	devices: +24x Aviation Support	63_commonwealth_fixes	
Katherine RAAF [6073]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	Katherine RAAF folded into NW Australia at Katherine
NW Australia [6068]	devices: +8x Aviation Support	63_commonwealth_fixes	

Item [slot]	Change	Sheet	Note
1st RAN [6075]	location 102 -> 90; location 194 -> 167	63_commonwealth_fixes	Three Australian base forces started at Invercargill, New Zealand: 1st RAN to Sydney, 3rd RAN to Melbourne, 10th RAAF to Brisbane
3rd RAN [6082]	location 102 -> 82; location 194 -> 170	63_commonwealth_fixes	
10th RAAF [6070]	location 102 -> 96; location 194 -> 160	63_commonwealth_fixes	
Carnarvon RAN [6083]	name Carnavon RAN -> Carnarvon RAN	63_commonwealth_fixes	
HMAS Kuttabul [6075]	suffix 109 -> 0; name 1st RAN -> HMAS Kuttabul	69_base_force_names	The nine numbered RAN base forces as the RAN shore establishments: Kuttabul (Sydney), Melville (Darwin), Lonsdale (Melbourne), Leeuwin (Fremantle), Ladava (Milne Bay), Magnetic (Townsville), Basilisk (Port Moresby), Madang, Seeadler (Manus)
HMAS Melville [6066]	suffix 109 -> 0; name 2nd RAN -> HMAS Melville	69_base_force_names	
HMAS Lonsdale [6082]	suffix 109 -> 0; name 3rd RAN -> HMAS Lonsdale	69_base_force_names	
HMAS Leeuwin [6080]	suffix 109 -> 0; name 4th RAN -> HMAS Leeuwin	69_base_force_names	
HMAS Ladava [6103]	suffix 109 -> 0; name 5th RAN -> HMAS Ladava	69_base_force_names	
HMAS Magnetic [6102]	suffix 109 -> 0; name 6th RAN -> HMAS Magnetic	69_base_force_names	
HMAS Basilisk [6126]	suffix 109 -> 0; name 7th RAN -> HMAS Basilisk	69_base_force_names	
HMAS Madang [6127]	suffix 109 -> 0; name 8th RAN -> HMAS Madang	69_base_force_names	
HMAS Seeadler [6128]	suffix 109 -> 0; name 9th RAN -> HMAS Seeadler	69_base_force_names	
RAAF Amberley [6070]	suffix 109 -> 0; name 10th RAAF -> RAAF Amberley	69_base_force_names	The fourteen static numbered RAAF base forces as the RAAF stations they hold; the mobile ones that went forward keep their numbers
RAAF Alice Springs [6067]	suffix 109 -> 0; name 11th RAAF -> RAAF Alice Springs	69_base_force_names	
RAAF Kalgoorlie [6079]	suffix 109 -> 0; name 12th RAAF -> RAAF Kalgoorlie	69_base_force_names	
RAAF Cairns [6100]	suffix 109 -> 0; name 13th RAAF -> RAAF Cairns	69_base_force_names	

Item [slot]	Change	Sheet	Note
RAAF Charters Towers [6101]	suffix 109 -> 0; name 14th RAAF -> RAAF Charters Towers	69_base_force_names	
RAAF Port Moresby [6107]	suffix 109 -> 0; name 15th RAAF -> RAAF Port Moresby	69_base_force_names	
RAAF Portland [6094]	suffix 109 -> 0; name 16th RAAF -> RAAF Portland	69_base_force_names	
RAAF Ceduna [6095]	suffix 109 -> 0; name 17th RAAF -> RAAF Ceduna	69_base_force_names	
RAAF Bourke [6091]	suffix 109 -> 0; name 1st RAAF -> RAAF Bourke	69_base_force_names	
RAAF Geelong [6092]	suffix 109 -> 0; name 2nd RAAF -> RAAF Geelong	69_base_force_names	
RAAF Mildura [6093]	suffix 109 -> 0; name 3rd RAAF -> RAAF Mildura	69_base_force_names	
RAAF Whyalla [6096]	suffix 109 -> 0; name 4th RAAF -> RAAF Whyalla	69_base_force_names	
RAAF Esperance [6097]	suffix 109 -> 0; name 5th RAAF -> RAAF Esperance	69_base_force_names	
RAAF Kingscote [6098]	suffix 109 -> 0; name 6th RAAF -> RAAF Kingscote	69_base_force_names	
Largs [6180]	devices: +2x 6" Mk XI/XII Gun, +3x AIF Inf Section 42, +16x CMF Militia Section, +18x Aus Const Eng Sect, +38x Support, +1x Garrison Unit, +30x Naval Support	89_support	S3: Port Adelaide
HMAS Melville [6066]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Alice Springs [6067]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Amberley [6070]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Kuttabul [6075]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Kalgoorlie [6079]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Leeuwin [6080]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
HMAS Lonsdale [6082]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Bourke [6091]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Geelong [6092]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Mildura [6093]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Portland [6094]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Ceduna [6095]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Whyalla [6096]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Esperance [6097]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Kingscote [6098]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Cairns [6100]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Charters Towers [6101]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Magnetic [6102]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Ladava [6103]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RAAF Port Moresby [6107]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Basilisk [6126]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Madang [6127]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Seeadler [6128]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Item [slot]	Change	Sheet	Note
No.31 Radar Stn RAAF [7293]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
No.302 Radar RAAF [7294]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
No.29 Radar Stn RAAF [7296]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
No.37 Radar Stn RAAF [7301]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
No.38 Radar Stn RAAF [7303]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
No.44 Radar Stn RAAF [7305]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NT Force Base Area [7406]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
112th AGH Greenslope [7430]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
2/9th AGH [7431]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Canungra Jungle Trg [7433]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Atherton Trng Area [7441]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
HMAS Cerberus [7455]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Horn Isl Det. [5942]	devices: -8x Aviation Support, 4x Aus Const Eng Sect -> 16x Support, -1x Observer Corps, 16x Support -> 8x Aviation Support, +4x Aus Const Eng Sect, +1x Observer Corps	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Aus Hvy so replacements fill the rows the template means
Rabaul Det. [6125]	devices: -8x Aviation Support, 4x Aus Const Eng Sect -> 15x Support, -15x Support, 2x 6" Mk V/VII Gun -> 8x Aviation Support, -4x 2pdr AT Gun, 2x Observer Corps -> 4x Aus Const Eng Sect, +2x Observer Corps, +2x 6" Mk V/VII Gun, +4x 2pdr AT Gun	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Aus Hvy so replacements fill the rows the template means
RAAF Amberley [6070]	location 96 -> 95	130_named_positions	P4: RAAF Amberley RAAF Station Amberley, from Brisbane to Amberley, now its own base

Air groups (55)

Item [slot]	Change	Sheet	Note
No.1 OTU RAAF [247]	added, Wirraway II x24, arrives 420301; cloned from No.75 Sqn RAAF; aircraft Kittyhawk IA -> Wirraway II; location 960 -> 954; arrival 420304 -> 420301; experience 60 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 15 -> 24; max planes 16 -> 24	17_training_groups	Operational Training Units at Sale and Mildura

Item [slot]	Change	Sheet	Note
No.2 OTU RAAF [255]	added, Wirraway II x24, arrives 420501; cloned from No.75 Sqn RAAF; aircraft Kittyhawk IA -> Wirraway II; location 960 -> 943; arrival 420304 -> 420501; experience 60 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 15 -> 24; max planes 16 -> 24	17_training_groups	
No.100 Sqn RAAF [342]	added, Beaufort V x16, arrives 420301; cloned from No.15 Sqn RAAF; location 955 -> 913; arrival 440127 -> 420301; aircraft Beaufort VIII -> Beaufort V; planes 0 -> 12; max planes 18 -> 16	44_commonwealth	The first RAAF Beaufort squadron, February 1942, Richmond then Mareeba and Milne Bay; absent from stock (the 100 Sqn in stock is the RAF Vildebeest unit in Malaya)
No.32 Sqn RAAF [343]	added, Hudson I x16, arrives 9999; cloned from No.7 Sqn RAAF; location 942 -> 981; arrival 420127 -> 420221; planes 0 -> 12; max planes 12 -> 16; upgrade Hudson III (LR) -> Beaufort V	44_commonwealth	Formed at Port Moresby on Hudsons in February 1942, Beauforts from November; absent from stock
No.75 Sqn RAAF [3126]	experience 60 -> 50	51_intensity	
No.1 PRU RAAF [3137]	experience 50 -> 40	51_intensity	
No.452 Sqn RAF [3281]	experience 60 -> 50	51_intensity	
No.457 Sqn RAF [3283]	experience 60 -> 50	51_intensity	
No.1 Sqn RAAF [3067]	arrival 9999 -> 431201	63_commonwealth_fixes	Six re-formed RAAF squadrons stock left at 9999: No.1 Sqn RAAF (Beauforts)
No.8 Sqn RAAF [3077]	arrival 9999 -> 420901	63_commonwealth_fixes	No.8 Sqn RAAF (Beauforts)
No.12 Sqn RAAF [3085]	arrival 9999 -> 440501	63_commonwealth_fixes	No.12 Sqn RAAF (Liberators)
No.23 Sqn RAAF [3101]	arrival 9999 -> 450301	63_commonwealth_fixes	No.23 Sqn RAAF (Liberators)
No.21 Sqn RAAF [3094]	arrival 9999 -> 430901	63_commonwealth_fixes	No.21 Sqn RAAF (Vengeance)
No.21 Sqn RAAF [3095]	arrival 9999 -> 450301	63_commonwealth_fixes	No.21 Sqn RAAF (Liberators)
No.33 Sqn RAAF [438]	added, DH-84 Dragon x6, arrives 9999; cloned from 3112; location 928 -> 960; arrival 420223 -> 420216	64_commonwealth_adds	No.33 Squadron, the Empire-boat and Dragon transport squadron of February 1942, on to Dakotas
No.83 Sqn RAAF [439]	added, Boomerang C-12 x16, arrives 9999; cloned from 3134; location 955 -> 913; arrival 430205 -> 430220	64_commonwealth_adds	Nos. 83 and 85 Squadrons, the Boomerang home-defence squadrons of February 1943 at Strathpine and Perth
No.85 Sqn RAAF [440]	added, Boomerang C-12 x16, arrives 9999; cloned from 3134; location 955 -> 947; arrival 430205 -> 430301	64_commonwealth_adds	
No.1 Sqn RAAF [3067]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.12 Sqn RAAF [3085]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.15 Sqn RAAF [3089]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.21 Sqn RAAF [3094]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	

Item [slot]	Change	Sheet	Note
No.21 Sqn RAAF [3095]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.23 Sqn RAAF [3101]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.78 Sqn RAAF [3129]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.79 Sqn RAAF [3130]	attached HQ RAAF Command -> 9 Group RAAF	87_air_groups	O4: New Guinea squadrons to 9 Group RAAF as they arrive
No.80 Sqn RAAF [3131]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.82 Sqn RAAF [3132]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	O4: to 10 Group RAAF, the First Tactical Air Force
No.84 Sqn RAAF [3134]	attached HQ RAAF Command -> 9 Group RAAF	87_air_groups	
No.86 Sqn RAAF [3136]	attached HQ RAAF Command -> 9 Group RAAF	87_air_groups	
No.92 Sqn RAAF [3138]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.93 Sqn RAAF [3139]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.94 Sqn RAAF [3140]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.99 Sqn RAAF [3141]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.102 Sqn RAAF [3143]	attached HQ RAAF Command -> 10 Group RAAF	87_air_groups	
No.111 ASR Flt RAAF [459]	added, Catalina I x3, arrives 430301; cloned from 3121; location 911 -> 917; arrival 430501 -> 430301; planes 0 -> 3; max planes 6 -> 3	87_air_groups	U4: 111 Air-Sea Rescue Flight RAAF, Catalinas at Cairns from 1943
No.1 Air Amb Unit [460]	added, DH-84 Dragon x6, arrives 421101; cloned from 438; location 960 -> 981; arrival 420216 -> 421101; planes 0 -> 6; resize date 4401 -> 0; resize to 9 -> 0	87_air_groups	U4: 1 Air Ambulance Unit RAAF, New Guinea from November 1942 (DH.86 and DH.84)
No.24 Sqn RAAF [3102]	location 960 -> 992	90_reviews_sep26	N3: the squadron moved to Rabaul on 7 December 1941
No.12 Sqn RAAF [3085]	upgrade B-24J Liberator -> Lincoln B.30; upgrade1 0 -> 259	96_late_options	No.12 Sqn RAAF: the Liberator squadron of 82 Wing re-equips with the Lincoln
No.21 Sqn RAAF [3095]	upgrade B-24J Liberator -> Lincoln B.30; upgrade1 0 -> 259	96_late_options	
No.23 Sqn RAAF [3101]	upgrade B-24J Liberator -> Lincoln B.30; upgrade1 0 -> 259	96_late_options	
No.7 OTU RAAF [809]	added, B-24J Liberator x24, arrives 440601; cloned from 219; aircraft P-40E Warhawk -> B-24J Liberator; location 519 -> 954; arrival 420301 -> 440101; experience 30 -> 40; nationality 5 -> 7	107_training_units	T5: the RAAF's Liberator conversion unit of January 1944 (Tocumwal, stood for by Sale)
No.33 Sqn RAAF [438]		111_final_pass	return pointer to an empty slot cleared (two CRS clones inherited it from stock's No.34 Squadron, whose pointer is dead in stock too)
No.1 Air Amb Unit [460]		111_final_pass	
No.25 Sqn RAAF [3106]	return group 3108 -> 0	111_final_pass	
No.34 Sqn RAAF [3112]	return group 3113 -> 0	111_final_pass	

Item [slot]	Change	Sheet	Note
No.33 Sqn RAAF [438]		116_editor_compliance	Editor 3.8: Warwick, J.W. commands No.34 Sqn RAAF; this record copied him from its template, the game assigns its own leader
No.1 Air Amb Unit [460]		116_editor_compliance	Editor 3.8: Warwick, J.W. commands No.34 Sqn RAAF; this record copied him from its template, the game assigns its own leader
No.83 Sqn RAAF [439]		116_editor_compliance	Editor 3.8: Ford, N.P. commands No.84 Sqn RAAF; this record copied him from its template, the game assigns its own leader
No.85 Sqn RAAF [440]		116_editor_compliance	Editor 3.8: Ford, N.P. commands No.84 Sqn RAAF; this record copied him from its template, the game assigns its own leader
No.32 Sqn RAAF [343]	arrival 420221 -> 9999	118_clone_history	D68: duplicate; stock carries it by rename (No.23 Sqn RAAF Det becomes No.32 at Port Moresby, 21 Feb 1942)
No.33 Sqn RAAF [438]	arrival 420216 -> 9999	118_clone_history	D68: duplicate; stock carries it by rename (No.11 Sqn RAAF Det becomes No.33, 16 Feb 1942)
No.83 Sqn RAAF [439]	arrival 430220 -> 9999	118_clone_history	D68: duplicate; stock carries it by rename (No.23 Sqn RAAF Det becomes No.83, Feb 1943)
No.85 Sqn RAAF [440]	arrival 430301 -> 9999	118_clone_history	D68: duplicate; stock carries it by rename (No.25 Sqn RAAF Det becomes No.85, Feb 1943)
No.100 Sqn RAF [3211]	renames to No.100 Sqn RAAF -> 0; rename date 420225 -> 0; withdraws 0 -> 420225	118_clone_history	D68: the RAF Vildebeest squadron was destroyed in Malaya and Java; No.100 RAAF formed on Beauforts (its own record)
No.7 OTU RAAF [809]	arrival 440101 -> 440601	120_register_ready	COV-A3: No.7 OTU RAAF arrives with the RAAF B-24J when that record enters service, June 1944

Aircraft types (16)

Item [slot]	Change	Sheet	Note
Beaufighter 21 [166]	devices: +1x 200 gal Drop Tank, +8x 3" Rocket, +2x Engine, +4x 20mm Hispano Cannon, +4x .50 Browning MG, 1x 200 gal Drop Tank -> 2x 250 lb GP Bomb, 2x Engine -> 1x 200 gal Drop Tank, -4x 20mm Hispano Cannon, -4x .50 Browning MG, -2x 250 lb GP Bomb, -1x 200 gal Drop Tank	28_air_weapons	RAAF Mk 21 carried the RP-3 in 1945; stock omits it
Catalina I [180]	devices: +2x Mk 13 Mine, +2x Engine, +1x .303 Browning MG, +4x .303 Browning MG, 2x Engine -> 1x .303 Browning MG, x .303 Browning MG -> x ASV II Radar, 4x .303 Browning MG -> 2x 500 lb GP Bomb, -1x .303 Browning MG, -1x ASV II Radar, -2x 500 lb GP Bomb	49_mines	
Catalina IIIA [221]	devices: +2x Mk 13 Mine, +2x Engine, +2x .30 Browning MG, +2x .50 Browning MG, 2x Engine -> 1x .30 Browning MG, 2x .30 Browning MG -> 1x ASB Radar, x .50 Browning MG -> x 500 lb GP Bomb, -1x .30 Browning MG, -1x ASB Radar, -2x 500 lb GP Bomb	49_mines	
Catalina VI [222]	devices: +2x 150 gal Drop Tank, +2x Mk 13 Mine, +2x Engine, x 150 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x .30 Browning MG, 2x .50 Browning MG -> 1x AN/APS-3 Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x AN/APS-3 Radar -> 2x 150 gal Drop Tank, -2x 500 lb GP Bomb, -2x 150 ga	49_mines	
B-339-23 [177]	service rating 3 -> 4	51_intensity	
B-339-23 (PR) [178]	service rating 3 -> 4	51_intensity	
P-39D Airacobra [207]	service rating 2 -> 3	51_intensity	
Wirraway II [218]	pool 6 -> 3	51_intensity	

Item [slot]	Change	Sheet	Note
PV-1 Ventura [190]	devices: +2x 150 gal Drop Tank, +1x Mk 24 FIDO Torpedo, +2x Engine, x 150 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, x .50 Browning MG -> x .30 Browning MG, 2x .50 Browning MG -> 1x ASD-1 Radar, 2x .30 Browning MG -> 3x 500 lb GP Bomb, 1x ASD-1 Radar -> 2x 155 gal Drop Tank, -3x 500 lb GP Bomb, -2x 155 ga	54_material	PV-1 Ventura
Lincoln B.30 [259]	cloned from 89; upgrade Lincoln B.1 -> Lincoln B.30; nationality 15 -> 7; avail month 1 -> 3; build rate 48 -> 10	96_late_options	Lincoln B.30: the Australian-built Lincoln for 82 Wing, from March 1946, ten a month
Kittyhawk III [193]	band3 18 -> 14; band4 15 -> 10; band5 11 -> 6	120_register_ready	AIR-P2: Kittyhawk III ? the P-40K under its Commonwealth name
Kittyhawk IA [192]	band3 9 -> 11	120_register_ready	AIR-P2: Kittyhawk IA ? the same aircraft as the P-40E
B-339-23 [177]	cruise 258 -> 160; climb 930 -> 2000	120_register_ready	AIR-P3: RAAF figures for the B-339-23 give 290 mph at 16,500 ft, a cruise near 160 and an initial climb of about 2,000 ft/min; the record had 258 and 930
B-339-23 (PR) [178]	cruise 258 -> 160; climb 930 -> 2000	120_register_ready	
Vengeance I [216]	cruise 250 -> 173	120_register_ready	AIR-P3: the RAAF Vengeance I cruised at 250 against a 279 maximum; the RAF record of the same aircraft cruises at 173
PBM-3R Mariner [209]	manoeuvre 17 -> 7; band1 17 -> 0; band2 17 -> 0; band3 14 -> 0; band4 11 -> 0; band5 8 -> 0	120_register_ready	AIR-P3: the PBM-3R transport had a fighter's base rating and fighter bands; every other Mariner is 7 with none

Ships added (2)

Item [slot]	Change	Sheet	Note
2 x Hospital Ship (Aus)	arrive 411206: Manunda, Wanganella	14_hospital_ships	
1 x Hospital Ship (NL)	arrive 411206: Oranje	14_hospital_ships	

Ships changed (11)

Item [slot]	Change	Sheet	Note
Australia [3212]	experience (day) 63 -> 55; experience (night) 63 -> 35	51_intensity	
Canberra [3213]	experience (day) 59 -> 55; experience (night) 59 -> 35	51_intensity	
Perth [3235]	experience (day) 61 -> 55; experience (night) 61 -> 35	51_intensity	
Adelaide [3237]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Stuart [3688]	experience (day) 61 -> 55; experience (night) 61 -> 35	51_intensity	
Voyager [3689]	experience (day) 62 -> 55; experience (night) 62 -> 35	51_intensity	
Vampire [3690]	experience (day) 60 -> 55; experience (night) 60 -> 35	51_intensity	
Vendetta [3691]	experience (day) 64 -> 55; experience (night) 64 -> 35	51_intensity	
Manunda [94]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.3.1: a Delay equal to the start date lands the ship at the end of turn 1; Manunda was meant to be in port on 7 December

Item [slot]	Change	Sheet	Note
Wanganella [97]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.3.1: a Delay equal to the start date lands the ship at the end of turn 1; Wanganella was meant to be in port on 7 December
Oranje [99]	arrival 411207 -> 411206	116_editor_compliance	Editor 3.3.1: a Delay equal to the start date lands the ship at the end of turn 1; Oranje was meant to be in port on 7 December

Ship classes (7)

Item [slot]	Change	Sheet	Note
Hospital Ship (Aus) [361]	cloned from 2475; nationality 9 -> 7; troops 2800 -> 300; bulk 1400 -> 0; max speed 18 -> 17; upgrade class 2475 -> 0	14_hospital_ships	Cloned from Shire class
Hospital Ship (Aus) [361]	picture 474 -> 607	34_plane_art	shares the US hospital-ship picture
Australia [22]	upg yard 5 -> 10	80_yard_floors	Australia (type 8, refit step, 6/43): yard 5 -> 10
London S [28]	upg yard 0 -> 10	80_yard_floors	London S (type 8, refit step, 2/45): yard 0 -> 10
Birmingham [242]	upg yard 0 -> 10	80_yard_floors	Birmingham (type 9, refit step, 5/42): yard 0 -> 10
Birmingham [249]	upg yard 5 -> 10	80_yard_floors	Birmingham (type 9, refit step, 6/43): yard 5 -> 10
Rangatira [2570]	upg yard 0 -> 2	80_yard_floors	Rangatira (type 80, refit step, 6/42): yard 0 -> 2

Leaders (2)

Item [slot]	Change	Sheet	Note
Crace, John G. [8803]	skill 38 -> 55	90_reviews_sep26	L14: Coral Sea support group
Crutchley, Victor [8863]	skill 31 -> 48	90_reviews_sep26	L14: kept in command two years after Savo

New Zealand (96 changes)

Headquarters (2)

Item [slot]	Change	Sheet	Note
New Zealand Command [130]	HQ type 109 -> 108	51_intensity	
1 Group RNZAF [182]	devices: none 16->8	121_air_support	

Ground forces (32)

Item [slot]	Change	Sheet	Note
2nd NZ [6344]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	2nd NZ (nation 8, type 7)
1st Fiji Commando [6218]	device Cdo/Para Section replaced by Fiji Guerrilla Sqd (1 record, 1 device slots)	30_unique_squads	

Item [slot]	Change	Sheet	Note
2nd Fiji Commando [6219]	device Cdo/Para Section replaced by Fiji Guerrilla Sqd (1 record, 1 device slots)	30_unique_squads	
1st Fiji Commando [6218]	device Cdo/Para Section replaced by Fiji Guerrilla Sqd (0 record, 0 device slots)	30_unique_squads	
2nd Fiji Commando [6219]	device Cdo/Para Section replaced by Fiji Guerrilla Sqd (0 record, 0 device slots)	30_unique_squads	
Tonga Defence Force [7288]	added at Tongatapu, arrives 420601; cloned from 1st Fiji Commando; arrival 430101 -> 420601; experience 50 -> 45; morale 0 -> 70; attribute 32 (AI) -> 4 (restricted); suffix 75 -> 0; location 132 -> 138; location 160 -> 168; devices: +24x Fiji Inf Section, +2x Vickers Section, +10x Support	44_commonwealth	Two thousand Tongans under New Zealand officers from 1942; a company went to the Solomons with the Fijians
Fanning Island Det. [6245]	experience 0 -> 30; morale 0 -> 50	67_dominions_colonial	The Fanning, Rarotonga and Samoa detachments carried 0/0
Rarotonga Det. [6243]	experience 0 -> 30; morale 0 -> 50	67_dominions_colonial	
Samoa Det. [6244]	experience 0 -> 30; morale 0 -> 50	67_dominions_colonial	
1st Army Tank [6230]	experience 25 -> 40; morale 1 -> 55	67_dominions_colonial	1st Army Tank Brigade carried morale 1
33rd Medium [6237]	morale 0 -> 60	67_dominions_colonial	33rd Medium Regiment carried morale 0
1st Fiji Commando [6218]	morale 0 -> 65	67_dominions_colonial	Both Fiji Commandos carried morale 0
2nd Fiji Commando [6219]	morale 0 -> 65	67_dominions_colonial	
7th NZ [6189]	devices: none 16->10, +6x 4.5in Howitzer	112_ground_devices	
1st NZ [6206]	devices: none 16->10, +6x 4.5in Howitzer	112_ground_devices	
2nd NZ [6210]	devices: none 16->10, +6x 4.5in Howitzer	112_ground_devices	
3rd NZ [6214]	devices: none 16->10, +6x 4.5in Howitzer	112_ground_devices	
11th NZ [6225]	devices: none 16->10, +6x 4.5in Howitzer	112_ground_devices	
12th NZ [6231]	devices: none 16->10, +6x 4.5in Howitzer	112_ground_devices	
Fiji [6233]	devices: none 18->12, +6x 4.5in Howitzer	112_ground_devices	
1st Harauki [6207]	toe4 8 -> 5; toe6 0 -> 3; devices: none 8->5, +3x 4.5in Howitzer	112_ground_devices	
1st Waikato [6208]	devices: none 8->5, +3x 4.5in Howitzer	112_ground_devices	
1st North Auckland [6209]	devices: none 8->5, +3x 4.5in Howitzer	112_ground_devices	

Item [slot]	Change	Sheet	Note
1st Wellington West [6211]	devices: none 8->5, +3x 4.5in Howitzer	112_ground_devices	
2nd Hawkes Bay [6212]	devices: none 8->5, +3x 4.5in Howitzer	112_ground_devices	
1st Taranaki [6213]	devices: none 8->5, +3x 4.5in Howitzer	112_ground_devices	
14th NZ [6224]	devices: +39x Universal Carrier	113_group_c	
29th NZ [6240]	devices: +13x Universal Carrier	113_group_c	
30th NZ [6241]	devices: +13x Universal Carrier	113_group_c	
34th NZ [6242]	devices: +13x Universal Carrier	113_group_c	
Tonga Defence Force [7288]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Tonga Defence Force [7288]	toedev2 1008 -> 0; toe2 2 -> 0; toedev4 0 -> 1008; toe4 0 -> 2; devices: -2x Vickers Section, +2x Vickers Section	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E Fiji Commndo so replacements fill the rows the template means

Base forces, fortresses and engineers (24)

Item [slot]	Change	Sheet	Note
Fiji [2791]	device NZ Inf Section replaced by Fiji Inf Section (1 record, 1 device slots)	30_unique_squads	
Blenheim [6229]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	New Zealand base forces carried experience and morale 0 (1st RNZAF morale 0)
Gisborne [6256]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
Nandi [6258]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
Nelson [6226]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
Palmerston North [6254]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
RNZAF Christchurch [6248]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
RNZAF Dunedin [6251]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
Waipapakauri [6255]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	

Item [slot]	Change	Sheet	Note
2nd RNZAF [6246]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
3rd RNZAF [6247]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
4th RNZAF [6223]	experience 0 -> 40; morale 0 -> 50	67_dominions_colonial	
1st RNZAF [6238]	experience 50 -> 40; morale 0 -> 50	67_dominions_colonial	
RNZAF OTU Aukland [6250]	experience 10 -> 30; morale 10 -> 40	67_dominions_colonial	The two RNZAF OTUs carried 10/10
RNZF OTU Wellington [6249]	experience 10 -> 30; morale 10 -> 40	67_dominions_colonial	
Greymouth [6228]	record deleted (stock record that never arrived, or folded into another unit)	67_dominions_colonial	The Greymouth base force folded into RNZAF Christchurch; Invercargill into RNZAF Dunedin
RNZAF Christchurch [6248]	devices: +16x Aviation Support	67_dominions_colonial	
Invercargill [6227]	record deleted (stock record that never arrived, or folded into another unit)	67_dominions_colonial	
RNZAF Dunedin [6251]	devices: +16x Aviation Support	67_dominions_colonial	
RNZAF Lauthala Bay [6238]	suffix 109 -> 0; name 1st RNZAF -> RNZAF Lauthala Bay	69_base_force_names	1st RNZAF at Suva as the flying-boat station it was
Auckland [6194]	disabled1 4 -> 0; devices: +12x 6" Mk V/VII Gun, +1x 4.7" CD Gun, +7x 5" CD Gun, +4x 3in M1903 CD Gun, +6x 6pdr CD Gun, +12x 40mm Bofors AA Gun, +54x NZ Militia Section, +8x 2pdr AT Gun, +6x Engineer Vehicle, +200x Support, +80x Naval Support	89_support	S3: HMNZS Philomel and the Calliope dock at Devonport
Wellington [6195]	disabled1 2 -> 0; devices: +9x 6" Mk V/VII Gun, +2x 155mm M1918 GPF, +4x 5" CD Gun, +6x 6pdr CD Gun, +8x 40mm Bofors AA Gun, +54x NZ Militia Section, +8x 2pdr AT Gun, +6x Engineer Vehicle, +200x Support, +40x Naval Support, -200x Support	89_support	
RNZAF Lauthala Bay [6238]	suffix 0 -> 100	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
RNZAF Dunedin [6251]	devices: 8x 6" Mk V/VII Gun -> 16x Aviation Support, 16x Aviation Support -> 12x NZ Militia Section, x NZ Militia Section -> x NZ Const Eng Sect, 12x NZ Const Eng Sect -> 3x Engineer Vehicle, 3x Engineer Vehicle -> 1x Sound Detector (A), -1x Sound Detector (A), -75x Support, 100x Naval Support -> 75x Support, +8x 6" Mk V/VII Gun	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E RNZAF so replacements fill the rows the template means

Air groups (19)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
No.2 OTU RNZAF [208]	added, Hudson III (LR) x24, arrives 420601; cloned from No.1 Sqn RNZAF; arrival 411206 -> 420601; experience 50 -> 30; morale 0 -> 60; attribute 0 (mobile) -> 8 (convoy); planes 9 -> 24; max planes 12 -> 24	24_player_options	
No.487 Sqn RNZAF [3057]	upgrade none -> Hornet F.1	40_variant_paths	No.487 Sqn RNZAF: next model Hornet F.1 (was none)
No.489 Sqn RNZAF [3059]	upgrade none -> Hornet F.1	40_variant_paths	
No.486 Sqn RNZAF [3056]	upgrade none -> Meteor F.3	40_variant_paths	No.486 Sqn RNZAF: next model Meteor F.3 (was none)
No.8 Sqn RNZAF [3035]	experience 50 -> 40	51_intensity	
No.9 Sqn RNZAF [3037]	experience 50 -> 40	51_intensity	
No.14 Sqn RNZAF [441]	added, Kittyhawk IA x12, arrives 420415; cloned from 3039; arrival 420601 -> 420415	67_dominions_colonial	Four RNZAF squadrons stock lacks: No.14 (Kittyhawks, April 1942, Guadalcanal in 1943), No.6 (Catalinas at Fiji, May 1943), No.30 (Avengers, August 1943, Bougainville), No.41 (Dakotas, October 1944)
No.6 Sqn RNZAF [442]	added, PBY-5 Catalina x15, arrives 430501; cloned from 3033; arrival 440715 -> 430501	67_dominions_colonial	
No.30 Sqn RNZAF [443]	added, TBF-1C Avenger x12, arrives 430801; cloned from 3052; arrival 431215 -> 430801	67_dominions_colonial	
No.41 Sqn RNZAF [444]	added, C-47 Dakota x15, arrives 9999; cloned from 3053; arrival 430601 -> 441001; planes 4 -> 0	67_dominions_colonial	
No.14 Sqn RNZAF [441]		116_editor_compliance	Editor 3.8: Crighton, A. commands No.15 Sqn RNZAF; this record copied him from its template, the game assigns its own leader
No.6 Sqn RNZAF [442]		116_editor_compliance	Editor 3.8: Bray, J.W.H. commands No.5 Sqn RNZAF ; this record copied him from its template, the game assigns its own leader
No.30 Sqn RNZAF [443]		116_editor_compliance	Editor 3.8: Wilkes, M. commands No.31 Sqn RNZAF; this record copied him from its template, the game assigns its own leader
No.41 Sqn RNZAF [444]		116_editor_compliance	Editor 3.8: Adams, J. commands No.40 Sqn RNZAF; this record copied him from its template, the game assigns its own leader
No.41 Sqn RNZAF [444]	arrival 441001 -> 9999	118_clone_history	D68: duplicate; stock carries it by rename (No.40 Sqn RNZAF Det becomes No.41, Aug 1944)
No.5 Sqn RNZAF [3031]	renames to No.6 Sqn RNZAF -> 0; rename date 421130 -> 0	118_clone_history	D68: No.5 Squadron flew on; No.6 formed on Catalinas in May 1943 (its own record)
No.8 Sqn RNZAF [3035]	renames to No.30 Sqn RNZAF -> 0; rename date 430528 -> 0; withdraws 0 -> 430528	118_clone_history	D68: No.30 formed on Avengers at Gisborne (its own record); the detachment ends on stock's date, to verify
No.488 Sqn RAF [3286]	renames to No.14 Sqn RNZAF -> 0; rename date 420425 -> 0; withdraws 0 -> 420425	118_clone_history	D68: the New Zealand Buffalo squadron was evacuated from Singapore; No.14 RNZAF formed at Masterton (its own record)
No.30 Sqn RNZAF [443]	withdraws 0 -> 440815	118_clone_history	D68: kept as in Draft 67, the date No.31 Sqn's Avengers withdraw; to verify against the RNZAF record

Aircraft types (11)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
F4U-1D Corsair [247]	devices: +2x 150 gal Drop Tank, +8x 5in Mk10 HVSR, +1x Engine, +6x .50 Browning MG, +2x 500 lb GP Bomb, +2x 150 gal Drop Tank, -2x 150 gal Drop Tank, -1x Engine, -6x .50 Browning MG, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	28_air_weapons	
PBY-5 Catalina [243]	devices: +2x Mk 13 Mine, +2x Engine, +1x .30 Browning MG, +2x .50 Browning MG, 2x Engine -> 1x .30 Browning MG, x .30 Browning MG -> x ASB Radar, x .50 Browning MG -> x 500 lb GP Bomb, -1x .30 Browning MG, -1x ASB Radar, -2x 500 lb GP Bomb	49_mines	
Hudson III (LR) [249]	pool 4 -> 2	51_intensity	
Vincent I [266]	pool 33 -> 16	51_intensity	
Walrus II [267]	pool 6 -> 3	51_intensity	
TBF-1C Avenger [263]	devices: +2x 58 gal Drop Tank, +1x Mk 24 FIDO Torpedo, +1x Engine, x 58 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, 2x .50 Browning MG -> 1x .30 Browning MG, x .50 Browning MG -> x ASB Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASB Radar -> 2x 58 gal Drop Tank, -2x 500 lb GP Bomb, -2x 58 gal Drop T	54_material	TBF-1C Avenger
PBY-5 Catalina [243]	devices: 2x Engine -> 1x Mk 24 FIDO Torpedo, 1x .30 Browning MG -> 2x Engine, 2x .50 Browning MG -> 1x .30 Browning MG, 1x .30 Browning MG -> 2x .50 Browning MG, x ASB Radar -> x .30 Browning MG, 2x 500 lb GP Bomb -> 1x ASB Radar, +2x 500 lb GP Bomb	54_material	PBY-5 Catalina
PV-1 Ventura [251]	devices: +2x 150 gal Drop Tank, +1x Mk 24 FIDO Torpedo, +2x Engine, x 150 gal Drop Tank -> x .50 Browning MG, x Engine -> x .50 Browning MG, x .50 Browning MG -> x .30 Browning MG, 2x .50 Browning MG -> 1x ASD-1 Radar, 2x .30 Browning MG -> 3x 500 lb GP Bomb, 1x ASD-1 Radar -> 2x 155 gal Drop Tank, -3x 500 lb GP Bomb, -2x 155 ga	54_material	PV-1 Ventura
F4U-1D Corsair [247]	devices: 1x Engine -> 2x Napalm Tank, 6x .50 Browning MG -> 1x Engine, 2x 500 lb GP Bomb -> 6x .50 Browning MG, x 150 gal Drop Tank -> x 500 lb GP Bomb, +2x 150 gal Drop Tank	54_material	F4U-1D Corsair
Kittyhawk III [255]	band3 18 -> 14; band4 15 -> 10; band5 11 -> 6	120_register_ready	AIR-P2: Kittyhawk III ? the P-40K under its Commonwealth name
Kittyhawk IA [254]	band3 9 -> 11	120_register_ready	AIR-P2: Kittyhawk IA ? the same aircraft as the P-40E

Ships added (1)

Item [slot]	Change	Sheet	Note
1 x Hospital Ship (NZ)	arrive 420401: Maunganui	14_hospital_ships	

Ships changed (2)

Item [slot]	Change	Sheet	Note
Leander [3229]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Achilles [3230]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	

Ship classes (5)

Item [slot]	Change	Sheet	Note
Hospital Ship (NZ) [373]	cloned from 2477; nationality 7 -> 8; troops 2000 -> 300; bulk 1200 -> 0; max speed 22 -> 17; cruise 17 -> 14; upgrade class 2570 -> 0	14_hospital_ships	Cloned from Rangatira
Hospital Ship (NZ) [373]	picture 476 -> 607	34_plane_art	shares the US hospital-ship picture

Item [slot]	Change	Sheet	Note
Mataroa [2569]	upg yard 0 -> 2	80_yard_floors	Mataroa (type 80, refit step, 3/43): yard 0 -> 2
Maori/Union [2571]	upg yard 0 -> 2	80_yard_floors	Maori/Union (type 80, refit step, 3/43): yard 0 -> 2
Burns/Union [2573]	upg yard 0 -> 2	80_yard_floors	Burns/Union (type 80, refit step, 3/43): yard 0 -> 2

Canada (46 changes)

Headquarters (2)

Item [slot]	Change	Sheet	Note
Canada Command [134]	HQ type 109 -> 108	51_intensity	
6 Group RCAF [180]	devices: none 32->16	121_air_support	

Ground forces (16)

Item [slot]	Change	Sheet	Note
13th Canadian [6271]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	Pacific Command's five brigades and the battalions at Victoria and Kamloops carried morale 10
14th Canadian [6275]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	
16th Canadian [6282]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	
18th Canadian [6280]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	
19th Canadian [6281]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	
2nd Can Scottish [6272]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	
Brockville Rifles [6273]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	
Edmonton Fusiliers [6274]	experience 25 -> 30; morale 10 -> 45	67_dominions_colonial	
Rocky Mountain Rger [6283]	experience 40 -> 30; morale 10 -> 45	67_dominions_colonial	
1st Irish Fusiliers [6284]	experience 40 -> 30; morale 10 -> 45	67_dominions_colonial	

Item [slot]	Change	Sheet	Note
38th Can (Militia) [6267]	morale 90 -> 40	67_dominions_colonial	The four militia brigades of June 1942 carried morale 90
39th Can (Militia) [6268]	morale 90 -> 40	67_dominions_colonial	
40th Can (Militia) [6269]	morale 90 -> 40	67_dominions_colonial	
41st Can (Militia) [6270]	morale 90 -> 40	67_dominions_colonial	
28th Canadian [6287]	experience 5 -> 40	67_dominions_colonial	28th AA Regiment carried experience 5
Winnipeg Grenadiers [6334]	devices: +13x Universal Carrier	113_group_c	

Base forces, fortresses and engineers (13)

Item [slot]	Change	Sheet	Note
RCMP Bella Bella [6292]	experience 10 -> 40; morale 10 -> 50	67_dominions_colonial	The RCMP, RCN and RCAF detachments carried 10/10
RCMP Coal Harbour [6293]	experience 10 -> 40; morale 10 -> 50	67_dominions_colonial	
RCMP Terrace [6299]	experience 10 -> 40; morale 10 -> 50	67_dominions_colonial	
RCN Alliford Bay [6285]	experience 10 -> 40; morale 10 -> 50	67_dominions_colonial	
RCAF Whitehorse [6288]	experience 10 -> 40; morale 10 -> 50	67_dominions_colonial	
RCAF OTU Edmonton [6295]	experience 50 -> 30; morale 50 -> 40	67_dominions_colonial	RCAF OTU Edmonton to the OTU values
1st Provisional [6595]	experience 0 -> 50; morale 0 -> 50	67_dominions_colonial	The 1945 engineer units carried 0/0
X Corps [6602]	experience 0 -> 50; morale 0 -> 50	67_dominions_colonial	
RCAF OTU Calgary [6297]	record deleted (stock record that never arrived, or folded into another unit)	67_dominions_colonial	The OTUs at Calgary, Regina and Winnipeg and the RCMP detachment at Nelson, fields nothing flies from, folded into RCAF Canada
RCAF OTU Regina [6298]	record deleted (stock record that never arrived, or folded into another unit)	67_dominions_colonial	

Item [slot]	Change	Sheet	Note
RCAF OTU Winnipeg [6294]	record deleted (stock record that never arrived, or folded into another unit)	67_dominions_colonial	
RCMP Nelson [6277]	record deleted (stock record that never arrived, or folded into another unit)	67_dominions_colonial	
RCAF Canada [6276]	devices: +158x Aviation Support	67_dominions_colonial	

Air groups (1)

Item [slot]	Change	Sheet	Note
No.160 Sqn RCAF [418]	added, Canso A x12, arrives 430515; cloned from No.9 Sqn RCAF; location 1067 -> 1077; arrival 411209 -> 430515; experience 0 -> 45; aircraft Stranraer II -> Canso A; planes 3 -> 12; withdraws 0 -> 450615	56_usmc_rcaf_air	No.160 (Bomber Reconnaissance) Squadron RCAF, Cansos at Sea Island from May 1943 to June 1945, the one Western Air Command squadron stock lacks

Aircraft types (5)

Item [slot]	Change	Sheet	Note
Canso A [227]	devices: +2x 150 gal Drop Tank, +2x Mk 13 Mine, +2x Engine, x 150 gal Drop Tank -> x .30 Browning MG, x Engine -> x .50 Browning MG, none 2->1, 2x .50 Browning MG -> 1x ASB Radar, 1x .30 Browning MG -> 2x 500 lb GP Bomb, 1x ASB Radar -> 2x 150 gal Drop Tank, -2x 500 lb GP Bomb, -2x 150 gal Drop Tank	49_mines	
Shark III [239]	pool 13 -> 6	51_intensity	
Stranraer II [240]	pool 21 -> 10	51_intensity	
Kittyhawk III [232]	band3 18 -> 14; band4 15 -> 10; band5 11 -> 6	120_register_ready	AIR-P2: Kittyhawk III ? the P-40K under its Commonwealth name
Kittyhawk I [231]	band3 12 -> 11; band4 9 -> 6; band5 6 -> 2	120_register_ready	AIR-P2: Kittyhawk I ? the P-40D, with the E's engine and wing

Ships changed (8)

Item [slot]	Change	Sheet	Note
Stettler [10671]	name Wakesiu -> Stettler	67_dominions_colonial	Two River frigates appeared twice (Waskesiu and Wakesiu, Runnymede and Runnymead); the duplicates become Stettler and Ste Therese, both Pacific-slated Rivers; four spellings fixed
Ste Therese [10666]	name Runnymead -> Ste Therese	67_dominions_colonial	
Ingonish [10717]	name Igonish -> Ingonish	67_dominions_colonial	
Miramichi [10721]	name Mirimichi -> Miramichi	67_dominions_colonial	
Hespeler [10707]	name Hespeller -> Hespeler	67_dominions_colonial	
Fort Carillon [9518]	name Fort Carrilon -> Fort Carillon	67_dominions_colonial	

Item [slot]	Change	Sheet	Note
Prince David [10653]	arrival 450317 -> 9999	120_register_ready	NAV-W6: HMCS Prince David served in the Aegean, at Normandy and in southern France and was stricken on 11 June 1945; it was Prince Robert that went to the Pacific
Algonquin [10637]	arrival 441215 -> 451001	120_register_ready	NAV-W6: HMCS Algonquin refitted in Canada from February to August 1945 and was in the Mediterranean on VJ-day

Ship classes (1)

Item [slot]	Change	Sheet	Note
Prince Robert [215]	upg yard 5 -> 10	80_yard_floors	Prince Robert (type 10, refit step, 12/44): yard 5 -> 10

Netherlands (104 changes)

Headquarters (1)

Item [slot]	Change	Sheet	Note
KNIL Army Command [107]	HQ type 75 -> 74	51_intensity	

Ground forces (31)

Item [slot]	Change	Sheet	Note
Batavia Evacuees [7586]	added at Batavia, arrives 0; cloned from 5803; experience 40 -> 30; attribute 0 (mobile) -> 32 (AI); suffix 74 -> 0; devices: +500x Civilian Evacuees, -18x KNIL Vickers Squad, -8x 47mm AT Gun, -18x 80mm Mortar, -12x 75mm Bofors Mtn Gun, -6x 10.5cm Bofors How, -9x 12.7mm AAMG, -9x KNIL Const Eng, -122x Support	52_liabilities	
Bandoeng Evacuees [7595]	added at Bandoeng, arrives 0; cloned from 5803; experience 40 -> 30; attribute 0 (mobile) -> 32 (AI); suffix 74 -> 0; location 49 -> 50; location 98 -> 100; devices: +400x Civilian Evacuees, -18x KNIL Vickers Squad, -8x 47mm AT Gun, -18x 80mm Mortar, -12x 75mm Bofors Mtn Gun, -6x 10.5cm Bofors How, -9x 12.7mm AAMG, -9x KNIL Cons	52_liabilities	
NEI Government [7612]	added at Batavia, arrives 0; cloned from 5803; experience 40 -> 30; attribute 0 (mobile) -> 32 (AI); suffix 74 -> 0; withdrawal type 0 -> 2; withdraws 0 -> 420301; devices: +300x Civilian Evacuees, -18x KNIL Vickers Squad, -8x 47mm AT Gun, -18x 80mm Mortar, -12x 75mm Bofors Mtn Gun, -6x 10.5cm Bofors How, -9x 12.7mm AAMG, -9x KN	52_liabilities	Governments and treasuries with the dates they left: the Netherlands Indies government to Australia, the Philippine Commonwealth and its gold from Corregidor by submarine, the Burma government to Simla, the Malayan government from Singapore. A government that
Java Quinine Stocks [7632]	added at Bandoeng, arrives 0; cloned from 5803; experience 40 -> 30; attribute 0 (mobile) -> 32 (AI); suffix 74 -> 0; withdrawal type 0 -> 2; withdraws 0 -> 420301; location 49 -> 50; location 98 -> 100; devices: +150x Civilian Evacuees, -18x KNIL Vickers Squad, -8x 47mm AT Gun, -18x 80mm Mortar, -12x 75mm Bofors Mtn Gun, -6x 10	52_liabilities	
2nd Garrison [5836]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	'2nd Garrison' at Sabang, the Sabang Garrison twice
Van Aaran Garrison [5833]	record deleted (stock record that never arrived, or folded into another unit)	63_commonwealth_fixes	Van Aaran Garrison at Medan folded into the Medan Garrison
Medan Garrison [5831]	devices: +27x KNIL Rifle Squad	63_commonwealth_fixes	
2nd KNIL [5819]	location 72 -> 56; location 115 -> 104	63_commonwealth_fixes	2nd KNIL AA battalion started at Lautem in Portuguese Timor; to Surabaya
Prajoda Garrison [5828]	location 59 -> 58; location 109 -> 108	63_commonwealth_fixes	The Prajoda corps was Bali's, not Lombok's

Item [slot]	Change	Sheet	Note
NS KNIL Territory [5830]	location 44 -> 46; location 85 -> 76	63_commonwealth_fixes	The North Sumatra territorial command at Medan, not Padang
Zuid KNIL [5815]	TOE 2731 -> 2756	86_ships_toes	T1: KNIL garrisons carrying militia squads move to the stock militia garrison template (2756)
Prajoda Garrison [5828]	TOE 2731 -> 2756	86_ships_toes	
Riouw KNIL [5844]	TOE 2731 -> 2756	86_ships_toes	
West Borneo KNIL [5851]	TOE 2731 -> 2756	86_ships_toes	
Menado Garrison Bn [5869]	TOE 2731 -> 2756	86_ships_toes	
Timor Garrison [5870]	TOE 2731 -> 2756	86_ships_toes	
Makassar Garrison [5872]	TOE 2731 -> 2756	86_ships_toes	
VI KNIL [5858]	toe8 0 -> 6; devices: none 1->6	97_japan_methods	VI KNIL at Balikpapan: combat engineers 1 to 6
VII KNIL [5861]	toe9 0 -> 6; devices: none 2->6	97_japan_methods	VII KNIL at Tarakan: combat engineers 2 to 6
Mobiele Eenheid [5800]	toe8 0 -> 7; devices: +?x CTLS-4TA Light Tank	112_ground_devices	B13: the Mobiele Eenheid's seven CTLS, filled from the pool of 20 in February 1942
Batavia Evacuees [7586]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Bandoeng Evacuees [7595]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
NEI Government [7612]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Java Quinine Stocks [7632]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
Zuid KNIL [5815]	devices: 27x KNIL Rifle Squad -> 42x KNIL Militia Squad, 0x 47mm AT Gun -> 6x KNIL Vickers Squad, 6x 80mm Mortar -> 79x Support, 6x KNIL Vickers Squad -> 27x KNIL Rifle Squad, 79x Support -> 0x 47mm AT Gun, 42x KNIL Militia Squad -> 6x 80mm Mortar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Garrison so replacements fill the rows the template means
Prajoda Garrison [5828]	devices: 36x KNIL Rifle Squad -> 18x KNIL Militia Squad, 0x 47mm AT Gun -> 3x KNIL Vickers Squad, 0x 80mm Mortar -> 39x Support, 3x KNIL Vickers Squad -> 36x KNIL Rifle Squad, 39x Support -> 0x 47mm AT Gun, 18x KNIL Militia Squad -> 0x 80mm Mortar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Garrison so replacements fill the rows the template means
Riouw KNIL [5844]	devices: 22x KNIL Rifle Squad -> 1x KNIL Militia Squad, 0x 47mm AT Gun -> 1x KNIL Vickers Squad, 0x 80mm Mortar -> 20x Support, 1x KNIL Vickers Squad -> 22x KNIL Rifle Squad, 20x Support -> 0x 47mm AT Gun, 1x KNIL Militia Squad -> 0x 80mm Mortar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Garrison so replacements fill the rows the template means
West Borneo KNIL [5851]	devices: 45x KNIL Rifle Squad -> 0x KNIL Militia Squad, 0x 47mm AT Gun -> 4x KNIL Vickers Squad, 5x 80mm Mortar -> 35x Support, 35x Support -> 45x KNIL Rifle Squad, x KNIL Militia Squad -> x 47mm AT Gun, 4x KNIL Vickers Squad -> 5x 80mm Mortar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Garrison so replacements fill the rows the template means
Menado Garrison Bn [5869]	devices: x 47mm AT Gun -> x KNIL Vickers Squad, 0x 80mm Mortar -> 60x Support, x KNIL Vickers Squad -> x 47mm AT Gun, 60x Support -> 0x 80mm Mortar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Garrison so replacements fill the rows the template means

Item [slot]	Change	Sheet	Note
Timor Garrison [5870]	devices: 21x KNIL Rifle Squad -> 6x KNIL Militia Squad, x 47mm AT Gun -> x KNIL Vickers Squad, 0x 80mm Mortar -> 20x Support, 0x KNIL Vickers Squad -> 21x KNIL Rifle Squad, 20x Support -> 0x 47mm AT Gun, 6x KNIL Militia Squad -> 0x 80mm Mortar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Garrison so replacements fill the rows the template means
Makassar Garrison [5872]	devices: 36x KNIL Rifle Squad -> 9x KNIL Militia Squad, 0x 47mm AT Gun -> 1x KNIL Vickers Squad, 4x 80mm Mortar -> 39x Support, 39x Support -> 36x KNIL Rifle Squad, 9x KNIL Militia Squad -> 0x 47mm AT Gun, 1x KNIL Vickers Squad -> 4x 80mm Mortar	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Garrison so replacements fill the rows the template means

Base forces, fortresses and engineers (9)

Item [slot]	Change	Sheet	Note
Loemadjang [5908]	name Loemafjang -> Loemadjang	63_commonwealth_fixes	
Madioen [5907]	name Madion -> Madioen	63_commonwealth_fixes	
Tjilatjap [5911]	name Tjilitap -> Tjilatjap	63_commonwealth_fixes	
Denpasar [5916]	name Den Passer -> Denpasar	63_commonwealth_fixes	
Palembang [5897]	toe6 0 -> 4; devices: none 10->4	97_japan_methods	Palembang base force: engineers 10 to 4; the refineries fell to the paratroops of 14 February 1942 half-demolished and ran again by summer
Balikpapan [5924]	toe7 0 -> 18; devices: none 9->18	97_japan_methods	Balikpapan base force: engineers 9 to 18; the refinery and wells were destroyed before the landing of 24 January 1942 and gave nothing until 1943
Tarakan [5922]	toe7 0 -> 14; devices: none 6->14	97_japan_methods	Tarakan base force: engineers 6 to 14; the wells were fired on 11 January 1942 and the field was out for a year
4th [5873]	devices: -8x 75mm Bofors Mtn Gun, +8x 75mm Bofors Mtn Gun	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH so replacements fill the rows the template means
Tarakan [5922]	toe6 0 -> 14; toe7 14 -> 0; devices: x 75mm CD Gun -> x 80mm AA Gun, 0x 80mm AA Gun -> 4x 40mm Bofors AA Gun, x 40mm Bofors AA Gun -> x 20mm Rheinmetall AA, 8x 12.7mm AAMG -> 12x Aviation Support, 12x Aviation Support -> 50x Support, 50x Support -> 14x KNIL Const Eng, 14x KNIL Const Eng -> 0x Engineer Vehicle, 0x Engineer Vehicl	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E DUTCH Non Rebuild so replacements fill the rows the template means

Air groups (6)

Item [slot]	Change	Sheet	Note
No.120 Sqn NEI [437]	added, Kittyhawk III x16, arrives 431201; cloned from 3145; aircraft Mitchell II -> Kittyhawk III; upgrade Kittyhawk IV -> Kittyhawk IV; arrival 430901 -> 431201	64_commonwealth_adds	No.120 (NEI) Squadron, the Dutch Kittyhawk squadron formed at Canberra in December 1943 for Merauke
No.121 Sqn NEI [474]	added, Kittyhawk IV x16, arrives 451001; cloned from 437; aircraft Kittyhawk III -> Kittyhawk IV; arrival 431201 -> 451001; planes 0 -> 16; experience 0 -> 50; morale 35 -> 70; upgrade Kittyhawk IV -> P-51D Mustang	96_late_options	No.121 Squadron ML-KNIL, formed in Australia in 1945 on Kittyhawks and re-equipped with Mustangs
No.122 Sqn NEI [475]	added, B-25C Mitchell x12, arrives 460301; cloned from 437; aircraft Kittyhawk III -> B-25C Mitchell; arrival 431201 -> 460301; planes 0 -> 12; max planes 16 -> 12; experience 0 -> 50; morale 35 -> 70; upgrade Kittyhawk IV -> B-25C Mitchell; upgrade1 205 -> 157; upgrade2 205 -> 0	96_late_options	No.122 Squadron ML-KNIL on Mitchells, the second of the planned squadrons, March 1946
No.120 Sqn NEI [437]		116_editor_compliance	Editor 3.8: Maurenbrecher, H.A. commands No.119 Sqn RAAF; this record copied him from its template, the game assigns its own leader

Item [slot]	Change	Sheet	Note
No.121 Sqn NEI [474]		116_editor_compliance	Editor 3.8: Maurenbrecher, H.A. commands No.119 Sqn RAAF; this record copied him from its template, the game assigns its own leader
No.122 Sqn NEI [475]		116_editor_compliance	Editor 3.8: Maurenbrecher, H.A. commands No.119 Sqn RAAF; this record copied him from its template, the game assigns its own leader

Aircraft types (13)

Item [slot]	Change	Sheet	Note
PBY-5 Catalina [153]	devices: +2x Mk 13 Mine, +2x Engine, +1x .30 Browning MG, +2x .50 Browning MG, 2x Engine -> 1x .30 Browning MG, x .30 Browning MG -> x ASB Radar, x .50 Browning MG -> x 250 kg GP Bomb, -1x .30 Browning MG, -1x ASB Radar, -2x 250 kg GP Bomb	49_mines	
B-339D [143]	service rating 3 -> 4	51_intensity	
P-40E Warhawk [155]	service rating 2 -> 3	51_intensity	
139WH-3 [142]	pool 30 -> 15	51_intensity	
B-339D [143]	pool 25 -> 12	51_intensity	
L-18 Lodestar [144]	pool 6 -> 3	51_intensity	
CW-22 Falcon [146]	pool 13 -> 6	51_intensity	
Do-24K-1 [148]	pool 11 -> 5	51_intensity	
75A-7 Hawk [150]	pool 4 -> 2	51_intensity	
L-212 [152]	pool 3 -> 1	51_intensity	
PBY-5 Catalina [153]	pool 24 -> 12	51_intensity	
T.IVa [154]	pool 4 -> 2	51_intensity	
PBY-5 Catalina [153]	devices: 2x Engine -> 1x Mk 24 FIDO Torpedo, 1x .30 Browning MG -> 2x Engine, 2x .50 Browning MG -> 1x .30 Browning MG, 1x .30 Browning MG -> 2x .50 Browning MG, x ASB Radar -> x .30 Browning MG, 2x 250 kg GP Bomb -> 1x ASB Radar, +2x 250 kg GP Bomb	54_material	PBY-5 Catalina

Ships added (1)

Item [slot]	Change	Sheet	Note
2 x Triton	arrive 440901-450801: Zwaardvisch, Tijgerhaai	64_commonwealth_ads	

Ships changed (15)

Item [slot]	Change	Sheet	Note
Java [3231]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	

Item [slot]	Change	Sheet	Note
Sumatra [3232]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
De Ruyter [3233]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Tromp [3234]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Banckert [3703]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Van Nes [3704]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Witte de With [3705]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Evertsen [3706]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Kortenaer [3707]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Piet Hein [3708]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Van Ghent [3709]	experience (day) 0 -> 50; experience (night) 0 -> 30	51_intensity	
Fomalhaut [9795]	name Formalhaut -> Fomalhaut	63_commonwealth_fixes	
K XI [4896]	withdraws 0 -> 420615	117_submarines	C5: K XI reached Colombo March 1942 and became a target ship at Karachi from June
Zwaardvisch [10999]	withdraws 0 -> 450615	117_submarines	C5: Zwaardvisch sailed for Europe July 1945
Isaac Sweers [3700]	withdraws 0 -> 420601	120_register_ready	NAV-W5: Isaac Sweers served with the Eastern Fleet in April and May 1942, went home to refit and was lost off Algiers in November

Ship classes (28)

Item [slot]	Change	Sheet	Note
Hospital Ship (NL) [377]	cloned from 2429; nationality 9 -> 11; troops 1800 -> 300; bulk 2500 -> 0; max speed 16 -> 20; cruise 14 -> 16; upgrade class 2530 -> 0	14_hospital_ships	Oranje was a 26-knot liner
Hospital Ship (NL) [377]	picture 428 -> 607	34_plane_art	shares the US hospital-ship picture
De Ruyter [222]	upg yard 10 -> 15	80_yard_floors	De Ruyter (type 9, refit step, 6/43): yard 10 -> 15
Tromp [224]	upg yard 10 -> 15	80_yard_floors	Tromp (type 9, refit step, 6/43): yard 10 -> 15
Van Heemskerck [226]	upg yard 5 -> 10	80_yard_floors	Van Heemskerck (type 10, refit step, 12/43): yard 5 -> 10
KXIV Class [235]	upg yard 0 -> 5	80_yard_floors	KXIV Class (type 26, refit step, 1/43): yard 0 -> 5
KXIV Class [236]	upg yard 0 -> 5	80_yard_floors	KXIV Class (type 26, refit step, 6/43): yard 0 -> 5
Rigel [279]	upg yard 0 -> 5	80_yard_floors	Rigel (type 30, refit step, 6/42): yard 0 -> 5

Item [slot]	Change	Sheet	Note
Van Oranje [282]	upg yard 0 -> 5	80_yard_floors	Van Oranje (type 30, refit step, 6/42): yard 0 -> 5
Krakatau [284]	upg yard 0 -> 5	80_yard_floors	Krakatau (type 42, refit step, 6/42): yard 0 -> 5
Jan van Amstel [286]	upg yard 0 -> 5	80_yard_floors	Jan van Amstel (type 34, refit step, 8/42): yard 0 -> 5
Poolster [288]	upg yard 0 -> 5	80_yard_floors	Poolster (type 39, refit step, 8/42): yard 0 -> 5
Sm.Gouv.Mar. AVP [289]	upg yard 0 -> 5	80_yard_floors	Sm.Gouv.Mar. AVP (type 39, conversion target, 11/41): yard 0 -> 5
Sm.Gouv.Mar. AG [290]	upg yard 0 -> 5	80_yard_floors	Sm.Gouv.Mar. AG (type 43, conversion target, 11/41): yard 0 -> 5
Med.Gouv.Mar. AVP [291]	upg yard 0 -> 5	80_yard_floors	Med.Gouv.Mar. AVP (type 39, conversion target, 11/41): yard 0 -> 5
Med.Gouv.Mar. AGP [292]	upg yard 0 -> 5	80_yard_floors	Med.Gouv.Mar. AGP (type 42, conversion target, 11/41): yard 0 -> 5
Willem v d Zaan [295]	upg yard 0 -> 5	80_yard_floors	Willem v d Zaan (type 30, refit step, 6/43): yard 0 -> 5
TAN Aux AO [784]	upg yard 0 -> 5	80_yard_floors	TAN Aux AO (type 44, refit step, 9/42): yard 0 -> 5
Klipfontein [2559]	upg yard 0 -> 2	80_yard_floors	Klipfontein (type 80, refit step, 3/43): yard 0 -> 2
Bloemfontein [2560]	upg yard 0 -> 2	80_yard_floors	Bloemfontein (type 80, refit step, 3/43): yard 0 -> 2
Kota Troop [2561]	upg yard 0 -> 2	80_yard_floors	Kota Troop (type 80, refit step, 9/42): yard 0 -> 2
PMM Troop [2563]	upg yard 0 -> 2	80_yard_floors	PMM Troop (type 80, refit step, 9/42): yard 0 -> 2
Zuiderkruis [2692]	upg yard 0 -> 5	80_yard_floors	Zuiderkruis (type 35, refit step, 3/43): yard 0 -> 5
Colombia [2694]	upg yard 0 -> 5	80_yard_floors	Colombia (type 35, refit step, 3/43): yard 0 -> 5
Janssens [2696]	upg yard 0 -> 5	80_yard_floors	Janssens (type 35, refit step, 3/43): yard 0 -> 5
Castor [2719]	upg yard 0 -> 5	80_yard_floors	Castor (type 40, refit step, 9/42): yard 0 -> 5
KXIV Class [235]	devices: x SJa/ PPI SS Radar -> x Type 291W AS Radar	117_submarines	
KXIV Class [236]	devices: x SJ-1/ PPI SS Radar -> x Type 291W AS Radar	117_submarines	

China (553 changes)

Headquarters (101)

Item [slot]	Change	Sheet	Note
China Command [106]	experience 50 -> 55; morale 50 -> 60	04_hq_fixes	NMC Chungking

Item [slot]	Change	Sheet	Note
Red Chinese [129]	HQ type 75 -> 76; morale 50 -> 70	04_hq_fixes	
Central Reserve [7540]	HQ type 75 -> 76; experience 25 -> 40; morale 70 -> 60	04_hq_fixes	
1st War Area [7510]	HQ type 75 -> 76; experience 30 -> 45; morale 30 -> 50	04_hq_fixes	War Areas: radius 5->6, exp 30->45 (all)
2nd War Area [7511]	HQ type 75 -> 76; experience 30 -> 40; morale 30 -> 50	04_hq_fixes	
3rd War Area [7512]	HQ type 75 -> 76; experience 30 -> 45; morale 30 -> 50	04_hq_fixes	
4th War Area [7513]	HQ type 75 -> 76; experience 30 -> 45; morale 30 -> 50	04_hq_fixes	
5th War Area [7514]	HQ type 75 -> 76; experience 30 -> 50; morale 30 -> 55	04_hq_fixes	Li Tsung-jen
6th War Area [7515]	HQ type 75 -> 76; experience 30 -> 50; morale 30 -> 55	04_hq_fixes	Chen Cheng
7th War Area [7516]	HQ type 75 -> 76; experience 30 -> 40; morale 30 -> 50	04_hq_fixes	
8th War Area [7517]	HQ type 75 -> 76; experience 30 -> 40; morale 30 -> 50	04_hq_fixes	
9th War Area [7518]	HQ type 75 -> 76; experience 30 -> 55; morale 30 -> 60	04_hq_fixes	Hsueh Yueh
Lusu War Area [7519]	HQ type 75 -> 76; experience 30 -> 35; morale 30 -> 45	04_hq_fixes	
Jingcha War Area [7522]	HQ type 75 -> 76; experience 30 -> 35; morale 30 -> 45	04_hq_fixes	
Y' Force [119]	HQ type 75 -> 76	04_hq_fixes	
X' Force [122]	HQ type 101 -> 104	04_hq_fixes	Stock 101: keep command type, radius 4
1st Group [7525]	HQ type 1 -> 3; experience 30 -> 40; morale 60 -> 70	03_china_oob	Group Armies (corps-level) exist in stock at radius 1: raise to 3 and +10 exp/morale so the layer does something
2nd Group [7526]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
3rd Group [7527]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
4th Group [7528]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
5th Group [7529]	HQ type 1 -> 3; experience 40 -> 50; morale 40 -> 50	03_china_oob	
6th Group [7530]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
7th Group [7531]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
8th Group [7532]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
9th Group [7533]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	

Item [slot]	Change	Sheet	Note
10th Group [7534]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
11th Group [7535]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
12th Group [7536]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
13th Group [7537]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
14th Group [7538]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
15th Group [7539]	HQ type 1 -> 3; experience 30 -> 40; morale 50 -> 60	03_china_oob	
16th Group [7542]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
17th Group [7543]	HQ type 1 -> 3; experience 30 -> 40; morale 50 -> 60	03_china_oob	
18th Group [7544]	HQ type 1 -> 3; experience 40 -> 50; morale 50 -> 60	03_china_oob	CCP 18th Group Army
19th Group [7545]	HQ type 1 -> 3; experience 60 -> 65; morale 50 -> 60	03_china_oob	
20th Group [7546]	HQ type 1 -> 3; experience 30 -> 40; morale 50 -> 60	03_china_oob	
21st Group [7547]	HQ type 1 -> 3; experience 30 -> 40; morale 50 -> 60	03_china_oob	
22nd Group [7548]	HQ type 1 -> 3; experience 30 -> 40; morale 50 -> 60	03_china_oob	
23rd Group [7549]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
24th Group [7551]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
25th Group [7553]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
26th Group [7554]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
27th Group [7555]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
28th Group [7556]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
29th Group [7557]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
30th Group [7558]	HQ type 1 -> 3; experience 30 -> 40; morale 50 -> 60	03_china_oob	
31st Group [7559]	HQ type 1 -> 3; morale 60 -> 65	03_china_oob	Tang En-po: already 60/60
32nd Group [7560]	HQ type 1 -> 3; experience 30 -> 40; morale 30 -> 40	03_china_oob	
33rd Group [7561]	HQ type 1 -> 3; experience 30 -> 40; morale 35 -> 45	03_china_oob	

Item [slot]	Change	Sheet	Note
34th Group [7562]	HQ type 1 -> 3; experience 30 -> 40; morale 50 -> 60	03_china_oob	
35th Group [7563]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
36th Group [7564]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
37th Group [7565]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
38th Group [7566]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
39th Group [7567]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
40th Group [7568]	HQ type 1 -> 3; experience 50 -> 60; morale 50 -> 60	03_china_oob	
China Command [106]	HQ type 109 -> 108	51_intensity	
NCAC [118]	HQ type 75 -> 74	51_intensity	
Y' Force [119]	HQ type 76 -> 75	51_intensity	
Red Chinese [129]	HQ type 76 -> 75	51_intensity	
Chinese Area Army [2661]	HQ type 75 -> 74	51_intensity	
CCAHQ [7509]	HQ type 109 -> 108	51_intensity	
1st War Area [7510]	HQ type 76 -> 75	51_intensity	
2nd War Area [7511]	HQ type 76 -> 75	51_intensity	
3rd War Area [7512]	HQ type 76 -> 75	51_intensity	
4th War Area [7513]	HQ type 76 -> 75	51_intensity	
5th War Area [7514]	HQ type 76 -> 75	51_intensity	
6th War Area [7515]	HQ type 76 -> 75	51_intensity	
7th War Area [7516]	HQ type 76 -> 75	51_intensity	
8th War Area [7517]	HQ type 76 -> 75	51_intensity	
9th War Area [7518]	HQ type 76 -> 75	51_intensity	
Lusu War Area [7519]	HQ type 76 -> 75	51_intensity	
11th War Area [7520]	HQ type 75 -> 74	51_intensity	

Item [slot]	Change	Sheet	Note
12th War Area [7521]	HQ type 75 -> 74	51_intensity	
Jingcha War Area [7522]	HQ type 76 -> 75	51_intensity	
1st Front [7523]	HQ type 75 -> 74	51_intensity	
3rd Front [7524]	HQ type 75 -> 74	51_intensity	
Central Reserve [7540]	HQ type 76 -> 75	51_intensity	
11th War Area [7520]	location 88 -> 83; location 37 -> 41	66_china_review	11th and 12th War Area HQs of June 1945 both appeared at Yenan; to Sian and Lanchow
12th War Area [7521]	location 88 -> 81; location 37 -> 34	66_china_review	
9th Group [7533]	leader none -> Kuan, Lin-cheng	73_chinese_command	The Chinese HQs that had no commander get the man who held them; stock's officers are used where they exist. 9th Group Army: Kuan Lin-cheng
11th Group [7535]	leader Li, Pin-hsien -> Sung, Hsi-lien	73_chinese_command	11th Group Army: Sung Hsi-lien (stock had Li Pin-hsien, who commanded the 21st)
21st Group [7547]	leader none -> Li, Pin-hsien	73_chinese_command	21st Group Army: Li Pin-hsien
12th Group [7536]	leader none -> Yu, Han-mou	73_chinese_command	12th Group Army: Yu Han-mou, who held it with the 7th War Area
13th Group [7537]	leader none -> Wang, Ching-kuo	73_chinese_command	13th Group Army: Wang Ching-kuo
16th Group [7542]	leader none -> Hsia, Wei	73_chinese_command	16th Group Army: Hsia Wei
22nd Group [7548]	leader Wang, Tsan-hsu -> Sun, Zhen	73_chinese_command	22nd Group Army: Sun Chen (stock had Wang Tsan-hsu, who commanded the 29th)
29th Group [7557]	leader none -> Wang, Tsan-hsu	73_chinese_command	29th Group Army: Wang Tsan-hsu
25th Group [7553]	leader none -> Li, Chueh	73_chinese_command	25th Group Army: Li Chueh
33rd Group [7561]	leader none -> Feng, Chih-an	73_chinese_command	33rd Group Army: Feng Chih-an, after Chang Tzu-chung's death in 1940
34th Group [7562]	leader none -> Hu, Tsung-nan	73_chinese_command	34th Group Army: Hu Tsung-nan
35th Group [7563]	leader none -> Teng, Lung-kuang	73_chinese_command	35th Group Army: Teng Lung-kuang
40th Group [7568]	leader none -> Ma, Pu-Fang	73_chinese_command	40th Group Army: Ma Pu-fang
1st War Area [7510]	leader Hu, Tsung-nan -> Wei, Li-huang	73_chinese_command	1st War Area: Wei Li-huang, who held it with the 14th Group Army until 1942; Hu Tsung-nan takes it in 1944 by the player's hand
11th War Area [7520]	leader none -> Sun, Lien-chung	73_chinese_command	11th War Area (1945): Sun Lien-chung
12th War Area [7521]	leader none -> Fu, Tso-yi	73_chinese_command	12th War Area (1945): Fu Tso-yi
14th Group [7538]	leader Wei, Li-huang -> none	116_editor_compliance	Editor 3.8: Wei, Li-huang commands 1st War Area; this record copied him from its template, the game assigns its own leader

Item [slot]	Change	Sheet	Note
12th Group [7536]	leader Yu, Han-mou -> none	116_editor_compliance	Editor 3.8: Yu, Han-mou commands 7th War Area; this record copied him from its template, the game assigns its own leader
2nd Group [7526]	leader Sun, Lien-chung -> none	116_editor_compliance	Editor 3.8: Sun, Lien-chung commands 11th War Area; this record copied him from its template, the game assigns its own leader
7th Group [7531]	leader Fu, Tso-yi -> none	116_editor_compliance	Editor 3.8: Fu, Tso-yi commands 12th War Area; this record copied him from its template, the game assigns its own leader
CAF HQ [194]	devices: none 24->12	121_air_support	

Ground forces (349)

Item [slot]	Change	Sheet	Note
74th Chinese [7694]	experience 35 -> 55; morale 35 -> 65	03_china_oob	Central Army tier: exp 35->55 morale 35->65 (74th: best NRA corps)
18th Chinese [7592]	experience 35 -> 55; morale 40 -> 65	03_china_oob	Chen Cheng's own corps
10th Chinese [7582]	experience 35 -> 55; morale 35 -> 65	03_china_oob	Hengyang 44
2nd Chinese [7572]	experience 35 -> 55; morale 35 -> 65	03_china_oob	
4th Chinese [7574]	experience 35 -> 50; morale 35 -> 60	03_china_oob	
8th Chinese [7579]	experience 35 -> 55; morale 35 -> 65	03_china_oob	
14th Chinese [7588]	experience 35 -> 55	03_china_oob	
13th Chinese [7587]	experience 35 -> 50	03_china_oob	Tang En-po group
20th Chinese [7594]	experience 35 -> 50; morale 35 -> 60	03_china_oob	
37th Chinese [7623]	experience 35 -> 50; morale 35 -> 60	03_china_oob	
52nd Chinese [7651]	experience 30 -> 55; morale 30 -> 65	03_china_oob	Y Force US-equipped 43
53rd Chinese [7652]	experience 35 -> 50; morale 35 -> 60	03_china_oob	
54th Chinese [7653]	experience 35 -> 55; morale 35 -> 65	03_china_oob	
100th Chinese [7748]	experience 40 -> 50; morale 40 -> 60	03_china_oob	
99th Chinese [7747]	experience 35 -> 45; morale 35 -> 55	03_china_oob	
1st New Chinese [7762]	experience 50 -> 60; morale 35 -> 75	03_china_oob	Sun Li-jen (X Force)
22nd New Chinese [7798]	experience 30 -> 55; morale 30 -> 70	03_china_oob	Liao Yao-hsiang (X Force)

Item [slot]	Change	Sheet	Note
38th New Chinese [7811]	experience 50 -> 60; morale 30 -> 70	03_china_oob	
28th New Chinese [7809]	morale 30 -> 60	03_china_oob	
39th New Chinese [7810]	morale 30 -> 60	03_china_oob	
36th Chinese [7799]	experience 50 -> 55; morale 60 -> 65	03_china_oob	Salween front
200th Chinese [7796]	experience 30 -> 55; morale 30 -> 70	03_china_oob	Mechanised 200th Div
12th Chinese [7584]	experience 35 -> 40; morale 35 -> 45	03_china_oob	Standard/provincial tier: 35/35 -> 40/45
15th Chinese [7589]	experience 30 -> 40; morale 20 -> 45	03_china_oob	
16th Chinese [7590]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
17th Chinese [7591]	experience 30 -> 40; morale 20 -> 45	03_china_oob	
19th Chinese [7593]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
21st Chinese [7601]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
22nd Chinese [7602]	experience 30 -> 40; morale 20 -> 45	03_china_oob	
23rd Chinese [7603]	experience 30 -> 40; morale 20 -> 45	03_china_oob	
24th Chinese [7604]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
25th Chinese [7605]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
26th Chinese [7606]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
27th Chinese [7607]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
28th Chinese [7608]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
29th Chinese [7609]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
30th Chinese [7610]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
31st Chinese [7614]	experience 35 -> 45; morale 35 -> 55	03_china_oob	Kwangsi: good morale, poor equipment
32nd Chinese [7618]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
33rd Chinese [7619]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
34th Chinese [7620]	experience 35 -> 40; morale 35 -> 45	03_china_oob	

Item [slot]	Change	Sheet	Note
35th Chinese [7621]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
38th Chinese [7624]	morale 35 -> 45	03_china_oob	
39th Chinese [7625]	experience 30 -> 40; morale 20 -> 45	03_china_oob	
40th Chinese [7626]	morale 35 -> 45	03_china_oob	
41st Chinese [7633]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
42nd Chinese [7634]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
43rd Chinese [7635]	experience 30 -> 40; morale 20 -> 45	03_china_oob	
44th Chinese [7636]	morale 35 -> 45	03_china_oob	
45th Chinese [7637]	morale 35 -> 45	03_china_oob	
46th Chinese [7638]	experience 30 -> 45; morale 30 -> 55	03_china_oob	Kwangsi
47th Chinese [7639]	morale 35 -> 45	03_china_oob	
48th Chinese [7640]	morale 35 -> 45	03_china_oob	
50th Chinese [7642]	morale 35 -> 45	03_china_oob	
51st Chinese [7650]	experience 30 -> 40; morale 20 -> 45	03_china_oob	
55th Chinese [7654]	morale 35 -> 45	03_china_oob	
56th Chinese [7655]	morale 35 -> 45	03_china_oob	
57th Chinese [7656]	experience 30 -> 40; morale 30 -> 45	03_china_oob	
58th Chinese [7657]	morale 35 -> 45	03_china_oob	
59th Chinese [7658]	experience 35 -> 40; morale 35 -> 45	03_china_oob	
115th Red Chinese [7644]	experience 50 -> 55	03_china_oob	8th Route Army
120th Red Chinese [7645]	experience 50 -> 55	03_china_oob	
129th Red Chinese [7646]	experience 50 -> 55	03_china_oob	
Shansi Guerrillas [5078]	added at off map, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> Red Chinese; experience 55 -> 40; morale 80 -> 75; suffix 71 -> 70; location 88 -> 91; location 37 -> 40; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0;	03_china_oob	Guerrilla brigades start INSIDE Japanese-held cities: static + permanently restricted. They force the garrison requirement to be honoured and bleed unsupported garrisons

Item [slot]	Change	Sheet	Note
Hopei Guerrillas [5147]	added at off map, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> Red Chinese; experience 55 -> 40; morale 80 -> 75; suffix 71 -> 70; location 88 -> 95; location 37 -> 41; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0;	03_china_oob	
Shantung Guerrillas [5157]	added at off map, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> Red Chinese; experience 55 -> 40; morale 80 -> 75; suffix 71 -> 70; location 88 -> 93; location 37 -> 44; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0;	03_china_oob	
Kiangsu Guerrillas [5159]	added at off map, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> Red Chinese; experience 55 -> 40; morale 80 -> 75; suffix 71 -> 70; location 88 -> 91; location 37 -> 47; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0;	03_china_oob	New 4th Army area
Anhwei Guerrillas [5222]	added at off map, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> Red Chinese; experience 55 -> 40; morale 80 -> 75; suffix 71 -> 70; location 37 -> 52; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0; toe6 8 -> 0; toedev	03_china_oob	
Chekiang Guerrillas [5233]	added at off map, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> 3rd War Area; experience 55 -> 40; morale 80 -> 70; suffix 71 -> 70; location 88 -> 90; location 37 -> 55; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0;	03_china_oob	Nationalist guerrillas (3rd WA)
Honan Guerrillas [5234]	added at Tsiaotso, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> 1st War Area; experience 55 -> 40; morale 80 -> 70; suffix 71 -> 70; location 88 -> 89; location 37 -> 44; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0	03_china_oob	
Hupeh Guerrillas [5259]	added at Tsaoyang, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> 5th War Area; experience 55 -> 40; morale 80 -> 70; suffix 71 -> 70; location 88 -> 86; location 37 -> 48; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0	03_china_oob	
Kwangtung Guerrillas [5326]	added at off map, arrives 0; cloned from 115th Red Chinese; attached HQ 18th Group -> 7th War Area; experience 55 -> 40; morale 80 -> 70; suffix 71 -> 70; location 88 -> 77; location 37 -> 59; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0;	03_china_oob	East River column
74th Chinese [7694]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
10th Chinese [7582]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
8th Chinese [7579]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
99th Chinese [7747]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
2nd Chinese [7572]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
18th Chinese [7592]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem

Item [slot]	Change	Sheet	Note
52nd Chinese [7651]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
53rd Chinese [7652]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
54th Chinese [7653]	TOE upgrade 0 -> 2652	03_china_oob	Y Force / lend-lease: upgrade path to TOE 2652 (US-pattern corps: 837 rifle sqds, 36 75mm, 54 mortars) from 1 Jun 43. Fills only from the Allied pool; the shell is the upgrade itself, so no new unit and no naming problem
2nd Chinese [7572]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	Corps of the active war areas (3rd, 4th, 5th, 6th, 7th, 9th, Central Reserve) lose the static flag: they stay permanently attached to their war area, so Chungking cannot pool them, but they can march, counterattack and be counterattacked (09f)
4th Chinese [7574]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
7th Chinese [7578]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
8th Chinese [7579]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
10th Chinese [7582]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
12th Chinese [7584]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
13th Chinese [7587]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
14th Chinese [7588]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
18th Chinese [7592]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
21st Chinese [7601]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
24th Chinese [7604]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
25th Chinese [7605]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
26th Chinese [7606]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
28th Chinese [7608]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
29th Chinese [7609]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
30th Chinese [7610]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
31st Chinese [7614]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
32nd Chinese [7618]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
37th Chinese [7623]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
39th Chinese [7625]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
41st Chinese [7633]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
44th Chinese [7636]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
45th Chinese [7637]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
46th Chinese [7638]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
49th Chinese [7641]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
50th Chinese [7642]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
52nd Chinese [7651]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
53rd Chinese [7652]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
54th Chinese [7653]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
55th Chinese [7654]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
56th Chinese [7655]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
58th Chinese [7657]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
59th Chinese [7658]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
60th Chinese [7659]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	

Item [slot]	Change	Sheet	Note
62nd Chinese [7665]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
63rd Chinese [7666]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
64th Chinese [7667]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
65th Chinese [7668]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
9th Prov Chinese [7670]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
67th Chinese [7672]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
68th Chinese [7676]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
70th Chinese [7678]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
71st Chinese [7691]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
72nd Chinese [7692]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
73rd Chinese [7693]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
74th Chinese [7694]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
75th Chinese [7695]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
77th Chinese [7697]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
78th Chinese [7698]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
79th Chinese [7707]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
84th Chinese [7721]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
85th Chinese [7722]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
86th Chinese [7723]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
87th Chinese [7724]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
88th Chinese [7731]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
90th Chinese [7733]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
92nd Chinese [7735]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
94th Chinese [7738]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
95th Chinese [7739]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
97th Chinese [7742]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
99th Chinese [7747]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
100th Chinese [7748]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
1st Chinese Cavalry [7751]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
3rd Chinese Cavalry [7752]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
5th Chinese Cavalry [7754]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
1/1st Chinese Cav [7757]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
2/1st Chinese Cav [7758]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
3/1st Chinese Cav [7759]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
2nd Prov Chinese [7770]	attribute 5 (static, restricted) -> 4 (restricted)	36_china	
58th (Yunnan) [7657]	name 58th Chinese -> 58th (Yunnan)	37_depth	Provincial armies named as such (09f-6)
60th (Yunnan) [7659]	name 60th Chinese -> 60th (Yunnan)	37_depth	
93rd (Yunnan) [7736]	name 93rd Chinese -> 93rd (Yunnan)	37_depth	
31st (Kwangsi) [7614]	name 31st Chinese -> 31st (Kwangsi)	37_depth	
46th (Kwangsi) [7638]	name 46th Chinese -> 46th (Kwangsi)	37_depth	
48th (Kwangsi) [7640]	name 48th Chinese -> 48th (Kwangsi)	37_depth	
84th (Kwangsi) [7721]	name 84th Chinese -> 84th (Kwangsi)	37_depth	
62nd (Kwangtung) [7665]	name 62nd Chinese -> 62nd (Kwangtung)	37_depth	
63rd (Kwangtung) [7666]	name 63rd Chinese -> 63rd (Kwangtung)	37_depth	

Item [slot]	Change	Sheet	Note
64th (Kwangtung) [7667]	name 64th Chinese -> 64th (Kwangtung)	37_depth	
65th (Kwangtung) [7668]	name 65th Chinese -> 65th (Kwangtung)	37_depth	
66th (Kwangtung) [7808]	name 66th Chinese -> 66th (Kwangtung)	37_depth	
20th (Szechwan) [7594]	name 20th Chinese -> 20th (Szechwan)	37_depth	
21st (Szechwan) [7601]	name 21st Chinese -> 21st (Szechwan)	37_depth	
22nd (Szechwan) [7602]	name 22nd Chinese -> 22nd (Szechwan)	37_depth	
23rd (Szechwan) [7603]	name 23rd Chinese -> 23rd (Szechwan)	37_depth	
24th (Szechwan) [7604]	name 24th Chinese -> 24th (Szechwan)	37_depth	
29th (Szechwan) [7609]	name 29th Chinese -> 29th (Szechwan)	37_depth	
41st (Szechwan) [7633]	name 41st Chinese -> 41st (Szechwan)	37_depth	
44th (Szechwan) [7636]	name 44th Chinese -> 44th (Szechwan)	37_depth	
45th (Szechwan) [7637]	name 45th Chinese -> 45th (Szechwan)	37_depth	
47th (Szechwan) [7639]	name 47th Chinese -> 47th (Szechwan)	37_depth	
67th (Szechwan) [7672]	name 67th Chinese -> 67th (Szechwan)	37_depth	
58th (Yunnan) [7657]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	58th (Yunnan) and the other provincial corps of sheet 37
60th (Yunnan) [7659]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
93rd (Yunnan) [7736]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
31st (Kwangsi) [7614]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
46th (Kwangsi) [7638]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
48th (Kwangsi) [7640]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
84th (Kwangsi) [7721]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
62nd (Kwangtung) [7665]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
63rd (Kwangtung) [7666]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
64th (Kwangtung) [7667]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
65th (Kwangtung) [7668]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	

Item [slot]	Change	Sheet	Note
66th (Kwangtung) [7808]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
20th (Szechwan) [7594]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
21st (Szechwan) [7601]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
22nd (Szechwan) [7602]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
23rd (Szechwan) [7603]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
24th (Szechwan) [7604]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
29th (Szechwan) [7609]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
41st (Szechwan) [7633]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
44th (Szechwan) [7636]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
45th (Szechwan) [7637]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
47th (Szechwan) [7639]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
67th (Szechwan) [7672]	device Chinese Inf Squad replaced by Chinese Prov Squad (0 record, 0 device slots)	42_command_and_quality	
Nationalist Govt [7630]	added at Chungking, arrives 0; cloned from 7644; experience 55 -> 30; morale 80 -> 50; suffix 71 -> 0; location 88 -> 76; location 37 -> 45; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0; toe6 8 -> 0; toedev6 65 -> 0; toe7 210 -> 0; toedev	52_liabilities	
New 4th Army [6087]	added at Hwaiyin, arrives 0; cloned from 7644; attached HQ 18th Group -> Red Chinese; suffix 71 -> 70; location 88 -> 92; location 37 -> 50; toe1 243 -> 0; toedev1 1301 -> 0; toe2 18 -> 0; toedev2 1314 -> 0; toedev3 1337 -> 0; toe4 12 -> 0; toedev4 1336 -> 0; toedev5 1333 -> 0; toe6 8 -> 0; toedev6 65 -> 0; toe7 210 -> 0; toedev	66_china_review	The New 4th Army, the Communist force of the Yangtze delta and northern Kiangsu (100,000 men by 1944), absent from stock; static and permanently restricted at Hwaiyin on the 8th Route Army pattern
1st Artillery [7829]	experience 0 -> 40; morale 0 -> 50	66_china_review	The Central Reserve's five artillery regiments, two heavy mortar regiments, two AA and two anti-tank regiments at Chungking carried 0/0
7th Artillery [7830]	experience 0 -> 40; morale 0 -> 50	66_china_review	
18th Artillery [7831]	experience 0 -> 40; morale 0 -> 50	66_china_review	

Item [slot]	Change	Sheet	Note
20th Artillery [7832]	experience 0 -> 40; morale 0 -> 50	66_china_review	
22nd Artillery [7833]	experience 0 -> 40; morale 0 -> 50	66_china_review	
3rd Heavy Mortar [7834]	experience 0 -> 40; morale 0 -> 50	66_china_review	
4th Heavy Mortar [7835]	experience 0 -> 40; morale 0 -> 50	66_china_review	
41st [7836]	experience 0 -> 40; morale 0 -> 50	66_china_review	
49th [7837]	experience 0 -> 40; morale 0 -> 50	66_china_review	
57th [7828]	experience 0 -> 40; morale 0 -> 50	66_china_review	
56th [7838]	experience 0 -> 40; morale 0 -> 50	66_china_review	
8th Route Army [7647]	location 87 -> 88; location 43 -> 37	66_china_review	8th Route Army from Loyang, inside the Nationalist 1st War Area, to Yenan with the other Communist units
66th (Kwangtung) [7808]	location 77 -> 79; location 59 -> 57; devices: +301x Chinese Rifle Sqd 41, +24x MMG Section, +8x 37mm AT Gun, +24x 82mm Type 20 Mortar, +6x 75mm Mountain Gun, +27x Chinese Labor Sect, +397x Support, -36x Chinese Labor Sect, -872x Support	66_china_review	66th Corps arrived on 15 December 1941 at Japanese-held Canton on the 837-squad US-pattern establishment; now at Kukong on the standard corps establishment, still leaving for Burma on its date
200th Chinese [7796]	devices: +12x T-26S Light Tank	66_china_review	200th Division, the mechanised division, gets the twelve T-26 light tanks it still had
129th Red Chinese [7646]	leader none -> Liu, Bochang	71_leaders	129th Division under Liu Bocheng
New 4th Army [6087]	leader none -> Chen, Yi	73_chinese_command	New 4th Army: Chen Yi
5th Chinese [7795]	leader none -> Tu, Yu-ming	73_chinese_command	5th Army at Tsuyung: Tu Yu-ming, Toungoo and the retreat through the Hukawng
Shansi Guerrillas [5078]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
Hopei Guerrillas [5147]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
Shantung Guerrillas [5157]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
Kiangsu Guerrillas [5159]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
Anhwei Guerrillas [5222]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
Chekiang Guerrillas [5233]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
Honan Guerrillas [5234]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered

Item [slot]	Change	Sheet	Note
Hupeh Guerrillas [5259]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
Kwangtung Guerrillas [5326]	attribute 5 (static, restricted) -> 4 (restricted)	83_draft47_economy	Guerrillas mobile and permanently restricted: they withdraw when the garrison attacks and re-enter when it leaves. Static, they were thrown out of every city by turn three of the 1.1 PBEM and one surrendered
20th (Szechwan) [7594]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	C6: provincial corps (Szechwan, Kwangsi, Yunnan, Kwangtung); the 66th is American-equipped and stays
21st (Szechwan) [7601]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
22nd (Szechwan) [7602]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
23rd (Szechwan) [7603]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
24th (Szechwan) [7604]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
29th (Szechwan) [7609]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
31st (Kwangsi) [7614]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
41st (Szechwan) [7633]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
44th (Szechwan) [7636]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
45th (Szechwan) [7637]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
46th (Kwangsi) [7638]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
47th (Szechwan) [7639]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
48th (Kwangsi) [7640]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
58th (Yunnan) [7657]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
60th (Yunnan) [7659]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
62nd (Kwangtung) [7665]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
63rd (Kwangtung) [7666]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
64th (Kwangtung) [7667]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
65th (Kwangtung) [7668]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
67th (Szechwan) [7672]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
84th (Kwangsi) [7721]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
93rd (Yunnan) [7736]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	85_devices	
Chinese (Provincial) [2439]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	86_ships_toes	(template Chinese (Provincial), HQtype 0, addressed by slot 2439 through the lcu view)
20th (Szechwan) [7594]	TOE 2643 -> 2439	86_ships_toes	T1: units repointed
21st (Szechwan) [7601]	TOE 2643 -> 2439	86_ships_toes	
24th (Szechwan) [7604]	TOE 2643 -> 2439	86_ships_toes	
29th (Szechwan) [7609]	TOE 2643 -> 2439	86_ships_toes	
31st (Kwangsi) [7614]	TOE 2643 -> 2439	86_ships_toes	
41st (Szechwan) [7633]	TOE 2643 -> 2439	86_ships_toes	
44th (Szechwan) [7636]	TOE 2643 -> 2439	86_ships_toes	
45th (Szechwan) [7637]	TOE 2643 -> 2439	86_ships_toes	

Item [slot]	Change	Sheet	Note
46th (Kwangsi) [7638]	TOE 2643 -> 2439	86_ships_toes	
47th (Szechwan) [7639]	TOE 2643 -> 2439	86_ships_toes	
48th (Kwangsi) [7640]	TOE 2643 -> 2439	86_ships_toes	
58th (Yunnan) [7657]	TOE 2643 -> 2439	86_ships_toes	
60th (Yunnan) [7659]	TOE 2643 -> 2439	86_ships_toes	
62nd (Kwangtung) [7665]	TOE 2643 -> 2439	86_ships_toes	
63rd (Kwangtung) [7666]	TOE 2643 -> 2439	86_ships_toes	
64th (Kwangtung) [7667]	TOE 2643 -> 2439	86_ships_toes	
65th (Kwangtung) [7668]	TOE 2643 -> 2439	86_ships_toes	
67th (Szechwan) [7672]	TOE 2643 -> 2439	86_ships_toes	
84th (Kwangsi) [7721]	TOE 2643 -> 2439	86_ships_toes	
93rd (Yunnan) [7736]	TOE 2643 -> 2439	86_ships_toes	
Chinese Light (Prov) [2440]	device Chinese Rifle Sqd 41 replaced by Chinese Prov Squad (1 record, 1 device slots)	86_ships_toes	(template Chinese Light (Prov), HQtype 0, addressed by slot 2440 through the Icu view)
22nd (Szechwan) [7602]	TOE 2648 -> 2440	86_ships_toes	T1: units repointed
23rd (Szechwan) [7603]	TOE 2648 -> 2440	86_ships_toes	
10th Artillery 15cm [6350]	added at Changsha, arrives 0; cloned from 7829; attached HQ Central Reserve -> 9th War Area; location 76 -> 82; location 45 -> 52; devices: +12x 150mm sFH 18 How, +24x Support	88_artillery_engineers	A3: the 10th Artillery Regiment, 15cm sFH 18 howitzers, with the 9th War Area at Changsha; the Allied 155mm howitzer record takes no replacements after 1942, as the sFH 18s never did
14th Artillery 15cm [6351]	added at Chungking, arrives 0; cloned from 7829; devices: +12x 150mm sFH 18 How, +24x Support	88_artillery_engineers	A3: the 14th Artillery Regiment with the Central Reserve
22nd New Chinese [7798]	TOE upgrade 0 -> 2443	100_squads	I2: 22nd New Chinese to the X Force template
30th Chinese [7610]	TOE upgrade 0 -> 2443	100_squads	
38th Chinese [7624]	TOE upgrade 0 -> 2443	100_squads	
14th Chinese [7588]	TOE upgrade 0 -> 2443	100_squads	
50th Chinese [7642]	TOE upgrade 0 -> 2443	100_squads	
5th Chinese [7795]	TOE upgrade 0 -> 2470	100_squads	I2: 5th Chinese and the other Salween divisions to the Y Force template
200th Chinese [7796]	TOE upgrade 0 -> 2470	100_squads	

Item [slot]	Change	Sheet	Note
96th Chinese [7797]	TOE upgrade 0 -> 2470	100_squads	
36th Chinese [7799]	TOE upgrade 0 -> 2470	100_squads	
88th Chinese [7800]	TOE upgrade 0 -> 2470	100_squads	
2nd Reserve [7801]	TOE upgrade 0 -> 2470	100_squads	
54th Chinese [7653]	TOE upgrade 2652 -> 2470	100_squads	
36th Chinese [7622]	TOE upgrade 0 -> 2470	100_squads	
76th Chinese [7696]	TOE upgrade 0 -> 2470	100_squads	
87th Chinese [7724]	TOE upgrade 0 -> 2470	100_squads	
88th Chinese [7731]	TOE upgrade 0 -> 2470	100_squads	
9th Chinese [7580]	TOE upgrade 0 -> 2470	100_squads	
82nd Chinese [7719]	TOE upgrade 0 -> 2470	100_squads	
8th Route Army [7647]	devices: x Chinese Rifle Sqd 41 -> x CCP Rifle Squad	112_ground_devices	B8: the 8th Route Army on the Communist squad; its 45mm anti-tank guns and anti-aircraft machine guns come out
8th Route Army [7647]	devices: -8x 45mm AT Gun	112_ground_devices	
8th Route Army [7647]	devices: -12x 12.7mm AAMG	112_ground_devices	
New 4th Army [6087]	devices: x Chinese Rifle Sqd 41 -> x CCP Rifle Squad	112_ground_devices	B8: the New 4th Army
3rd Heavy Mortar [7834]	devices: 48x 82mm Mortar -> 24x 150mm Type 33 Mortar	112_ground_devices	B9: the 3rd and 4th Heavy Mortar regiments at 24 150mm mortars in place of 48 82mm
4th Heavy Mortar [7835]	devices: 48x 82mm Mortar -> 24x 150mm Type 33 Mortar	112_ground_devices	
Nationalist Govt [7630]	toe2 0 -> 1; devices: +1x Chinese Garrison	115_static_china	the Nationalist Government at Chungking: one Chinese Garrison item (static device) so the unit cannot move, as the seat of government is meant not to
8th Route Army [7647]	leader Chen, Yi -> none	116_editor_compliance	Editor 3.8: Chen, Yi commands New 4th Army; this record copied him from its template, the game assigns its own leader
46th (Kwangsi) [7638]	leader Hsia, Wei -> none	116_editor_compliance	Editor 3.8: Hsia, Wei commands 16th Group; this record copied him from its template, the game assigns its own leader
41st (Szechwan) [7633]	leader Sun, Zhen -> none	116_editor_compliance	Editor 3.8: Sun, Zhen commands 22nd Group; this record copied him from its template, the game assigns its own leader
70th Chinese [7678]	leader Li, Chueh -> none	116_editor_compliance	Editor 3.8: Li, Chueh commands 25th Group; this record copied him from its template, the game assigns its own leader

Item [slot]	Change	Sheet	Note
77th Chinese [7697]	leader Feng, Chih-an -> none	116_editor_compliance	Editor 3.8: Feng, Chih-an commands 33rd Group; this record copied him from its template, the game assigns its own leader
82nd Chinese [7719]	leader Ma, Pu-Fang -> none	116_editor_compliance	Editor 3.8: Ma, Pu-Fang commands 40th Group; this record copied him from its template, the game assigns its own leader
Nationalist Govt [7630]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged
2nd Chinese [7572]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared
8th Chinese [7579]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared
9th Chinese [7580]	TOE 2643 -> 2472; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
10th Chinese [7582]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared
14th Chinese [7588]	TOE 2652 -> 2473; TOE upgrade 2443 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese X Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
18th Chinese [7592]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared
30th Chinese [7610]	TOE 2643 -> 2474; TOE upgrade 2443 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese X Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
36th Chinese [7622]	TOE 2643 -> 2472; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
38th Chinese [7624]	TOE 2643 -> 2474; TOE upgrade 2443 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese X Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
50th Chinese [7642]	TOE 2643 -> 2474; TOE upgrade 2443 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese X Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
52nd Chinese [7651]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared
53rd Chinese [7652]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared
54th Chinese [7653]	TOE 2643 -> 2472; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
74th Chinese [7694]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared

Item [slot]	Change	Sheet	Note
76th Chinese [7696]	TOE 2643 -> 2472; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
82nd Chinese [7719]	TOE 2643 -> 2472; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
87th Chinese [7724]	TOE 2643 -> 2472; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
88th Chinese [7731]	TOE 2643 -> 2472; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
99th Chinese [7747]	TOE 2643 -> 2471; TOE upgrade 2652 -> 0	116_editor_compliance	the Chinese army's re-equipment to US Equipped now runs through its template; the unit-level pointer the engine does not read is cleared
5th Chinese [7795]	TOE 2652 -> 2475; TOE upgrade 2470 -> 0	116_editor_compliance	the Chinese army's re-equipment to Chinese Y Force (LL) now runs through its template; the unit-level pointer the engine does not read is cleared
200th Chinese [7796]	TOE upgrade 2470 -> 0	116_editor_compliance	Editor 3.6.3.1: unit-level Upgrade TOE is not read; this division has no template, and an army-sized target would overfill it (open design item)
96th Chinese [7797]	TOE upgrade 2470 -> 0	116_editor_compliance	Editor 3.6.3.1: unit-level Upgrade TOE is not read; this division has no template, and an army-sized target would overfill it (open design item)
22nd New Chinese [7798]	TOE upgrade 2443 -> 0	116_editor_compliance	Editor 3.6.3.1: unit-level Upgrade TOE is not read; this division has no template, and an army-sized target would overfill it (open design item)
36th Chinese [7799]	TOE upgrade 2470 -> 0	116_editor_compliance	Editor 3.6.3.1: unit-level Upgrade TOE is not read; this division has no template, and an army-sized target would overfill it (open design item)
88th Chinese [7800]	TOE upgrade 2470 -> 0	116_editor_compliance	Editor 3.6.3.1: unit-level Upgrade TOE is not read; this division has no template, and an army-sized target would overfill it (open design item)
2nd Reserve [7801]	TOE upgrade 2470 -> 0	116_editor_compliance	Editor 3.6.3.1: unit-level Upgrade TOE is not read; this division has no template, and an army-sized target would overfill it (open design item)
66th (Kwangtung) [7808]	toedev2 1314 -> 0; toe2 24 -> 0; toedev3 1309 -> 1314; toe3 8 -> 24; toedev4 1306 -> 1309; toe4 24 -> 8; toedev5 1311 -> 1306; toe5 6 -> 24; toedev6 65 -> 1311; toe6 27 -> 6; toedev7 252 -> 0; toe7 397 -> 0; toedev8 0 -> 65; toe8 0 -> 27; toedev9 0 -> 252; toe9 0 -> 397; devices: -24x MMG Section, 8x 57mm AT Gun -> 24x MMG Secti	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E US Equipped so replacements fill the rows the template means
Shansi Guerrillas [5078]	location 91 -> 90; location 40 -> 39	120_register_ready	COV-A2: the nine Chinese guerrilla units start on the base hexes of cities the Japanese hold, sharing the hex with the garrison from turn 1; each moves to the countryside beside its city, which is where the guerrillas were
Hopei Guerrillas [5147]	location 95 -> 94	120_register_ready	COV-A2: Hopei Guerrillas beside Tientsin
Shantung Guerrillas [5157]	location 44 -> 45	120_register_ready	COV-A2: Shantung Guerrillas beside Tsinan
Kiangsu Guerrillas [5159]	location 91 -> 90; location 47 -> 48	120_register_ready	COV-A2: Kiangsu Guerrillas beside Suchow

Item [slot]	Change	Sheet	Note
Anhwei Guerrillas [5222]	location 88 -> 87; location 52 -> 51	120_register_ready	COV-A2: Anhwei Guerrillas beside Anking
Chekiang Guerrillas [5233]	location 90 -> 89; location 55 -> 54	120_register_ready	COV-A2: Chekiang Guerrillas beside Hangchow
Honan Guerrillas [5234]	location 89 -> 88; location 44 -> 43	120_register_ready	COV-A2: Honan Guerrillas beside Kaifeng
Hupeh Guerrillas [5259]	location 86 -> 85; location 48 -> 47	120_register_ready	COV-A2: Hupeh Guerrillas beside Sinyang
Kwangtung Guerrillas [5326]	location 77 -> 76; location 59 -> 58	120_register_ready	COV-A2: Kwangtung Guerrillas beside Canton
Honan Guerrillas [5234]	location 43 -> 42	129_start_positions	Honan Guerrillas: Hsinhsiang (88,43) was a Japanese garrison town from 1938; Tsiaotso, the Chinese-held base next to it. Draft 71 audit: a unit may not start inside a base its enemy holds
98th Chinese [7744]	location 43 -> 42	129_start_positions	98th Chinese: out of Hsinhsiang with the Honan Guerrillas, to Tsiaotso
8th Chinese [7579]	location 82 -> 81	129_start_positions	8th Chinese: Shasi (82,49) Japanese from June 1940, next to Ichang; west into the country
20th (Szechwan) [7594]	location 51 -> 52	129_start_positions	20th (Szechwan): Yochow (83,51) Japanese from November 1938; south toward Changsha
30th Chinese [7610]	location 85 -> 84; location 48 -> 47	129_start_positions	30th Chinese: Suihsien (85,48) Japanese from 1939, next to Sinyang; north-west into the country
48th (Kwangsi) [7640]	location 88 -> 87	129_start_positions	48th (Kwangsi): Tienkiaan (88,50), the Hwainan mines, Japanese from 1938; to Lihwang, the 21st Army Group's headquarters in the Tapieh mountains
83rd Chinese [7720]	location 91 -> 90	129_start_positions	83rd Chinese: Hsinchow (91,39) Japanese from 1937, next to Taiyuan; west into the Luliang mountains
2nd Chinese [7572]	location 82 -> 81	129_start_positions	2nd Chinese: ST1: out of the overstacked hex west of Ichang (82,47: 44,006 men against 35,000) one hex west; 82,47 falls to 78%, 81,47 holds 47%
32nd Chinese [7618]	location 82 -> 81	129_start_positions	32nd Chinese: ST1: with the 2nd Army, one hex west of the overstacked 82,47

Base forces, fortresses and engineers (53)

Item [slot]	Change	Sheet	Note
1st Labor Bde [5368]	added at Chungking, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> China Command; experience 40 -> 30; morale 35 -> 50; TOE 2646 -> 0; suffix 109 -> 100; devices: +24x Engineers, +120x Chinese Labor Sect, +60x Support, +10x Chinese Rifle Sqd 41, -300x Support, -15x Engineers, -1x Sound Detector (C), -2x Obser	03_china_oob	Construction/fort labour corps. Engineers count is what builds; labour sections are cheap engineers
2nd Labor Bde [5369]	added at Kunming, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> China Command; experience 40 -> 30; morale 35 -> 50; TOE 2646 -> 0; suffix 109 -> 100; location 76 -> 69; location 45 -> 48; devices: +24x Engineers, +120x Chinese Labor Sect, +60x Support, +10x Chinese Rifle Sqd 41, -300x Support, -15x Engineer	03_china_oob	
3rd Labor Bde [5383]	added at Chengtu, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> China Command; experience 40 -> 30; morale 35 -> 50; TOE 2646 -> 0; suffix 109 -> 100; location 76 -> 75; location 45 -> 41; devices: +24x Engineers, +120x Chinese Labor Sect, +60x Support, +10x Chinese Rifle Sqd 41, -300x Support, -15x Engineer	03_china_oob	Matterhorn field construction
4th Labor Bde [5402]	added at Changsha, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> 9th War Area; experience 40 -> 30; morale 35 -> 50; TOE 2646 -> 0; suffix 109 -> 100; location 76 -> 82; location 45 -> 52; devices: +24x Engineers, +120x Chinese Labor Sect, +60x Support, +10x Chinese Rifle Sqd 41, -300x Support, -15x Engineer	03_china_oob	

Item [slot]	Change	Sheet	Note
5th Labor Bde [5413]	added at Kweilin, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> 4th War Area; experience 40 -> 30; morale 35 -> 50; TOE 2646 -> 0; suffix 109 -> 100; location 45 -> 54; devices: +24x Engineers, +120x Chinese Labor Sect, +60x Support, +10x Chinese Rifle Sqd 41, -300x Support, -15x Engineers, -1x Sound Detecto	03_china_oob	
1st Fld Hospital (C) [5428]	added at Changsha, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> 9th War Area; morale 35 -> 60; TOE 2646 -> 0; suffix 109 -> 100; location 76 -> 82; location 45 -> 52; devices: +150x Support, -12x 37mm M1A2 AA Gun, -12x 0.5in M2HB AAMG, -100x Aviation Support, -300x Support, -15x Engineers, -1x Sound Detecto	03_china_oob	Chinese field hospitals: support-only units. Disabled elements heal with supply + support + low fatigue (manual 8.2.2), so a support surplus in the base hex shortens recovery for every unit there
2nd Fld Hospital (C) [5472]	added at Chungking, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> China Command; morale 35 -> 60; TOE 2646 -> 0; suffix 109 -> 100; devices: +150x Support, -12x 37mm M1A2 AA Gun, -12x 0.5in M2HB AAMG, -100x Aviation Support, -300x Support, -15x Engineers, -1x Sound Detector (C), -2x Observer Corps, -40x Chin	03_china_oob	
3rd Fld Hospital (C) [5497]	added at Kunming, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> Y' Force; morale 35 -> 60; TOE 2646 -> 0; suffix 109 -> 100; location 76 -> 69; location 45 -> 48; devices: +150x Support, -12x 37mm M1A2 AA Gun, -12x 0.5in M2HB AAMG, -100x Aviation Support, -300x Support, -15x Engineers, -1x Sound Detector (C)	03_china_oob	
4th Fld Hospital (C) [5529]	added at Loyang, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> 1st War Area; morale 35 -> 60; TOE 2646 -> 0; suffix 109 -> 100; location 76 -> 87; location 45 -> 43; devices: +150x Support, -12x 37mm M1A2 AA Gun, -12x 0.5in M2HB AAMG, -100x Aviation Support, -300x Support, -15x Engineers, -1x Sound Detector	03_china_oob	
5th Fld Hospital (C) [5548]	added at Kweilin, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> 4th War Area; morale 35 -> 60; TOE 2646 -> 0; suffix 109 -> 100; location 45 -> 54; devices: +150x Support, -12x 37mm M1A2 AA Gun, -12x 0.5in M2HB AAMG, -100x Aviation Support, -300x Support, -15x Engineers, -1x Sound Detector (C), -2x Observer	03_china_oob	
6th Fld Hospital (C) [5571]	added at Chihkiang, arrives 0; cloned from 1st Chinese; attached HQ Central Reserve -> 6th War Area; morale 35 -> 60; TOE 2646 -> 0; suffix 109 -> 100; location 76 -> 78; location 45 -> 50; devices: +150x Support, -12x 37mm M1A2 AA Gun, -12x 0.5in M2HB AAMG, -100x Aviation Support, -300x Support, -15x Engineers, -1x Sound Detect	03_china_oob	
3rd [7813]	experience 0 -> 35; morale 0 -> 45	66_china_review	The fifteen Chinese construction battalions carried experience 0 and morale 0
7th [7814]	experience 0 -> 35; morale 0 -> 45	66_china_review	
13th [7815]	experience 0 -> 35; morale 0 -> 45	66_china_review	
1st [7816]	experience 0 -> 35; morale 0 -> 45	66_china_review	
2nd [7817]	experience 0 -> 35; morale 0 -> 45	66_china_review	
16th [7818]	experience 0 -> 35; morale 0 -> 45	66_china_review	
4th [7819]	experience 0 -> 35; morale 0 -> 45	66_china_review	
6th [7820]	experience 0 -> 35; morale 0 -> 45	66_china_review	
17th [7821]	experience 0 -> 35; morale 0 -> 45	66_china_review	
11th [7822]	experience 0 -> 35; morale 0 -> 45	66_china_review	
5th [7823]	experience 0 -> 35; morale 0 -> 45	66_china_review	

Item [slot]	Change	Sheet	Note
14th [7824]	experience 0 -> 35; morale 0 -> 45	66_china_review	
8th [7825]	experience 0 -> 35; morale 0 -> 45	66_china_review	
10th [7826]	experience 0 -> 35; morale 0 -> 45	66_china_review	
12th [7827]	experience 0 -> 35; morale 0 -> 45	66_china_review	
Chengchow [7782]	name 10th Chinese -> Chengchow	69_base_force_names	The 25 numbered Chinese base forces named by their city, as the Indies already are; the second Chungking unit is Paishihyi, the capital's airfield
Kukong [7783]	name 11th Chinese -> Kukong	69_base_force_names	
Yenan [7784]	name 12th Chinese -> Yenan	69_base_force_names	
Wuchow [7785]	name 13th Chinese -> Wuchow	69_base_force_names	
Wenchow [7786]	name 14th Chinese -> Wenchow	69_base_force_names	
Sian [7787]	name 15th Chinese -> Sian	69_base_force_names	
Kunming [7788]	name 16th Chinese -> Kunming	69_base_force_names	
Changsha [7789]	name 17th Chinese -> Changsha	69_base_force_names	
Kanhsien [7790]	name 18th Chinese -> Kanhsien	69_base_force_names	
Urumchi [7791]	name 19th Chinese -> Urumchi	69_base_force_names	
Chungking [7773]	name 1st Chinese -> Chungking	69_base_force_names	
Kweiyang [7792]	name 20th Chinese -> Kweiyang	69_base_force_names	
Foochow [7793]	name 21st Chinese -> Foochow	69_base_force_names	
Hami [7794]	name 22nd Chinese -> Hami	69_base_force_names	

Item [slot]	Change	Sheet	Note
Ansi [7802]	name 23rd Chinese -> Ansi	69_base_force_names	
Kiuchuan [7755]	name 24th Chinese -> Kiuchuan	69_base_force_names	
Zunyi [7807]	name 25th Chinese -> Zunyi	69_base_force_names	
Kweilin [7774]	name 2nd Chinese -> Kweilin	69_base_force_names	
Chengtu [7775]	name 3rd Chinese -> Chengtu	69_base_force_names	
Paishihyi [7776]	name 4th Chinese -> Paishihyi	69_base_force_names	
Sining [7777]	name 5th Chinese -> Sining	69_base_force_names	
Kungchang [7778]	name 6th Chinese -> Kungchang	69_base_force_names	
Liuchow [7779]	name 7th Chinese -> Liuchow	69_base_force_names	
Lanchow [7780]	name 8th Chinese -> Lanchow	69_base_force_names	
Nanning [7781]	name 9th Chinese -> Nanning	69_base_force_names	
Hami [7794]	devices: +4x 3in M3 AA Gun, +4x 37mm M1A2 AA Gun, +4x 0.5in M2HB AAMG, +30x Aviation Support, +10x Chinese Labor Sect, +1x Sound Detector (C), +2x Observer Corps, +80x Chinese Rifle Sqd 41, +100x Support	89_support	C6: the support its template (2647) gives every other unit on it
Hami [7794]	toedev5 65 -> 252; toe5 10 -> 100; toedev6 1319 -> 65; toe6 1 -> 10; toedev7 1049 -> 1319; toe7 2 -> 1; toedev8 1301 -> 1049; toe8 80 -> 2; toedev9 252 -> 1301; toe9 100 -> 80; devices: 10x Chinese Labor Sect -> 100x Support, 1x Sound Detector (C) -> 10x Chinese Labor Sect, 2x Observer Corps -> 1x Sound Detector (C), 80x Chinese	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E CHINESE AF so replacements fill the rows the template means

Air groups (4)

Item [slot]	Change	Sheet	Note
CAF Training Wing [268]	added, I-16-III x24, arrives 420601; cloned from 11th FG/41st FS CAF; location 1089 -> 1101; arrival 411206 -> 420601; experience 40 -> 25; morale 0 -> 55; attribute 0 (mobile) -> 8 (convoy); planes 2 -> 24; max planes 12 -> 24	17_training_groups	Chinese Air Force training on the I-16s at Kunming/Yunnanyi
8th BG/33rd BS CAF [2506]	upgrade B-24M Liberator -> B-24N Liberator	40_variant_paths	8th BG/33rd BS CAF: next model B-24N Liberator (was none)
8th BG/34th BS CAF [2507]	upgrade B-24M Liberator -> B-24N Liberator	40_variant_paths	

Item [slot]	Change	Sheet	Note
8th BG/35th BS CAF [2508]	upgrade B-24M Liberator -> B-24N Liberator	40_variant_paths	

Aircraft types (8)

Item [slot]	Change	Sheet	Note
B-24N Liberator [90]	cloned from B-24M Liberator; max speed 278 -> 285; durability 61 -> 62; avail month 7 -> 8; end month 7 -> 0; end year 45 -> 0; build rate 23 -> 20	35_aircraft_variants	Single-tail Liberator, 5,000 ordered and cancelled at the surrender. Branch from the B-24M
B-24N Liberator [90]	upgrade B-24M Liberator -> B-24N Liberator	35_aircraft_variants	
B-24M Liberator [3]	upgrade B-24M Liberator -> B-24N Liberator	35_aircraft_variants	
P-40E Warhawk [14]	service rating 2 -> 3	51_intensity	P-40E Warhawk: service rating 2 -> 3. The 1942 Airacobras, Warhawks and Buffalos flew at half serviceability from the forward strips; a point on the rating multiplies operational losses, and keeping a group near aviation support becomes the difference
DC-3 [7]	pool 6 -> 3	51_intensity	DC-3: starting pool 6 -> 3. Both sides' December 1941 pools halved: the first three months' losses are permanent until production catches up, and an unescorted raid costs something
H81-A3 [12]	pool 18 -> 9	51_intensity	
P-40N Warhawk [15]	band2 15 -> 18; band3 12 -> 14; band4 9 -> 10	120_register_ready	AIR-P2: the Chinese P-40N is the US P-40N-5
F-5E Lightning [9]	durability 39 -> 43; max speed 400 -> 421; ceiling 39000 -> 44000	120_register_ready	AIR-P3: the Chinese F-5E carried an older Lightning's speed, ceiling and durability under the later name; takes the US F-5E's

Leaders (27)

Item [slot]	Change	Sheet	Note
Hsueh, Yueh [19309]	skill 45 -> 62; land 54 -> 68; aggression 39 -> 62; admin 28 -> 45	37_depth	Individual ratings for the China and Burma commanders (09e-4, 09f-1)
Li, Tsung-jen [19334]	skill 43 -> 58; land 54 -> 62; aggression 50 -> 52; admin 42 -> 55	37_depth	
Sun, Li-jen [19212]	skill 40 -> 62; land 43 -> 66; aggression 28 -> 58; admin 45 -> 55	37_depth	
Wei, Li-huang [19460]	skill 44 -> 55; land 42 -> 58; aggression 54 -> 50; admin 40 -> 52	37_depth	
Chen, Cheng [19239]	skill 49 -> 56; land 55 -> 56; aggression 49 -> 48; admin 51 -> 62	37_depth	
Pai, Chung-hsi [19255]	skill 45 -> 60; land 43 -> 64; aggression 28 -> 56; admin 41 -> 58	37_depth	
Chang, Fa-Kuei [19223]	skill 43 -> 50; land 50 -> 52; aggression 39 -> 44; admin 44 -> 42	37_depth	
Tang, En-po [19435]	skill 58 -> 50; land 54 -> 50; aggression 54 -> 46; admin 50 -> 40	37_depth	
Hu, Tsung-nan [19310]	skill 42 -> 40; land 48 -> 42; aggression 40 -> 36; admin 41 -> 48	37_depth	
Ku, Chu-tung [19327]	skill 48 -> 44; land 58 -> 46; aggression 45 -> 38; admin 38 -> 50	37_depth	
Yu, Han-mou [19495]	skill 39 -> 40; land 50 -> 42; aggression 52 -> 40; admin 48 -> 42	37_depth	
Fu, Tso-yi [19281]	skill 46 -> 58; land 45 -> 62; aggression 53 -> 55; admin 35 -> 55	37_depth	
Ho, Ying-shin [19294]	skill 52 -> 48; land 50 -> 44; aggression 52 -> 40; admin 48 -> 62	37_depth	
Lung, Yun [19361]	skill 50 -> 44; land 49 -> 46; aggression 48 -> 38; admin 32 -> 50	37_depth	
Yen, Hsi-shan [19494]	skill 44 -> 42; land 54 -> 44; aggression 54 -> 36; admin 41 -> 56	37_depth	
Wang, Yao-wu [19459]	skill 45 -> 54; land 52 -> 58; aggression 51 -> 52; admin 36 -> 48	37_depth	
Tai, An Lan [19273]	skill 35 -> 55; aggression 42 -> 60; land 37 -> 60	71_leaders	Tai An-lan, 200th Division at Toungoo, rated 35/37
Kuan, Lin-cheng [67]	cloned from Hsueh, Yueh; skill 62 -> 56; land 68 -> 62; air 30 -> 28; surface 14 -> 12; admin 45 -> 50; morale 45 -> 56	73_chinese_command	Kuan Lin-cheng, 9th Group Army 1940-43 (Taierhchuang, the Changsha battles); absent from stock. Cloned from Hsueh Yueh's record for rank and command type
Sung, Hsi-lien [78]	cloned from Hsueh, Yueh; skill 62 -> 52; land 68 -> 58; air 30 -> 26; surface 14 -> 12; admin 45 -> 52; aggression 62 -> 55; morale 45 -> 52	73_chinese_command	Sung Hsi-lien, 11th Group Army on the Salween 1942-44; absent from stock

Item [slot]	Change	Sheet	Note
Chen, Yi [19240]	command type 1 -> 2	116_editor_compliance	Editor 3.8: Chen, Yi commands New 4th Army (a large formation); his leader type now allows it
Fu, Tso-yi [19281]	command type 2 -> 1	116_editor_compliance	Editor 3.8: Fu, Tso-yi commands 12th War Area (an HQ); his leader type now allows it
Wang, Ching-kuo [19464]	command type 2 -> 1	116_editor_compliance	Editor 3.8: Wang, Ching-kuo commands 13th Group (an HQ); his leader type now allows it
Sun, Zhen [19211]	command type 2 -> 1	116_editor_compliance	Editor 3.8: Sun, Zhen commands 22nd Group (an HQ); his leader type now allows it
Li, Chueh [19342]	command type 2 -> 1	116_editor_compliance	Editor 3.8: Li, Chueh commands 25th Group (an HQ); his leader type now allows it
Feng, Chih-an [19277]	command type 2 -> 1	116_editor_compliance	Editor 3.8: Feng, Chih-an commands 33rd Group (an HQ); his leader type now allows it
Teng, Lung-kuang [19444]	command type 2 -> 1	116_editor_compliance	Editor 3.8: Teng, Lung-kuang commands 35th Group (an HQ); his leader type now allows it
Tu, Yu-ming [19317]	command type 1 -> 2	116_editor_compliance	Editor 3.8: Tu, Yu-ming commands 5th Chinese (a large formation); his leader type now allows it

TOE templates (11)

Item [slot]	Change	Sheet	Note
Chinese (Normal) [2643]	arrival 0 -> 430601	03_china_oob	Template 2643 'Chinese' (the standard corps TOE): its Delay1 is the date from which units on it may take their upgradeTOE. Only corps given an upgradeTOE below are affected
Chinese (Provincial) [2439]	added at off map, arrives 430601; cloned from 2643;	86_ships_toes	T1: Chinese (Provincial): the parent template with the CRS squad in place of the stock squad, so the 20 units that carry it can draw replacements; no TOE upgrade
Chinese Light (Prov) [2440]	added at off map, arrives 0; cloned from 2648;	86_ships_toes	T1: Chinese Light (Prov): the parent template with the CRS squad in place of the stock squad, so the 2 units that carry it can draw replacements; no TOE upgrade
Chinese X Force (LL) [2443]	added at off map, arrives 430601; cloned from 2652; arrival 9999 -> 430601; HQ type 0 -> 220; devices: x Chinese Rifle Sqd 41 -> x Chinese Rifle Sqd LL	100_squads	I2: the Ramgarh template, June 1943: the US Equipped template of stock with the Lend-Lease squad; 22nd, 30th, 38th, 14th and 50th Divisions
Chinese Y Force (LL) [2470]	added at off map, arrives 440601; cloned from 2652; arrival 9999 -> 440601; HQ type 0 -> 220; devices: x Chinese Rifle Sqd 41 -> x Chinese Rifle Sqd LL	100_squads	I2: the Salween template, June 1944: the divisions re-equipped for the Yunnan offensive
US Equipped [2652]	arrival 9999 -> 450301; devices: x Chinese Rifle Sqd 41 -> x Chinese Rifle Sqd LL	100_squads	I2: stock's dormant 'US Equipped' template (delay 9999) becomes the Alpha Force template of March 1945 with the Lend-Lease squad; its nine divisions already point to it
China Norm>US 45 [2471]	added at off map, arrives 450301; cloned from 2643; arrival 430601 -> 450301; TOE upgrade 0 -> 2652; HQ type 0 -> 220	116_editor_compliance	Editor 3.6.3.1: the upgrade path Chinese (Normal) -> US Equipped as a template of its own, upgrading on 450301
China Norm>Y 44 [2472]	added at off map, arrives 440601; cloned from 2643; arrival 430601 -> 440601; TOE upgrade 0 -> 2470; HQ type 0 -> 220	116_editor_compliance	Editor 3.6.3.1: the upgrade path Chinese (Normal) -> Chinese Y Force (LL) as a template of its own, upgrading on 440601
US Equipped>X 43 [2473]	added at off map, arrives 430601; cloned from 2652; arrival 450301 -> 430601; TOE upgrade 0 -> 2443; HQ type 0 -> 220	116_editor_compliance	Editor 3.6.3.1: the upgrade path US Equipped -> Chinese X Force (LL) as a template of its own, upgrading on 430601

Item [slot]	Change	Sheet	Note
China Norm>X 43 [2474]	added at off map, arrives 430601; cloned from 2643; TOE upgrade 0 -> 2443; HQ type 0 -> 220	116_editor_compliance	Editor 3.6.3.1: the upgrade path Chinese (Normal) -> Chinese X Force (LL) as a template of its own, upgrading on 430601
US Equipped>Y 44 [2475]	added at off map, arrives 440601; cloned from 2652; arrival 450301 -> 440601; TOE upgrade 0 -> 2470; HQ type 0 -> 220	116_editor_compliance	Editor 3.6.3.1: the upgrade path US Equipped -> Chinese Y Force (LL) as a template of its own, upgrading on 440601

Philippines (24 changes)

Ground forces (16)

Item [slot]	Change	Sheet	Note
Luzon Guerrillas [7007]	added at Manila, arrives 0; cloned from 1st/45th PS Inf; suffix 75 -> 70; experience 50 -> 35; morale 65 -> 60; attribute 1 (static) -> 5 (static, restricted); location 76 -> 77; toe1 27 -> 0; toedev1 941 -> 0; toe2 2 -> 0; toedev2 949 -> 0; toe3 4 -> 0; toedev3 926 -> 0; toe4 4 -> 0; toedev4 929 -> 0; toe5 4 -> 0; toedev5 935 -	30_unique_squads	Static, permanently restricted, inside the island the Japanese must garrison; same device as the Chinese guerrilla units
Mindanao Guerrillas [7008]	added at Davao, arrives 0; cloned from 1st/45th PS Inf; suffix 75 -> 70; experience 50 -> 35; morale 65 -> 60; attribute 1 (static) -> 5 (static, restricted); location 76 -> 91; toe1 27 -> 0; toedev1 941 -> 0; toe2 2 -> 0; toedev2 949 -> 0; toe3 4 -> 0; toedev3 926 -> 0; toe4 4 -> 0; toedev4 929 -> 0; toe5 4 -> 0; toedev5 935 ->	30_unique_squads	
Panay Guerrillas [7022]	added at Iloilo, arrives 0; cloned from 1st/45th PS Inf; suffix 75 -> 70; experience 50 -> 35; morale 65 -> 60; attribute 1 (static) -> 5 (static, restricted); location 76 -> 84; toe1 27 -> 0; toedev1 941 -> 0; toe2 2 -> 0; toedev2 949 -> 0; toe3 4 -> 0; toedev3 926 -> 0; toe4 4 -> 0; toedev4 929 -> 0; toe5 4 -> 0; toedev5 935 -	30_unique_squads	
Leyte Guerrillas [7023]	added at Tacloban, arrives 0; cloned from 1st/45th PS Inf; suffix 75 -> 70; experience 50 -> 35; morale 65 -> 60; attribute 1 (static) -> 5 (static, restricted); location 79 -> 81; location 76 -> 85; toe1 27 -> 0; toedev1 941 -> 0; toe2 2 -> 0; toedev2 949 -> 0; toe3 4 -> 0; toedev3 926 -> 0; toe4 4 -> 0; toedev4 929 -> 0; toe5	30_unique_squads	
Hukbalahap [7313]	added at Cabanatuan, arrives 0; cloned from Luzon Guerrillas; location 79 -> 80; location 77 -> 76	46_pacific_specials	The People's Anti-Japanese Army of central Luzon, the other guerrilla movement on the island, static in its own country like the guerrillas of Draft 12
USAFIP-NL [7007]	name Luzon Guerrillas -> USAFIP-NL	63_commonwealth_fixes	The guerrilla commands named for what they were: Volckmann's USAFIP-NL on Luzon, Fertig's 10th Military District on Mindanao, Peralta's 6th on Panay, Kangleon's Leyte Area Command
Fertig 10th Mil Dist [7008]	name Mindanao Guerrillas -> Fertig 10th Mil Dist	63_commonwealth_fixes	
Peralta 6th Mil Dist [7022]	name Panay Guerrillas -> Peralta 6th Mil Dist	63_commonwealth_fixes	
Kangleon Leyte AC [7023]	name Leyte Guerrillas -> Kangleon Leyte AC	63_commonwealth_fixes	
PI Constabulary [2684]	name PI Constalbury -> PI Constabulary	63_commonwealth_fixes	
PI Constabulary [2685]	name PI Constalbury -> PI Constabulary	63_commonwealth_fixes	
USAFIP-NL [7007]	dest x 78 -> 0; dest y 77 -> 0	116_editor_compliance	Editor 3.6.3.3: destination X/Y stay 0 when the destination is a base
Fertig 10th Mil Dist [7008]	dest x 78 -> 0; dest y 77 -> 0	116_editor_compliance	Editor 3.6.3.3: destination X/Y stay 0 when the destination is a base

Item [slot]	Change	Sheet	Note
Peralta 6th Mil Dist [7022]	dest x 78 -> 0; dest y 77 -> 0	116_editor_compliance	Editor 3.6.3.3: destination X/Y stay 0 when the destination is a base
Kangleon Leyte AC [7023]	dest x 78 -> 0; dest y 77 -> 0	116_editor_compliance	Editor 3.6.3.3: destination X/Y stay 0 when the destination is a base
Hukbalahap [7313]	dest x 78 -> 0; dest y 77 -> 0	116_editor_compliance	Editor 3.6.3.3: destination X/Y stay 0 when the destination is a base

Base forces, fortresses and engineers (5)

Item [slot]	Change	Sheet	Note
Iba Field [5039]	name 1st PI -> Iba Field	69_base_force_names	The four numbered Philippine base forces by their fields
Puerto Princesa [5040]	name 2nd PI -> Puerto Princesa	69_base_force_names	
San Jose Mindoro [5041]	name 3rd PI -> San Jose Mindoro	69_base_force_names	
Zamboanga Field [5042]	name 4th PI -> Zamboanga Field	69_base_force_names	
San Jose Mindoro [5041]	location 84 -> 80	130_named_positions	P1: San Jose Mindoro to San Jose (Mindoro); stock parked it at the other San Jose (78,84) because Mindoro had no base

Ships changed (3)

Item [slot]	Change	Sheet	Note
Q-111 [6924]	experience (day) 0 -> 40; experience (night) 0 -> 30	63_commonwealth_fixes	The Offshore Patrol's Q-boats with crews instead of zero experience
Q-112 [6925]	experience (day) 0 -> 40; experience (night) 0 -> 30	63_commonwealth_fixes	
Q-113 [6926]	experience (day) 0 -> 40; experience (night) 0 -> 30	63_commonwealth_fixes	

Free France (24 changes)

Ground forces (2)

Item [slot]	Change	Sheet	Note
Alessandri Column [7648]	added at Kunming, arrives 450501; cloned from New Caledonia Det; arrival 0 -> 450501; experience 0 -> 45; morale 0 -> 55; attribute 0 (mobile) -> 32 (AI); suffix 70 -> 0; location 115 -> 69; location 160 -> 48; devices: +90x French Colonial Sqd, +8x Vickers Section, +6x 3" Mortar, +30x Support, -5x 12.7mm AAMG, -2x 6" Mk V/VII G	52_liabilities	After the Japanese coup of 9 March 1945 some 5,700 French and colonial troops under General Alessandri fought their way to Yunnan; they arrive at Kunming in May 1945, the only Free French formation the Pacific war produced on the map

Item [slot]	Change	Sheet	Note
Alessandri Column [7648]	suffix 0 -> 70	116_editor_compliance	Editor 3.6.1: every ground unit takes a suffix of its type; the type's 'None' entry keeps the displayed name unchanged

Ships added (3)

Item [slot]	Change	Sheet	Note
1 x Surcouf	arrive 420301: Surcouf	52_liabilities	
1 x Chevreuil	arrive 420301: Cap des Palmes	52_liabilities	
1 x Emile Bertin	arrive 451015: Emile Bertin	52_liabilities	

Ships changed (3)

Item [slot]	Change	Sheet	Note
Le Triomphant [9827]	experience (day) 0 -> 55; experience (night) 0 -> 35	51_intensity	
Surcouf [4429]	wpndevid 1594 -> 375; wpnnumber 2 -> 4; devices: x 21in Mk 14 Torpedo -> x 550mm 24V Torpedo, 2x 21in Mk 14 Torpedo -> 4x 400mm 26V Torpedo, 1x 6in/53 Mk 12 Gun -> 2x 203mm/50 Mle 1924, 1x 6in/53 Mk 12 Gun -> 2x 37mm/50 mle 33 AA, none 1->4, -2x .5in Browning M2 MG, -?x Mk 10 Mine	117_submarines	
Richelieu [3183]	withdraws 0 -> 440901; returns 0 -> 450320	120_register_ready	NAV-W6: Richelieu left the Eastern Fleet after July 1944 to refit at Casablanca and was back at Trincomalee on 20 March 1945

Ship classes (16)

Item [slot]	Change	Sheet	Note
Surcouf [830]	cloned from 560; nationality 4 -> 10; max speed 13 -> 18; tonnage 2770 -> 3300	52_liabilities	The French cruiser submarine, 3,300 tons, two 8-inch guns (the Narwhal's 6-inch stand in), twenty-two torpedoes and a hangar; the transport capacity of the class is her real value
Emile Bertin [831]	cloned from 40; nationality 9 -> 10; max speed 32 -> 34; tonnage 6985 -> 5886	52_liabilities	The fast French light cruiser that came to the Far East in October 1945; the Leander's guns stand in for her nine 152 mm
Duguay Trouin [771]	upg yard 5 -> 10	80_yard_floors	Duguay Trouin (type 9, refit step, 10/43): yard 5 -> 10
Le Fantasque [775]	upg yard 0 -> 5	80_yard_floors	Le Fantasque (type 12, refit step, 10/43): yard 0 -> 5
Bougainville [807]	upg yard 0 -> 5	80_yard_floors	Bougainville (type 16, refit step, 9/43): yard 0 -> 5
Surcouf [830]	upgrade class 561 -> 0	86_ships_toes	S1: terminal; the clone inherited Surcouf -> Narwhal (French to American)
Emile Bertin [831]	upgrade class 41 -> 0	86_ships_toes	S1: terminal; the clone inherited Emile Bertin -> Leander (French to British)
Surcouf [830]	wpndevid 1594 -> 375; wpnnumber 2 -> 4	117_submarines	
Surcouf [830]	devices: x 21in Mk 14 Torpedo -> x 550mm 24V Torpedo	117_submarines	
Surcouf [830]	devices: 2x 21in Mk 14 Torpedo -> 4x 400mm 26V Torpedo	117_submarines	
Surcouf [830]	devices: 1x 6in/53 Mk 12 Gun -> 2x 203mm/50 Mle 1924	117_submarines	

Item [slot]	Change	Sheet	Note
Surcouf [830]	devices: 1x 6in/53 Mk 12 Gun -> 2x 37mm/50 mle 33 AA	117_submarines	
Surcouf [830]	devices: none 1->4	117_submarines	
Surcouf [830]	devices: -2x .5in Browning M2 MG	117_submarines	
Surcouf [830]	devices: -?x Mk 10 Mine	117_submarines	
Surcouf [830]	durability 30 -> 26; special 16 -> 0; conversion family 390 -> 0	117_submarines	D4: Surcouf, 80 m; not a Narwhal and not in its transport conversion family

Soviet Union (473 changes)

Headquarters (7)

Item [slot]	Change	Sheet	Note
Soviet Far East Cmd [128]	HQ type 109 -> 108	51_intensity	
Trans Baikal Front [202]	HQ type 109 -> 108	51_intensity	
1st Far East Front [203]	HQ type 75 -> 74	51_intensity	
2nd Far East Front [204]	HQ type 75 -> 74	51_intensity	
9th Air [209]	devices: none 180->45	121_air_support	HQ-H1: Soviet keeps 25 per cent of its aviation support ? the air army held its airfield service battalions in its rear services, at each field
10th Air [210]	devices: none 180->45	121_air_support	
12th Air [211]	devices: none 180->45	121_air_support	

Ground forces (74)

Item [slot]	Change	Sheet	Note
432nd Rifle [7246]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	432nd Rifle (nation 13, type 7)
540th Rifle [7247]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	540th Rifle (nation 13, type 7)
333rd Guards SU [6944]	devices: +21x JSU-152 Assault Gun, +3x Soviet SMG Squad, +25x Motorized Support	53_soviet	The Guards regiments numbered in the 333 to 400 series were the heavy SP regiments, twenty-one ISU-152 each; stock gave all nine the SU-100. Six go back to the ISU-152, the device that was in the table and used by nobody
335th Guards SU [7019]	devices: +21x JSU-152 Assault Gun, +3x Soviet SMG Squad, +25x Motorized Support	53_soviet	
338th Guards SU [7020]	devices: +21x JSU-152 Assault Gun, +3x Soviet SMG Squad, +25x Motorized Support	53_soviet	
339th Guards SU [7021]	devices: +21x JSU-152 Assault Gun, +3x Soviet SMG Squad, +25x Motorized Support	53_soviet	
378th Guards SU [6945]	devices: +21x JSU-152 Assault Gun, +3x Soviet SMG Squad, +25x Motorized Support	53_soviet	
395th Guards SU [6946]	devices: +21x JSU-152 Assault Gun, +3x Soviet SMG Squad, +25x Motorized Support	53_soviet	
101st Rifle [7237]	location 128 -> 141; location 37 -> 44	53_soviet	The 101st Rifle Division was the Kamchatka garrison at Petropavlovsk and made the Kuril landings; stock had it at Okha on Sakhalin
105th Fortified Rgn [7649]	record deleted (stock record that never arrived, or folded into another unit)	89_support	C5: duplicates stock's numbered Region unit

Item [slot]	Change	Sheet	Note
106th Fortified Rgn [7660]	record deleted (stock record that never arrived, or folded into another unit)	89_support	
107th Fortified Rgn [7661]	record deleted (stock record that never arrived, or folded into another unit)	89_support	
108th Fortified Rgn [7662]	record deleted (stock record that never arrived, or folded into another unit)	89_support	
109th Fortified Rgn [7663]	record deleted (stock record that never arrived, or folded into another unit)	89_support	
110th Fortified Rgn [7669]	record deleted (stock record that never arrived, or folded into another unit)	89_support	
111th Fortified Rgn [7671]	record deleted (stock record that never arrived, or folded into another unit)	89_support	
31st Fortified Rgn [7673]	record deleted (stock record that never arrived, or folded into another unit)	89_support	
13th Naval Infantry [6894]	devices: x Soviet Rifle Sqd 41 -> x Soviet Naval Inf Sqd	112_ground_devices	B7: the 13th Naval Infantry Brigade and the 355th, 358th and 365th battalions
355th Naval Inf. [6964]	devices: x Soviet Rifle Sqd 41 -> x Soviet Naval Inf Sqd	112_ground_devices	
358th Naval Inf. [6965]	devices: x Soviet Rifle Sqd 41 -> x Soviet Naval Inf Sqd	112_ground_devices	
365th Naval Inf. [6966]	devices: x Soviet Rifle Sqd 41 -> x Soviet Naval Inf Sqd	112_ground_devices	
20th Guards Mortar [6956]	devices: none 72->48, +24x 300mm M-31 Rockets	112_ground_devices	B11: the 20th Guards Mortar brigade at 48 BM-13 and 24 M-31
205th Rifle [6890]	devices: +12x PTRD AT Rifle Sect	113_group_c	
88th Rifle [6895]	devices: +6x PTRD AT Rifle Sect	113_group_c	
689th Naval Inf. [6980]	devices: +4x PTRD AT Rifle Sect	113_group_c	
6th Rifle [6981]	devices: +6x PTRD AT Rifle Sect	113_group_c	
113th Rifle [6984]	devices: +6x PTRD AT Rifle Sect	113_group_c	
22nd Rifle [6993]	devices: +12x PTRD AT Rifle Sect	113_group_c	
39th Rifle [6994]	devices: +12x PTRD AT Rifle Sect	113_group_c	
59th Rifle [6995]	devices: +12x PTRD AT Rifle Sect	113_group_c	
98th Rifle [6996]	devices: +12x PTRD AT Rifle Sect	113_group_c	
187th Rifle [6997]	devices: +12x PTRD AT Rifle Sect	113_group_c	
29th Rifle [7002]	devices: +6x PTRD AT Rifle Sect	113_group_c	
95th Rifle [7004]	devices: +6x PTRD AT Rifle Sect	113_group_c	
246th Rifle [7005]	devices: +6x PTRD AT Rifle Sect	113_group_c	
3rd Rifle [7059]	devices: +12x PTRD AT Rifle Sect	113_group_c	
12th Rifle [7060]	devices: +12x PTRD AT Rifle Sect	113_group_c	

Item [slot]	Change	Sheet	Note
204th Rifle [7061]	devices: +12x PTRD AT Rifle Sect	113_group_c	
17th Rifle [7063]	devices: +6x PTRD AT Rifle Sect	113_group_c	
41st Rifle [7064]	devices: +6x PTRD AT Rifle Sect	113_group_c	
1st Rifle [7065]	devices: +6x PTRD AT Rifle Sect	113_group_c	
2nd Rifle [7068]	devices: +6x PTRD AT Rifle Sect	113_group_c	
614th Rifle [7069]	devices: +4x PTRD AT Rifle Sect	113_group_c	
368th Mtn Rifle [7070]	devices: +4x PTRD AT Rifle Sect	113_group_c	
40th Rifle [7095]	devices: +12x PTRD AT Rifle Sect	113_group_c	
105th Rifle [7096]	devices: +12x PTRD AT Rifle Sect	113_group_c	
126th Rifle [7097]	devices: +12x PTRD AT Rifle Sect	113_group_c	
190th Rifle [7098]	devices: +12x PTRD AT Rifle Sect	113_group_c	
21st Rifle [7104]	devices: +6x PTRD AT Rifle Sect	113_group_c	
247th Rifle [7105]	devices: +6x PTRD AT Rifle Sect	113_group_c	
8th Rifle [7107]	devices: +6x PTRD AT Rifle Sect	113_group_c	
158th Rifle [7109]	devices: +6x PTRD AT Rifle Sect	113_group_c	
262nd Rifle [7110]	devices: +6x PTRD AT Rifle Sect	113_group_c	
12th Rifle [7112]	devices: +6x PTRD AT Rifle Sect	113_group_c	
261st Rifle [7113]	devices: +6x PTRD AT Rifle Sect	113_group_c	
35th Rifle [7148]	devices: +12x PTRD AT Rifle Sect	113_group_c	
66th Rifle [7149]	devices: +12x PTRD AT Rifle Sect	113_group_c	
30th Rifle [7153]	devices: +6x PTRD AT Rifle Sect	113_group_c	
Amur Rifle [7155]	devices: +4x PTRD AT Rifle Sect	113_group_c	
34th Rifle [7191]	devices: +12x PTRD AT Rifle Sect	113_group_c	
18th Rifle [7195]	devices: +6x PTRD AT Rifle Sect	113_group_c	

Item [slot]	Change	Sheet	Note
38th Rifle [7196]	devices: +6x PTRD AT Rifle Sect	113_group_c	
260th Rifle [7198]	devices: +6x PTRD AT Rifle Sect	113_group_c	
2nd Rifle [7238]	devices: +6x PTRD AT Rifle Sect	113_group_c	
Sakhalinskaya Rifle [7239]	devices: +6x PTRD AT Rifle Sect	113_group_c	
302nd Rifle [7241]	devices: +4x PTRD AT Rifle Sect	113_group_c	
198th Rifle [7245]	devices: +4x PTRD AT Rifle Sect	113_group_c	
39th Rifle [7271]	devices: +6x PTRD AT Rifle Sect	113_group_c	
227th Rifle [7381]	devices: +6x PTRD AT Rifle Sect	113_group_c	
94th Rifle [7401]	devices: +12x PTRD AT Rifle Sect	113_group_c	
209th Rifle [7402]	devices: +12x PTRD AT Rifle Sect	113_group_c	
210th Rifle [7403]	devices: +12x PTRD AT Rifle Sect	113_group_c	
226th Rifle [7408]	devices: +6x PTRD AT Rifle Sect	113_group_c	
302nd Rifle [7241]	devices: 18x Soviet HMG Section -> 4x PTRD AT Rifle Sect, -24x 82mm PM-41 Mortar, 6x 45mm M-37 AT Gun -> 18x Soviet HMG Section, 4x 76mm M-27 Howitzer -> 24x 82mm PM-41 Mortar, 3x 12.7mm DShK AAMG -> 6x 45mm M-37 AT Gun, 145x Support -> 4x 76mm M-27 Howitzer, 4x PTRD AT Rifle Sect -> 3x 12.7mm DShK AAMG, +145x Support	116_editor_compliance	Editor 3.6.3.1: device rows re-ordered to the slots of its TO&E SOVIET Rifle so replacements fill the rows the template means

Base forces, fortresses and engineers (25)

Item [slot]	Change	Sheet	Note
6th Region [7008]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	6th Region (nation 13, type 11)
7th Region [7115]	record deleted (stock record that never arrived, or folded into another unit)	00_reclaim_slots	7th Region (nation 13, type 11)
Shkotovsky UR [7674]	added at Suchan, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 25th; experience 65 -> 45; morale 65 -> 55; location 112 -> 113; location 47 -> 46; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Howitzer, +20	53_soviet	
Shkotovsky UR [7674]	toe1 90 -> 0; toedev1 844 -> 0; toe2 60 -> 0; toedev2 826 -> 0; toe3 24 -> 0; toedev3 851 -> 0; toe4 24 -> 0; toedev4 861 -> 0; toe5 24 -> 0; toedev5 856 -> 0; toe6 12 -> 0; toedev6 864 -> 0; toe7 20 -> 0; toedev7 251 -> 0; toe8 80 -> 0; toedev8 252 -> 0; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37	89_support	C5: the one sector not in stock, on the stock pattern's support
Nagayevo Naval [6885]	devices: +4x PTRD AT Rifle Sect	113_group_c	C4: twelve per rifle division, six per brigade, four elsewhere, in the units on the 1941 rifle squad
106th Region [7009]	devices: +4x PTRD AT Rifle Sect	113_group_c	
105th Region [7010]	devices: +4x PTRD AT Rifle Sect	113_group_c	

Item [slot]	Change	Sheet	Note
101st Region [7071]	devices: +4x PTRD AT Rifle Sect	113_group_c	
112th Region [7116]	devices: +4x PTRD AT Rifle Sect	113_group_c	
107th Region [7117]	devices: +4x PTRD AT Rifle Sect	113_group_c	
108th Region [7118]	devices: +4x PTRD AT Rifle Sect	113_group_c	
110th Region [7119]	devices: +4x PTRD AT Rifle Sect	113_group_c	
111th Region [7120]	devices: +4x PTRD AT Rifle Sect	113_group_c	
109th Region [7163]	devices: +4x PTRD AT Rifle Sect	113_group_c	
4th Region [7201]	devices: +4x PTRD AT Rifle Sect	113_group_c	
102nd Region [7202]	devices: +4x PTRD AT Rifle Sect	113_group_c	
103rd Region [7242]	devices: +4x PTRD AT Rifle Sect	113_group_c	
104th Region [7243]	devices: +4x PTRD AT Rifle Sect	113_group_c	
31st Region [7411]	devices: +4x PTRD AT Rifle Sect	113_group_c	
32nd Region [7412]	devices: +4x PTRD AT Rifle Sect	113_group_c	
Shkotovsky UR [7674]	devices: +4x PTRD AT Rifle Sect	113_group_c	
29th VVS [7486]	devices: none 30->90	121_air_support	HQ-H4: 29th VVS at Khabarovsk holds 30 aviation support squads against the 90 its own TOE record calls for
83rd VVS [7494]	devices: none 30->90	121_air_support	HQ-H4: 83rd VVS at Voroshilov holds 30 aviation support squads against the 90 its own TOE record calls for
93rd VVS [7495]	devices: none 30->90	121_air_support	HQ-H4: 93rd VVS at Voroshilov holds 30 aviation support squads against the 90 its own TOE record calls for
30th VVS [7500]	devices: none 30->90	121_air_support	HQ-H4: 30th VVS at Chita holds 30 aviation support squads against the 90 its own TOE record calls for

Air groups (149)

Item [slot]	Change	Sheet	Note
8 OIAZ-PVO [3335]	upgrade MiG-3 -> LaGG-3	53_soviet	8 OIAZ-PVO: the fighter groups that upgraded to the MiG-3 (which ends June 1943 and went nowhere) or to themselves now go to the LaGG-3 and on up the chain
9 IAP-PVO [3336]	upgrade MiG-3 -> LaGG-3	53_soviet	
9 OIAZ-PVO [3337]	upgrade MiG-3 -> LaGG-3	53_soviet	
7 IABr-TOF/14 IAP [3339]	upgrade MiG-3 -> LaGG-3	53_soviet	
18 IAP-PVO [3342]	upgrade MiG-3 -> LaGG-3	53_soviet	
10 BABr-TOF/19 IAP [3343]	upgrade MiG-3 -> LaGG-3	53_soviet	
41 OIAP-STOF [3351]	upgrade LaGG-3 -> Yak-9	53_soviet	
45 IAP-TOF [3354]	upgrade LaGG-3 -> Yak-9	53_soviet	

Item [slot]	Change	Sheet	Note
70 IAD/305 IAP [3371]	upgrade MiG-3 -> LaGG-3	53_soviet	
70 IAD/306 IAP [3372]	upgrade MiG-3 -> LaGG-3	53_soviet	
70 IAD/308 IAP [3374]	upgrade MiG-3 -> LaGG-3	53_soviet	
29 IAD/554 IAP [3380]	upgrade LaGG-3 -> Yak-9	53_soviet	
10 BABr-TOF/33 BAP [3394]	upgrade SB-2 -> Pe-2	53_soviet	The twenty SB-2 groups upgraded to themselves and flew a 1934 bomber to the end; half go to the Pe-2 from December 1944, half to the Tu-2S from February 1945
10 BABr-TOF/34 BAP [3395]	upgrade SB-2 -> Tu-2S	53_soviet	
34 SAD/36 BAP [3396]	upgrade SB-2 -> Pe-2	53_soviet	
32 SAD/56 BAP [3398]	upgrade SB-2 -> Tu-2S	53_soviet	
34 SAD/59 BAP [3399]	upgrade SB-2 -> Pe-2	53_soviet	
5 SABr/73 BAP [3400]	upgrade SB-2 -> Tu-2S	53_soviet	
5 SABr/79 BAP [3401]	upgrade SB-2 -> Pe-2	53_soviet	
69 SAD/141 BAP [3404]	upgrade SB-2 -> Tu-2S	53_soviet	
53 BAD/319 BAP [3405]	upgrade SB-2 -> Pe-2	53_soviet	
128 SAD/903 BAP [3409]	upgrade SB-2 -> Tu-2S	53_soviet	
38 BAE-TOF [3410]	upgrade SB-2 -> Pe-2	53_soviet	
83 SAD/22 DBAP [3414]	upgrade SB-2 -> Tu-2S	53_soviet	
53 BAD/139 DBAP [3415]	upgrade SB-2 -> Pe-2	53_soviet	
28 SAD/38 SBAP [3425]	upgrade SB-2 -> Tu-2S	53_soviet	
30 OBAD/49 SBAP [3426]	upgrade SB-2 -> Pe-2	53_soviet	
21 DRAE [3454]	upgrade SB-2 -> Tu-2S	53_soviet	
42 SAP-TOF BAE [3487]	upgrade SB-2 -> Pe-2	53_soviet	
42 SAP-TOF IAE [3488]	upgrade MiG-3 -> LaGG-3	53_soviet	
64 SAP BAE [3489]	upgrade SB-2 -> Tu-2S	53_soviet	
71 SAP BAE [3491]	upgrade SB-2 -> Pe-2	53_soviet	
79 SAP BAE [3493]	upgrade SB-2 -> Tu-2S	53_soviet	
83 SAD/3 IAP [3331]	experience 50 -> 40	53_soviet	The 1941 Far East air groups at 40, not 50: no combat since Khalkhin Gol and the best pilots sent west
32 SAD/5 IAP [3332]	experience 50 -> 40	53_soviet	
7 IABr-TOF/6 IAP [3333]	experience 50 -> 40	53_soviet	
38 IAD/8 IAP [3334]	experience 50 -> 40	53_soviet	
8 OIAZ-PVO [3335]	experience 50 -> 40	53_soviet	
9 IAP-PVO [3336]	experience 50 -> 40	53_soviet	
9 OIAZ-PVO [3337]	experience 50 -> 40	53_soviet	
5 SABr/13 IAP [3338]	experience 50 -> 40	53_soviet	
7 IABr-TOF/14 IAP [3339]	experience 50 -> 40	53_soviet	
16 IAP-TOF [3340]	experience 65 -> 70	53_soviet	16 IAP-TOF: the 1945 arrivals from the European front at 70
18 IAP-PVO [3342]	experience 50 -> 40	53_soviet	
10 BABr-TOF/19 IAP [3343]	experience 50 -> 40	53_soviet	
38 IAD/22 IAP [3344]	experience 50 -> 40	53_soviet	
27 IAP-TOF [3345]	experience 65 -> 70	53_soviet	27 IAP-TOF: the 1945 arrivals from the European front at 70
31 IAP-STOF [3346]	experience 65 -> 70	53_soviet	31 IAP-STOF: the 1945 arrivals from the European front at 70
83 SAD/32 IAP [3347]	experience 50 -> 40	53_soviet	
147 IAD-PVO/34 IAP [3348]	experience 65 -> 70	53_soviet	147 IAD-PVO/34 IAP: the 1945 arrivals from the European front at 70

Item [slot]	Change	Sheet	Note
7 IABr-TOF/39 IAP [3350]	experience 50 -> 40	53_soviet	
41 OIAP-STOF [3351]	experience 65 -> 70	53_soviet	41 OIAP-STOF: the 1945 arrivals from the European front at 70
42 OIAP-STOF [3352]	experience 65 -> 70	53_soviet	42 OIAP-STOF: the 1945 arrivals from the European front at 70
43 IAP-TOF [3353]	experience 65 -> 70	53_soviet	43 IAP-TOF: the 1945 arrivals from the European front at 70
45 IAP-TOF [3354]	experience 65 -> 70	53_soviet	45 IAP-TOF: the 1945 arrivals from the European front at 70
34 SAD/47 IAP [3355]	experience 50 -> 40	53_soviet	
28 SAD/51 IAP [3357]	experience 50 -> 40	53_soviet	
34 SAD/53 IAP [3358]	experience 50 -> 40	53_soviet	
38 SAD/56 IAP [3359]	experience 50 -> 40	53_soviet	
29 IAD/60 IAP [3362]	experience 50 -> 40	53_soviet	
38 IAD/70 IAP [3364]	experience 50 -> 40	53_soviet	
32 SAD/75 IAP [3365]	experience 50 -> 40	53_soviet	
69 SAD/76 IAP [3366]	experience 50 -> 40	53_soviet	
34 SAD/77 IAP [3367]	experience 50 -> 40	53_soviet	
149 IAD-PVO/400 IAP [3375]	experience 65 -> 70	53_soviet	149 IAD-PVO/400 IAP: the 1945 arrivals from the European front at 70
297 IAD-PVO/401 IAP [3376]	experience 65 -> 70	53_soviet	297 IAD-PVO/401 IAP: the 1945 arrivals from the European front at 70
147 IAD-PVO/404 IAP [3377]	experience 65 -> 70	53_soviet	147 IAD-PVO/404 IAP: the 1945 arrivals from the European front at 70
147 IAD-PVO/429 IAP [3378]	experience 65 -> 70	53_soviet	147 IAD-PVO/429 IAP: the 1945 arrivals from the European front at 70
246 IAD/551 IAP [3379]	experience 65 -> 70	53_soviet	246 IAD/551 IAP: the 1945 arrivals from the European front at 70
29 IAD/554 IAP [3380]	experience 65 -> 70	53_soviet	29 IAD/554 IAP: the 1945 arrivals from the European front at 70
147 IAD-PVO/564 IAP [3381]	experience 65 -> 70	53_soviet	147 IAD-PVO/564 IAP: the 1945 arrivals from the European front at 70
246 IAD/718 IAP [3382]	experience 65 -> 70	53_soviet	246 IAD/718 IAP: the 1945 arrivals from the European front at 70
296 IAD/777 IAP [3383]	experience 65 -> 70	53_soviet	296 IAD/777 IAP: the 1945 arrivals from the European front at 70
190 IAD/821 IAP [3385]	experience 65 -> 70	53_soviet	190 IAD/821 IAP: the 1945 arrivals from the European front at 70
128 SAD/888 IAP [3386]	experience 50 -> 40	53_soviet	
297 IAD-PVO/938 IAP [3387]	experience 65 -> 70	53_soviet	297 IAD-PVO/938 IAP: the 1945 arrivals from the European front at 70
297 IAD-PVO/939 IAP [3388]	experience 65 -> 70	53_soviet	297 IAD-PVO/939 IAP: the 1945 arrivals from the European front at 70
334 BAD/12 BAP [3391]	experience 65 -> 70	53_soviet	334 BAD/12 BAP: the 1945 arrivals from the European front at 70
10 BABr-TOF/33 BAP [3394]	experience 50 -> 40	53_soviet	
10 BABr-TOF/34 BAP [3395]	experience 50 -> 40	53_soviet	
34 SAD/36 BAP [3396]	experience 50 -> 40	53_soviet	
32 SAD/56 BAP [3398]	experience 50 -> 40	53_soviet	
34 SAD/59 BAP [3399]	experience 50 -> 40	53_soviet	
5 SABr/73 BAP [3400]	experience 50 -> 40	53_soviet	
5 SABr/79 BAP [3401]	experience 50 -> 40	53_soviet	
334 BAD/132 BAP [3403]	experience 65 -> 70	53_soviet	334 BAD/132 BAP: the 1945 arrivals from the European front at 70
53 BAD/319 BAP [3405]	experience 50 -> 40	53_soviet	
334 BAD/454 BAP [3407]	experience 65 -> 70	53_soviet	334 BAD/454 BAP: the 1945 arrivals from the European front at 70
128 SAD/903 BAP [3409]	experience 50 -> 40	53_soviet	
38 BAE-TOF [3410]	experience 50 -> 40	53_soviet	
30 OBAD/4 DBAP [3411]	experience 50 -> 40	53_soviet	
3 BAD/10 DBAP [3412]	experience 50 -> 40	53_soviet	
3 BAD/14 DBAP [3413]	experience 50 -> 40	53_soviet	
83 SAD/22 DBAP [3414]	experience 50 -> 40	53_soviet	

Item [slot]	Change	Sheet	Note
53 BAD/139 DBAP [3415]	experience 50 -> 40	53_soviet	
113 BAD/ 815 DBAP [3416]	experience 65 -> 70	53_soviet	113 BAD/ 815 DBAP: the 1945 arrivals from the European front at 70
113 BAD/ 836 DBAP [3417]	experience 65 -> 70	53_soviet	113 BAD/ 836 DBAP: the 1945 arrivals from the European front at 70
113 BAD/ 855 DBAP [3418]	experience 65 -> 70	53_soviet	113 BAD/ 855 DBAP: the 1945 arrivals from the European front at 70
4 MTAP/29 BABr-TOF [3419]	experience 50 -> 40	53_soviet	
36 MTAP-TOF [3420]	experience 65 -> 70	53_soviet	36 MTAP-TOF: the 1945 arrivals from the European front at 70
2 MTAD-TOF/49 MTAP [3421]	experience 65 -> 70	53_soviet	2 MTAD-TOF/49 MTAP: the 1945 arrivals from the European front at 70
29 BABr-TOF/50 MTAP [3422]	experience 50 -> 40	53_soviet	
2 MTAD-TOF/52 MTAP [3423]	experience 65 -> 70	53_soviet	2 MTAD-TOF/52 MTAP: the 1945 arrivals from the European front at 70
55 OPBAP-TOF [3424]	experience 65 -> 70	53_soviet	55 OPBAP-TOF: the 1945 arrivals from the European front at 70
28 SAD/38 SBAP [3425]	experience 50 -> 40	53_soviet	
30 OBAD/49 SBAP [3426]	experience 50 -> 40	53_soviet	
96 ShAD/75 ShAP [3434]	experience 65 -> 70	53_soviet	96 ShAD/75 ShAP: the 1945 arrivals from the European front at 70
316 ShAD/336 ShAP [3440]	experience 65 -> 70	53_soviet	316 ShAD/336 ShAP: the 1945 arrivals from the European front at 70
128 SAD/410 ShAP [3441]	experience 65 -> 70	53_soviet	128 SAD/410 ShAP: the 1945 arrivals from the European front at 70
316 ShAD/563 ShAP [3442]	experience 65 -> 70	53_soviet	316 ShAD/563 ShAP: the 1945 arrivals from the European front at 70
30 OBAD/250 TBAP [3444]	experience 50 -> 40	53_soviet	
53 BAD/251 TBAP [3445]	experience 50 -> 40	53_soviet	
2 OAZ-VU [3447]	experience 50 -> 40	53_soviet	
2 OMBAP-PV [3448]	experience 50 -> 40	53_soviet	
4 OAZ-VU [3449]	experience 50 -> 40	53_soviet	
5 OAZ-VU [3450]	experience 50 -> 40	53_soviet	
6 OAZ-VU [3451]	experience 50 -> 40	53_soviet	
15 OAZ-VU [3452]	experience 50 -> 40	53_soviet	
48 ODRAP-TOF [3453]	experience 50 -> 40	53_soviet	
21 DRAE [3454]	experience 50 -> 40	53_soviet	
140 DRAE [3455]	experience 65 -> 70	53_soviet	140 DRAE: the 1945 arrivals from the European front at 70
47 OMRAE [3456]	experience 50 -> 40	53_soviet	
48 OMRAE [3457]	experience 50 -> 40	53_soviet	
53 OMRAE [3458]	experience 50 -> 40	53_soviet	
55 OMRAE [3459]	experience 50 -> 40	53_soviet	
57 OMRAE-VU [3460]	experience 50 -> 40	53_soviet	
63 OMRAE-VU [3461]	experience 50 -> 40	53_soviet	
50 MRAP-TOF [3462]	experience 65 -> 70	53_soviet	50 MRAP-TOF: the 1945 arrivals from the European front at 70
115 MRAP-TOF [3463]	experience 50 -> 40	53_soviet	
117 MRAP-TOF [3464]	experience 50 -> 40	53_soviet	
76 MRAE-TOF [3465]	experience 65 -> 70	53_soviet	76 MRAE-TOF: the 1945 arrivals from the European front at 70
16 RAP-TOF [3469]	experience 50 -> 40	53_soviet	
318 RAP [3470]	experience 50 -> 40	53_soviet	
319 RAP [3471]	experience 50 -> 40	53_soviet	
115 RAE [3473]	experience 65 -> 70	53_soviet	115 RAE: the 1945 arrivals from the European front at 70
116 RAE [3474]	experience 65 -> 70	53_soviet	116 RAE: the 1945 arrivals from the European front at 70
131 RAE [3475]	experience 65 -> 70	53_soviet	131 RAE: the 1945 arrivals from the European front at 70
132 GRAE [3476]	experience 65 -> 70	53_soviet	132 GRAE: the 1945 arrivals from the European front at 70

Item [slot]	Change	Sheet	Note
132 RAE [3477]	experience 65 -> 70	53_soviet	132 RAE: the 1945 arrivals from the European front at 70
133 RAE [3478]	experience 65 -> 70	53_soviet	133 RAE: the 1945 arrivals from the European front at 70
42 SAP-TOF BAE [3487]	experience 50 -> 40	53_soviet	
42 SAP-TOF IAE [3488]	experience 50 -> 40	53_soviet	
64 SAP BAE [3489]	experience 50 -> 40	53_soviet	
64 SAP IAE [3490]	experience 50 -> 40	53_soviet	
71 SAP BAE [3491]	experience 50 -> 40	53_soviet	
71 SAP IAE [3492]	experience 50 -> 40	53_soviet	
79 SAP BAE [3493]	experience 50 -> 40	53_soviet	
79 SAP IAE [3494]	experience 50 -> 40	53_soviet	
132 SAE-TOF [3495]	experience 50 -> 40	53_soviet	

Aircraft types (17)

Item [slot]	Change	Sheet	Note
P-39Q [394]	service rating 2 -> 3	51_intensity	
I-15bis [373]	pool 29 -> 14	51_intensity	
I-153 [374]	pool 50 -> 25	51_intensity	
I-16m24 [375]	pool 34 -> 17	51_intensity	
DB-3M [381]	pool 15 -> 7	51_intensity	
DB-3T [382]	pool 14 -> 7	51_intensity	
MBR-2 [391]	pool 49 -> 24	51_intensity	
MiG-3 [393]	pool 26 -> 13	51_intensity	
SB-2 [406]	pool 58 -> 29	51_intensity	
LaGG-3 [388]	avail month 1 -> 7; avail year 44 -> 42; upgrade LaGG-3 -> Yak-7B	53_soviet	LaGG-3 available July 1942, not January 1944: the Far East fighter regiments got it from the Novosibirsk line in 1942. Chains rebuilt so no Soviet group dies on a type that stopped production: I-15bis, I-153 and I-16 to LaGG-3, LaGG-3 and MiG-3 to Yak-7B, Yak-
I-15bis [373]	upgrade I-15bis -> LaGG-3	53_soviet	
I-153 [374]	upgrade I-153 -> LaGG-3	53_soviet	
I-16m24 [375]	upgrade I-16m24 -> LaGG-3	53_soviet	
MiG-3 [393]	upgrade MiG-3 -> Yak-7B	53_soviet	
Yak-7B [410]	upgrade Yak-7B -> Yak-9	53_soviet	
SB-2 [406]	upgrade SB-2 -> Pe-2	53_soviet	
P-39Q [394]	band2 18 -> 16; band3 18 -> 12; band4 14 -> 8; band5 10 -> 4	120_register_ready	AIR-P2: the Soviet P-39Q has the P-39N's V-1710-85 and should fall where it falls

Ships added (12)

Item [slot]	Change	Sheet	Note

Item [slot]	Change	Sheet	Note
28 x M Type (VI)	arrive 411208: M-17, M-18, M-19, M-20, M-21, M-22, M-23, M-24, M-25, M-26, M-27, M-28, M-29, M-30, M-31, M-32, M-33, M-34, M-35, M-36, M-37, M-38, M-39, M-40, M-41, M-42, M-43, M-44	53_soviet	
2 x M Type (VI-bis)	arrive 411208: M-45, M-46	53_soviet	
40 x G5	arrive 411208: TKA-11, TKA-12, TKA-13, TKA-14, TKA-15, TKA-16, TKA-17, TKA-18, TKA-19, TKA-20, TKA-21, TKA-22, TKA-23, TKA-24, TKA-25, TKA-26, TKA-27, TKA-28, TKA-29, TKA-30, TKA-31, TKA-32, TKA-33, TKA-34, TKA-35, TKA-36, TKA-37, TKA-38, TKA-39, TKA-40, TKA-41, TKA-42, TKA-43, TKA-44, TKA-45, TKA-46, TKA-47, TKA-48, TKA-49, TKA	53_soviet	
1 x Leningrad	arrive 411208: Baku	53_soviet	
2 x Gnevnyi	arrive 411208: Razumnyj, Razyaryonnyj	53_soviet	
28 x EK (Tacoma)	arrive 450712-450815: EK-1, EK-2, EK-3, EK-4, EK-5, EK-6, EK-7, EK-8, EK-9, EK-10, EK-11, EK-12, EK-13, EK-14, EK-15, EK-16, EK-17, EK-18, EK-19, EK-20, EK-21, EK-22, EK-23, EK-24, EK-25, EK-26, EK-27, EK-28	53_soviet	
24 x T (Admirable)	arrive 450601-450815: T-331, T-332, T-333, T-334, T-335, T-336, T-337, T-338, T-339, T-340, T-341, T-342, T-343, T-344, T-345, T-346, T-347, T-348, T-349, T-350, T-351, T-352, T-353, T-354	53_soviet	
30 x DS (LCI(L))	arrive 450601-450801: DS-1, DS-2, DS-3, DS-4, DS-5, DS-6, DS-7, DS-8, DS-9, DS-10, DS-11, DS-12, DS-13, DS-14, DS-15, DS-16, DS-17, DS-18, DS-19, DS-20, DS-21, DS-22, DS-23, DS-24, DS-25, DS-26, DS-27, DS-28, DS-29, DS-30	53_soviet	
32 x T (YMS)	arrive 450415-450701: T-521, T-522, T-523, T-524, T-525, T-526, T-527, T-528, T-529, T-530, T-531, T-532, T-533, T-534, T-535, T-536, T-537, T-538, T-539, T-540, T-541, T-542, T-543, T-544, T-545, T-546, T-547, T-548, T-549, T-550, T-551, T-552	53_soviet	
31 x BO (SC-497)	arrive 450415-450701: BO-301, BO-302, BO-303, BO-304, BO-305, BO-306, BO-307, BO-308, BO-309, BO-310, BO-311, BO-312, BO-313, BO-314, BO-315, BO-316, BO-317, BO-318, BO-319, BO-320, BO-321, BO-322, BO-323, BO-324, BO-325, BO-326, BO-327, BO-328, BO-329, BO-330, BO-331	53_soviet	
4 x M Type (VI-bis)	arrive 411208: M-45, M-46, M-47, M-48	117_submarines	
2 x L Type	arrive 411206: L-7, L-13	117_submarines	

Ships changed (169)

Item [slot]	Change	Sheet	Note
Tbilisi [9838]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	Every Soviet warship afloat at explicit 45 by day and 30 by night, as sheet 51 did for the other navies: the Pacific Fleet had never fought
Ryanyj [9839]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Rastoropnyj [9840]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Rezhvyj [9841]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Retivyj [9842]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Reshitelnyj [9843]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Revnotsnyj [9844]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Redkij [9845]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Rekordnyj [9846]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Raziashchij [9848]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Stalin [9850]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
Voikov [9851]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-8 [9950]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-9 [9951]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-10 [9952]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-11 [9953]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-12 [9954]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	

Item [slot]	Change	Sheet	Note
L-14 [9955]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-17 [9956]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-18 [9957]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
L-19 [9958]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-130 [10362]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-131 [10363]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-132 [10364]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-133 [10365]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-134 [10366]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-135 [10367]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-136 [10368]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-137 [10369]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-139 [10370]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-101 [10371]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-102 [10372]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-104 [10373]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-105 [10374]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-106 [10375]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-107 [10376]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-108 [10377]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-109 [10378]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-110 [10379]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-111 [10380]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-112 [10381]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-113 [10382]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-114 [10383]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-115 [10384]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-116 [10385]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-117 [10386]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-118 [10387]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-119 [10388]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-120 [10389]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-121 [10390]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-122 [10391]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-123 [10392]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-124 [10393]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-125 [10394]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-126 [10395]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-127 [10396]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-128 [10397]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
ShCh-129 [10398]	experience (day) 0 -> 45; experience (night) 0 -> 30	53_soviet	
KP-11 [9905]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	The 43 Soviet landing craft arriving 1943-44 with Bofors and Oerlikons were Project Hula in disguise, two years early and the wrong hulls; deleted and rebuilt below
KP-12 [9906]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	

Item [slot]	Change	Sheet	Note
KP-13 [9907]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-14 [9908]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-15 [9909]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-17 [9910]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-18 [9911]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-19 [9912]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-20 [9913]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-21 [9914]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-22 [9915]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-23 [9916]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-24 [9917]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-25 [9918]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-27 [9919]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-28 [9920]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-29 [9921]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-31 [9922]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-32 [9923]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-33 [9924]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-34 [9925]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-35 [9926]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-36 [9927]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-37 [9928]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KP-40 [9929]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-110 [9931]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-112 [9932]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-113 [9933]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-114 [9934]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-115 [9935]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-116 [9936]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-117 [9937]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-118 [9938]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-120 [9939]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-121 [9940]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-122 [9941]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-123 [9942]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-124 [9943]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-125 [9944]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-126 [9945]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-127 [9946]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-128 [9947]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
KT-130 [9948]	record deleted (stock record that never arrived, or folded into another unit)	53_soviet	
M-17 [4516]	wpnturrent 4 -> 2	116_editor_compliance	

Item [slot]	Change	Sheet	Note
M-18 [4517]	wpnturrent 4 -> 2	116_editor_compliance	
M-19 [4518]	wpnturrent 4 -> 2	116_editor_compliance	
M-20 [4586]	wpnturrent 4 -> 2	116_editor_compliance	
M-21 [4602]	wpnturrent 4 -> 2	116_editor_compliance	
M-22 [4603]	wpnturrent 4 -> 2	116_editor_compliance	
M-23 [4604]	wpnturrent 4 -> 2	116_editor_compliance	
M-24 [4605]	wpnturrent 4 -> 2	116_editor_compliance	
M-25 [4606]	wpnturrent 4 -> 2	116_editor_compliance	
M-26 [4611]	wpnturrent 4 -> 2	116_editor_compliance	
M-27 [4615]	wpnturrent 4 -> 2	116_editor_compliance	
M-28 [4626]	wpnturrent 4 -> 2	116_editor_compliance	
M-29 [4637]	wpnturrent 4 -> 2	116_editor_compliance	
M-30 [4644]	wpnturrent 4 -> 2	116_editor_compliance	
M-31 [4657]	wpnturrent 4 -> 2	116_editor_compliance	
M-32 [4731]	wpnturrent 4 -> 2	116_editor_compliance	
M-33 [4847]	wpnturrent 4 -> 2	116_editor_compliance	
M-34 [4868]	wpnturrent 4 -> 2	116_editor_compliance	

Item [slot]	Change	Sheet	Note
M-35 [4870]	wpnturrent 4 -> 2	116_editor_compliance	
M-36 [4871]	wpnturrent 4 -> 2	116_editor_compliance	
M-37 [4873]	wpnturrent 4 -> 2	116_editor_compliance	
M-38 [4894]	wpnturrent 4 -> 2	116_editor_compliance	
M-39 [4895]	wpnturrent 4 -> 2	116_editor_compliance	
M-40 [4910]	wpnturrent 4 -> 2	116_editor_compliance	
M-41 [4934]	wpnturrent 4 -> 2	116_editor_compliance	
M-42 [4960]	wpnturrent 4 -> 2	116_editor_compliance	
M-43 [4966]	wpnturrent 4 -> 2	116_editor_compliance	
M-44 [4971]	wpnturrent 4 -> 2	116_editor_compliance	
M-45 [4972]	wpnturrent 4 -> 2	116_editor_compliance	
M-46 [4973]	wpnturrent 4 -> 2	116_editor_compliance	
M-1 [4516]	name M-17 -> M-1	117_submarines	D1: hull numbers of the series VI and VI-bis boats (armedman.ru, deepstorm.ru); M-23 to M-28 left the combat roster in late 1944
M-2 [4517]	name M-18 -> M-2	117_submarines	
M-3 [4518]	name M-19 -> M-3	117_submarines	
M-4 [4586]	name M-20 -> M-4	117_submarines	
M-5 [4602]	name M-21 -> M-5	117_submarines	
M-6 [4603]	name M-22 -> M-6	117_submarines	
M-7 [4604]	name M-23 -> M-7	117_submarines	

Item [slot]	Change	Sheet	Note
M-8 [4605]	name M-24 -> M-8	117_submarines	
M-9 [4606]	name M-25 -> M-9	117_submarines	
M-10 [4611]	name M-26 -> M-10	117_submarines	
M-11 [4615]	name M-27 -> M-11	117_submarines	
M-12 [4626]	name M-28 -> M-12	117_submarines	
M-13 [4637]	name M-29 -> M-13	117_submarines	
M-14 [4644]	name M-30 -> M-14	117_submarines	
M-15 [4657]	name M-31 -> M-15	117_submarines	
M-16 [4731]	name M-32 -> M-16	117_submarines	
M-17 [4847]	name M-33 -> M-17	117_submarines	
M-18 [4868]	name M-34 -> M-18	117_submarines	
M-19 [4870]	name M-35 -> M-19	117_submarines	
M-20 [4871]	name M-36 -> M-20	117_submarines	
M-21 [4873]	name M-37 -> M-21	117_submarines	
M-22 [4894]	name M-38 -> M-22	117_submarines	
M-23 [4895]	withdraws 0 -> 441030; name M-39 -> M-23	117_submarines	
M-24 [4910]	withdraws 0 -> 441030; name M-40 -> M-24	117_submarines	
M-25 [4934]	withdraws 0 -> 441030; name M-41 -> M-25	117_submarines	
M-26 [4960]	withdraws 0 -> 441030; name M-42 -> M-26	117_submarines	
M-27 [4966]	withdraws 0 -> 441030; name M-43 -> M-27	117_submarines	
M-28 [4971]	withdraws 0 -> 441030; name M-44 -> M-28	117_submarines	
M-43 [4972]	class M Type (VI) -> M Type (VI-bis); name M-45 -> M-43	117_submarines	
M-44 [4973]	class M Type (VI) -> M Type (VI-bis); name M-46 -> M-44	117_submarines	
M-43 [4972]		117_submarines	

Item [slot]	Change	Sheet	Note
M-44 [4973]		117_submarines	
M-45 [11658]		117_submarines	
M-46 [11659]		117_submarines	
M-47 [11660]		117_submarines	
M-48 [11661]		117_submarines	
L-7 [11662]		117_submarines	
L-13 [11663]		117_submarines	

Ship classes (18)

Item [slot]	Change	Sheet	Note
M Type (XII) [832]	cloned from 2909; tonnage 705 -> 206; max speed 12 -> 14; durability 30 -> 10; endurance 6000 -> 3000; fuel 253 -> 40; wpnnumber 4 -> 2; wpnammo 2 -> 1; devices: 2x 533mm 53-38 Torpedo -> 1x 45mm/46 21-K AA Gun, -1x 45mm/46 21-K AA Gun, -1x 45mm/46 21-K AA Gun, -?x PLT-2 Mine	53_soviet	The Malyutka: 206 tons, two bow tubes, no reloads, a week's endurance. Some thirty-five of them were the largest part of the Pacific Fleet's ninety-one boats in December 1941 and stock has none
EK (Tacoma) [833]	cloned from 764; nationality 4 -> 13	53_soviet	Project Hula, the Lend-Lease transfer at Cold Bay from April to September 1945: 28 Tacoma frigates (EK), 24 Admirable sweepers (T-331 series), 30 LCI(L) (DS), 32 YMS (T-521 series) and 31 subchasers (BO), 145 hulls, at Petropavlovsk on the dates the crews sail
T (Admirable) [834]	cloned from 731; nationality 4 -> 13	53_soviet	
DS (LCI(L)) [835]	cloned from 792; nationality 4 -> 13	53_soviet	
T (YMS) [836]	cloned from 785; nationality 4 -> 13	53_soviet	
BO (SC-497) [837]	cloned from 777; nationality 4 -> 13	53_soviet	
ShCh Type [2909]	upg yard 0 -> 5	80_yard_floors	ShCh Type (type 26, refit step, 12/41): yard 0 -> 5
BTK Transport [2913]	upg yard 0 -> 5	80_yard_floors	BTK Transport (type 55, conversion target, 10/42): yard 0 -> 5
M Type (XII) [832]	upgrade class 2909 -> 0	86_ships_toes	S1: terminal; the clone inherited M Type (XII) -> ShCh (same date)
EK (Tacoma) [833]	upgrade class 764 -> 0	86_ships_toes	S1: terminal; the clone inherited EK (Tacoma) -> Tacoma (Soviet to American)
T (Admirable) [834]	upgrade class 731 -> 0	86_ships_toes	S1: terminal; the clone inherited T (Admirable) -> Admirable (Soviet to American)
DS (LCI(L)) [835]	upgrade class 792 -> 0	86_ships_toes	S1: terminal; the clone inherited DS (LCI(L)) -> LCI (Soviet to American)
T (YMS) [836]	upgrade class 785 -> 0	86_ships_toes	S1: terminal; the clone inherited T (YMS) -> YMS-1 (Soviet to American)
BO (SC-497) [837]	upgrade class 778 -> 0	86_ships_toes	S1: terminal; the clone inherited BO (SC-497) -> SC-453 (Soviet to American)
M Type (XII) [832]	wpnturrent 4 -> 2	116_editor_compliance	Editor 3.2.2: Num must be a whole number of Turrets; M Type (XII) carried a 2-gun turret on 1 gun or a 4-tube bank on 2 tubes
M Type (VI) [832]	endurance 3000 -> 690; durability 10 -> 20; max speed 14 -> 11; tonnage 206 -> 157; cruise 8 -> 6; name M Type (XII) -> M Type (VI)	117_submarines	D1: the Pacific Fleet's small boats were series VI (M-1 to M-28) and VI-bis (M-43 to M-48), not series XII: 157 t, 11 kt, 690 nm, 60 m

Item [slot]	Change	Sheet	Note
M Type (VI-bis) [869]	cloned from 832; endurance 690 -> 1065; max speed 11 -> 13; tonnage 157 -> 161; cruise 6 -> 7; upgrade class 0 -> 869	117_submarines	
S Type [2908]	durability 31 -> 33	117_submarines	D3: S class IX-bis, 100 m

Leaders (2)

Item [slot]	Change	Sheet	Note
Vasilevsky, A.M. [382]	arrival 0 -> 450701; rank 0 -> 42; morale 0 -> 70; skill 0 -> 80; surface 0 -> 25; air 0 -> 55; land 0 -> 82; admin 0 -> 78; aggression 0 -> 60; nationality 0 -> 13; political points 0 -> 9; command type 0 -> 1	90_reviews_sep26	M6: Commander-in-Chief Soviet Forces in the Far East
Pliev, Issa A. [383]	arrival 0 -> 450701; rank 0 -> 41; morale 0 -> 62; skill 0 -> 66; surface 0 -> 20; air 0 -> 35; land 0 -> 70; admin 0 -> 55; aggression 0 -> 72; nationality 0 -> 13; political points 0 -> 9; command type 0 -> 2	90_reviews_sep26	M7: the Soviet-Mongolian Cavalry-Mechanized Group

Not nation-specific (35 changes)

Ground forces (17)

Item [slot]	Change	Sheet	Note
Colombo Gen Hospital [7541]	added at off map, arrives 0; cloned from 1st Fld Ambulance Gp; attached HQ India Command -> Eastern; arrival 420301 -> 0; experience 45 -> 50; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 52 -> 29; location 37 -> 48; toe1 150 -> 0; toedev1 252 -> 0; toe2 30 -> 0; toedev2 253 -> 0; devic	50_commands_other	
Comilla Gen Hosps [7550]	added at off map, arrives 0; cloned from 1st Fld Ambulance Gp; arrival 420301 -> 430601; experience 45 -> 50; morale 60 -> 70; suffix 100 -> 0; location 52 -> 56; location 37 -> 39; toe1 150 -> 0; toedev1 252 -> 0; toe2 30 -> 0; toedev2 253 -> 0; devices: +120x Support, -30x Motorized Support	50_commands_other	
Poona IGH [7569]	added at off map, arrives 0; cloned from 1st Fld Ambulance Gp; nation 9 -> 14; arrival 420301 -> 0; experience 45 -> 50; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 52 -> 36; location 37 -> 26; toe1 150 -> 0; toedev1 252 -> 0; toe2 30 -> 0; toedev2 253 -> 0; devices: +150x Support, -30	50_commands_other	
Ranchi IGH [7570]	added at off map, arrives 0; cloned from 1st Fld Ambulance Gp; nation 9 -> 14; arrival 420301 -> 430101; experience 45 -> 50; morale 60 -> 70; attribute 32 (AI) -> 5 (static, restricted); suffix 100 -> 0; location 52 -> 51; location 37 -> 32; toe1 150 -> 0; toedev1 252 -> 0; toe2 30 -> 0; toedev2 253 -> 0; devices: +150x Support	50_commands_other	
105th Fortified Rgn [7649]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 1st Red Banner; experience 65 -> 45; morale 65 -> 55; location 47 -> 45; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Howitzer, +20x Engineer	53_soviet	The fortified regions along the Ussuri, the Amur and the Trans-Baikal border, static machine-gun and artillery garrisons that held the line for four years while the divisions went west; stock had the Primorsky UR and the 101st at Blagoveshchensk and nothing be
106th Fortified Rgn [7660]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 1st Red Banner; experience 65 -> 45; morale 65 -> 55; location 112 -> 114; location 47 -> 44; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Ho	53_soviet	
107th Fortified Rgn [7661]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 35th; experience 65 -> 45; morale 65 -> 55; location 112 -> 116; location 47 -> 43; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Howitzer, +2	53_soviet	
108th Fortified Rgn [7662]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 35th; experience 65 -> 45; morale 65 -> 55; location 112 -> 117; location 47 -> 42; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Howitzer, +2	53_soviet	
109th Fortified Rgn [7663]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 15th; experience 65 -> 45; morale 65 -> 55; location 112 -> 118; location 47 -> 41; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Howitzer, +2	53_soviet	

Item [slot]	Change	Sheet	Note
110th Fortified Rgn [7669]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 15th; experience 65 -> 45; morale 65 -> 55; location 112 -> 117; location 47 -> 39; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Howitzer, +2	53_soviet	
111th Fortified Rgn [7671]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 2nd Red Banner; experience 65 -> 45; morale 65 -> 55; location 112 -> 115; location 47 -> 33; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Ho	53_soviet	
31st Fortified Rgn [7673]	added at off map, arrives 0; cloned from Primorsky UR; attached HQ Soviet Pacific -> 36th; experience 65 -> 45; morale 65 -> 55; location 112 -> 106; location 47 -> 26; devices: +90x Soviet HMG Section, +60x Soviet Rifle Sqd 41, +24x 45mm M-37 AT Gun, +24x 76mm F-22 Field Gun, +24x 82mm PM-41 Mortar, +12x 122mm M-30 Howitzer, +2	53_soviet	
McChord Field [7685]	added at off map, arrives 0; cloned from 5020; location 213 -> 212; location 56 -> 52	55_iaf_and_fields	
Mare Island Navy Yd [7727]	added at off map, arrives 0; cloned from LION 1; attached HQ Pacific Fleet -> 12th Naval District; arrival 421017 -> 0; experience 40 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 70 -> 69; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; toe4 54 -> 0; toedev4 86 -	59_usn_organization	The three Pacific navy yards as static base forces with the naval support that a yard's workforce gave to ships alongside; the repair capacity itself stays in the base's shipyard points
Puget Sound Navy Yd [7728]	added at off map, arrives 0; cloned from LION 1; attached HQ Pacific Fleet -> 13th Naval District; arrival 421017 -> 0; experience 40 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 218 -> 212; location 70 -> 52; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; toe4	59_usn_organization	
Pearl Harbor Navy Yd [7729]	added at off map, arrives 0; cloned from LION 1; attached HQ Pacific Fleet -> 14th Naval District; arrival 421017 -> 0; experience 40 -> 60; morale 50 -> 70; attribute 32 (AI) -> 1 (static); location 218 -> 180; location 70 -> 107; toe1 36 -> 0; toedev1 86 -> 0; toe2 12 -> 0; toedev2 87 -> 0; toe3 15 -> 0; toedev3 250 -> 0; toe4	59_usn_organization	
McChord Field [7685]	record deleted (stock record that never arrived, or folded into another unit)	61_slot_cuts	The McChord Field clone of sheet 55 at Seattle: McChord is the 122nd's field at Tacoma, renamed below

Base forces, fortresses and engineers (4)

Item [slot]	Change	Sheet	Note
ETO Reinforcements [6753]	supply 0 -> 999999	98_allied_methods	ETO Reinforcements carry 999,999 supply besides the equipment
US 1942 AA Pool [6754]	toe9 0 -> 15; toe10 0 -> 39; toe11 0 -> 21; toe12 0 -> 12; toe13 0 -> 81; devices: +15x M3 Stuart Light Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +12x 37mm M3 AT Gun, +81x USA 42 Rifle Squad	98_allied_methods	US 1942 AA Pool (420701): equipment added, 5 lines
ETO Reinforcements [6753]	toe13 0 -> 27; toe14 0 -> 39; toe15 0 -> 21; toe16 0 -> 21; toe17 0 -> 9; toe18 0 -> 18; toe19 0 -> 9; toe20 0 -> 6; devices: +27x M4 Sherman Tank, +39x 105mm M2 Howitzer, +21x 155mm M1 Howitzer, +21x 57mm M1A3 AT Gun, +9x 37mm AT Gun, +18x 57mm AT Gun, +9x 75mm Mountain Gun, +6x 105mm Howitzer	98_allied_methods	
US 1942 AA Pool [6754]	toe9 15 -> 12; devices: 15x M3 Stuart Light Tank -> 12x 2285	98_allied_methods	US 1942 AA Pool (1 July 1942): 12 B-17E to the pool, the Fortresses diverted west after Midway

Air groups (11)

Item [slot]	Change	Sheet	Note
301st BG/352nd BS [3972]	experience 45 -> 35	51_intensity	
301st BG/353rd BS [3973]	experience 45 -> 35	51_intensity	
301st BG/419th BS [3974]	experience 45 -> 35	51_intensity	
301st BG/BS (Comp) [3975]	experience 45 -> 35	51_intensity	
303rd BG/358th BS [3977]	experience 45 -> 35	51_intensity	

Item [slot]	Change	Sheet	Note
303rd BG/359th BS [3978]	experience 45 -> 35	51_intensity	
303rd BG/360th BS [3979]	experience 45 -> 35	51_intensity	
303rd BG/427th BS [3980]	experience 45 -> 35	51_intensity	
303rd BG/BS (Comp) [3981]	experience 45 -> 35	51_intensity	
301st BG/HqS [4303]	experience 55 -> 45	51_intensity	
303rd BG/HqS [4304]	experience 55 -> 45	51_intensity	

Ships changed (3)

Item [slot]	Change	Sheet	Note
Beatty [10790]	record deleted (stock record that never arrived, or folded into another unit)	120_register_ready	NAV-W4: CRS sheet 60 added Beatty, but stock already carries Beatty II, the same hull; the duplicate check missed it because of the suffix
Turner [10801]	record deleted (stock record that never arrived, or folded into another unit)	120_register_ready	NAV-W4: CRS sheet 60 added Turner, but stock already carries Turner II, the same hull; the duplicate check missed it because of the suffix
Leary [10802]	record deleted (stock record that never arrived, or folded into another unit)	120_register_ready	NAV-W4: CRS sheet 60 added Leary, but stock already carries Leary II, the same hull; the duplicate check missed it because of the suffix