



consts

#comment

[ImpulsesPerMonth]

January = 4

February = 4

March = 4

April = 4

May = 4

June = 4

July = 4

August = 4

September = 4

October = 4

November = 4

December = 4

[MovementPointsForLandUnitOnWarfareLevels]

UnitType0 = 3;3;4;4;4;5

UnitType1 = 2;2;3;3;3;4

UnitType2 = 4;5;6;7;8;9

UnitType3 = 3;4;5;6;7;8

UnitType4 = 6;7;7;8;8;8

UnitType5 = 5;6;6;7;7;7

UnitType6 = 2;2;2;3;3;3

[BasicActionPointsForAirUnit]

UnitType20 = 3

UnitType21 = 2

UnitType22 = 1

[MovementPointsForNavalUnit]

Fleets = 4

[MovementCostForLandUnitsOnPlain]

UnitType0 = 1

UnitType1 = 1

UnitType2 = 1

UnitType3 = 1

UnitType4 = 1

UnitType5 = 1

UnitType6 = 1

[MovementCostForLandUnitsOnForest]

UnitType0 = 1

UnitType1 = 1

UnitType2 = 2

UnitType3 = 2

UnitType4 = 2

UnitType5 = 2

UnitType6 = 1

consts

[MovementCostForLandUnitsOnRough]

UnitType0 = 2

UnitType1 = 2

UnitType2 = 3

UnitType3 = 3

UnitType4 = 3

UnitType5 = 3

UnitType6 = 2

[MovementCostForLandUnitsOnSwamp]

UnitType0 = 2

UnitType1 = 2

UnitType2 = 4

UnitType3 = 4

UnitType4 = 4

UnitType5 = 4

UnitType6 = 2

[MovementCostForLandUnitsOnHills]

UnitType0 = 2

UnitType1 = 2

UnitType2 = 2

UnitType3 = 2

UnitType4 = 2

UnitType5 = 2

UnitType6 = 2

[MovementCostForLandUnitsOnMountains]

UnitType0 = 2

UnitType1 = 2

UnitType2 = 3

UnitType3 = 3

UnitType4 = 3

UnitType5 = 3

UnitType6 = 2

[MovementCostForLandUnitsOnDesert]

UnitType0 = 1

UnitType1 = 1

UnitType2 = 1

UnitType3 = 1

UnitType4 = 1

UnitType5 = 1

UnitType6 = 1

[MovementCostForLandUnitsOnOther]

UnitType0 = 1000



UnitType1 = 1000

UnitType2 = 1000

consts

UnitType3 = 1000
UnitType4 = 1000
UnitType5 = 1000
UnitType6 = 1000

[EnemyZoneOfControlPenalty]

UnitType0 = 1 
UnitType1 = 1
UnitType2 = 2
UnitType3 = 2
UnitType4 = 2
UnitType5 = 2
UnitType6 = 1

[AttackCost]

WarfareLevel0 = 3 
WarfareLevel1 = 3
WarfareLevel2 = 2
WarfareLevel3 = 2
WarfareLevel4 = 1
WarfareLevel5 = 1

[RangesBasicValue]

FightersIntercept = 14 
FightersRebase = 40
TacticalAttack = 18
TacticalRebase = 50
StrategicAttack = 40
StrategicRebase = 80
Paradrop = 12
ShipsAirAttack = 5
CarriersToLandAttack = 8
ShoreBombardment = 1

[RangesMultiplierOfAirUnits]

OnTechnologyLevels = 0.7;0.85;1.0;1.1;1.25 

[MaxStrengthOfLandUnitsOnLevels]

UnitType0 = 1.0;1.5;2.0;2.5;3.0 
UnitType1 = 3.0;4.5;6.0;7.5;9.0
UnitType2 = 0.5;1.5;2.5;3.5;4.5
UnitType3 = 1.5;4.5;7.5;10.5;13.5
UnitType4 = 2.0;3.0;4.0;5.0;6.0
UnitType5 = 6.0;9.0;12.0;15.0;18.0
UnitType6 = 0.5;1.0;1.5;2.0;2.5

[MaximumStrengthOfAirUnits]

UnitType20 = 10 
UnitType21 = 10
UnitType22 = 10

consts

[AirUnitAttackedByLandUnit]
EffectiveStrenghtModifier = 0.2 

[MaximumStrengthOfNavalUnits]
UnitType40 = 10 
UnitType41 = 8
UnitType42 = 5
UnitType43 = 2
UnitType44 = 1
UnitType45 = 1

[MaximalDamageDealtByNavalUnits]
UnitType40 = 5
UnitType41 = 4 
UnitType42 = 3
UnitType43 = 2
UnitType44 = 1
UnitType45 = 1

[MinimalDamageDealtByNavalUnits]
UnitType40 = 2 
UnitType41 = 1
UnitType42 = 1
UnitType43 = 1
UnitType44 = 1
UnitType45 = 1

[EffectivityBonusForEachWarfareDoctrineLevel]
EffectivityBonusPercentage = 20 

[LandCombatAttackerModifiers]
NoPanzersVsPanzers = 0.9
1DirectionAttack = 0.9 
2DirectionAttack = 1.1
3DirectionAttack = 1.35
4DirectionAttack = 1.55
5DirectionAttack = 1.8
6DirectionAttack = 2
RiverPenalty = 0.75
PercentagePenaltyForEachFortLevel = 9
PercentageOverrunLossesForAttackers = 2

[LandCombatDefenderModifiers]
Plain = 1 
Forest = 1.5
Rough = 1.7
Swamp = 1.25
Hills = 1.4
Mountain = 2

consts

Desert = 1
City = 2
Fort = 0.1

[AirStrikeEffectivenessModifiers]

DefenderTerrainPlain = 100
DefenderTerrainForest = 50
DefenderTerrainRough = 60
DefenderTerrainSwamp = 60
DefenderTerrainHills = 75
DefenderTerrainMountain = 60
DefenderTerrainDesert = 100
DefenderTerrainCity = 50
AttackerLevel1 = 100
AttackerLevel2 = 125
AttackerLevel3 = 150
AttackerLevel4 = 175
AttackerLevel5 = 200
PercentagePenaltyForEachFortLevel = 9
WeatherClear = 100
WeatherSnow = 33
WeatherMud = 50

[StrategicMovementCost]

UnitType0 = 1
UnitType1 = 3
UnitType2 = 2
UnitType3 = 6
UnitType4 = 2
UnitType5 = 6
UnitType6 = 1

[SeaTransportCost]

UnitType0 = 5
UnitType1 = 15
UnitType2 = 10
UnitType3 = 30
UnitType4 = 15
UnitType5 = 45
UnitType6 = 10

[AmphibiousInvasionCost]

UnitType0 = 1
UnitType1 = 3
UnitType2 = 2
UnitType3 = 6
UnitType4 = 2
UnitType5 = 6
UnitType6 = 1

consts

[SupplyLevels]



MaximumSupply = 30

NoSupplyEffectivityModifierPercentage = 15

LandUnitMaxSupplyAtEnemyTerritory = 10

AirUnitMaxSupplyAtEnemyTerritory = 10 #maximum value is equal to max plane strength divided by the given value

[UnitsPerformanceInRelationsToSupplyAt50]

EffectivityPenalty = 0



ActionPointsPenalty = 0

ColumnShiftDuringAirCombat = 0

AirStrikeModifier = 100

MaximumReplacementsForLandUnits = 100

MaximumReplacementsForAirUnits = 10

[UnitsPerformanceInRelationsToSupplyAt45]

EffectivityPenalty = 0

ActionPointsPenalty = 0

ColumnShiftDuringAirCombat = 0

AirStrikeModifier = 100

MaximumReplacementsForLandUnits = 100

MaximumReplacementsForAirUnits = 10

[UnitsPerformanceInRelationsToSupplyAt40]

EffectivityPenalty = 0

ActionPointsPenalty = 0

ColumnShiftDuringAirCombat = 0

AirStrikeModifier = 100

MaximumReplacementsForLandUnits = 100

MaximumReplacementsForAirUnits = 10

[UnitsPerformanceInRelationsToSupplyAt35]

EffectivityPenalty = 0

ActionPointsPenalty = 0

ColumnShiftDuringAirCombat = 0

AirStrikeModifier = 100

MaximumReplacementsForLandUnits = 100

MaximumReplacementsForAirUnits = 10

[UnitsPerformanceInRelationsToSupplyAt30]

EffectivityPenalty = 0

ActionPointsPenalty = 0

ColumnShiftDuringAirCombat = 0

AirStrikeModifier = 100

MaximumReplacementsForLandUnits = 100

MaximumReplacementsForAirUnits = 10

[UnitsPerformanceInRelationsToSupplyAt25]

consts

EffectivityPenalty = 1
ActionPointsPenalty = 0
ColumnShiftDuringAirCombat = 0
AirStrikeModifier = 100
MaximumReplacementsForLandUnits = 75
MaximumReplacementsForAirUnits = 8

[UnitsPerformanceInRelationsToSupplyAt20]
EffectivityPenalty = 2
ActionPointsPenalty = 25
ColumnShiftDuringAirCombat = -1
AirStrikeModifier = 90
MaximumReplacementsForLandUnits = 50
MaximumReplacementsForAirUnits = 5

[UnitsPerformanceInRelationsToSupplyAt15]
EffectivityPenalty = 3
ActionPointsPenalty = 34
ColumnShiftDuringAirCombat = -2
AirStrikeModifier = 80
MaximumReplacementsForLandUnits = 35
MaximumReplacementsForAirUnits = 4

[UnitsPerformanceInRelationsToSupplyAt10]
EffectivityPenalty = 4
ActionPointsPenalty = 50
ColumnShiftDuringAirCombat = -3
AirStrikeModifier = 70
MaximumReplacementsForLandUnits = 30
MaximumReplacementsForAirUnits = 3

[UnitsPerformanceInRelationsToSupplyAt5]
EffectivityPenalty = 5
ActionPointsPenalty = 75
ColumnShiftDuringAirCombat = -4
AirStrikeModifier = 50
MaximumReplacementsForLandUnits = 20
MaximumReplacementsForAirUnits = 2

[TurnsWithoutSupplyModifier]
NoSupply = 3 

[SupplyFromShips]
Maximum = 20
Range = 3 

[SupplyFromShipsValue]
FriendlyUnitType40 = 1
FriendlyUnitType41 = 1
FriendlyUnitType42 = 2

consts

FriendlyUnitType43 = 0
FriendlyUnitType44 = 0
FriendlyUnitType45 = 0
EnemyUnitType40 = 1
EnemyUnitType41 = 1
EnemyUnitType42 = 1
EnemyUnitType43 = 1
EnemyUnitType44 = 0
EnemyUnitType45 = 0

[MaximumSupply]
AfterNavalInvasionForAICountries = 1

[DetectingAbilityOfNavalUnits]
UnitType40 = 500
UnitType41 = 200
UnitType42 = 250
UnitType43 = 250
UnitType44 = 0
UnitType45 = 0

[ChanceOfSurpriseAttack]
UnitType40 = 100
UnitType43 = 75

[CostOfNewStrengthPointForLandUnit]
UnitType0 = 6
UnitType1 = 5
UnitType2 = 20
UnitType3 = 17
UnitType4 = 30
UnitType5 = 25
UnitType6 = 48

[CostOfRepairingOneStrengthPointInLandUnit]
UnitType0 = 4
UnitType1 = 4
UnitType2 = 14
UnitType3 = 14
UnitType4 = 20
UnitType5 = 20
UnitType6 = 9

[CostOfNewStrengthPointForAirUnit]
UnitType20 = 4
UnitType21 = 5
UnitType22 = 6

[CostOfRepairingOneStrengthPointInAirUnit]

consts

UnitType20 = 3
UnitType21 = 4
UnitType22 = 5

[AdditionalCostOfStrengthPointsPerUnitLevel]

LandUnits = 5
AirUnits = 20



[CostOfNavalUnit]

UnitType40 = 200
UnitType41 = 150
UnitType42 = 70
UnitType43 = 30



[CostOfRepairingOneStrengthPointInNavalUnit]

UnitType40 = 18
UnitType41 = 16
UnitType42 = 13
UnitType43 = 12
UnitType44 = 5
UnitType45 = 5

[CostOfOperationalMovementPoints]

SMP = 50
STP = 20
AIP = 50



[CostOfAdditionalOperationalPoint]

SMP = 1
STP = 0
AIP = 1



[ProductionPointsModifiers]

PPFromOccupiedCity = 0.5
PPFromAnnexedCity = 0.8
PPDistributedFromAnnexedCity = 0.2
WarEconomyGrowthDemocraciesPercentage = 5
WarEconomyGrowthRegimesPercentage = 5
SocialUnrestFallTurnPercentage = 0.5
MonthlyEconomyGrowthBeyond100Percentage = 2



[UnitsBuildTime]

UnitType0 = 4
UnitType1 = 10
UnitType2 = 9
UnitType3 = 14
UnitType4 = 8
UnitType5 = 18



consts

UnitType6 = 8
UnitType20 = 6
UnitType21 = 8
UnitType22 = 10
UnitType40 = 72
UnitType41 = 96
UnitType42 = 48
UnitType43 = 24
UpgradeCostModifier = 2.0 

[MinimumPortSizeToEnter]

UnitType40 = 4 
UnitType41 = 3
UnitType42 = 2
UnitType43 = 1
UnitType44 = 1
UnitType45 = 1

[MinimumPortSizeToDeploy]

UnitType40 = 8
UnitType41 = 6
UnitType42 = 4
UnitType43 = 2
UnitType44 = 1
UnitType45 = 1

[ShipRetreats]

RetreatWithStrengthPercentageLowerThan  10
RetreatWithEnemyAdvantage = 3
RetreatChanceOfSuccess = 25

[Nuke]

RangeOfDestruction = 1 
PermanentLossOfPPPPercentage = 50
IncreaseOfOwnersSocialUnrestPercentage = 20
IncreaseOfAlliesSocialUnrestPercentage = 10

[Commander]

EffectivenessBonusForSkill = 3 
InfluenceRange = 3
MaximumEffectivityForIndirect = 60
MaximumExperience = 20
EffectivenessBonusForEachExpPoint = 1
ChanceToGainExpWhenDefending = 30
ChanceToGainExpWhenAttacking = 15
AvoidingDamageInAirCombatForEachSkillPoint = 2

consts

DoubleDamageToLandUnitForEachSkillPoint = 2
HittingShipBonusForEachSkillPoint = 5
AvoidingDamageInNavalCombatByGroupForEachSkillPoint = 5
DetectingConvoyBonusForEachSkillPoint = 5
DetectingEnemyShipsWhenEnterSeaZoneForEachSkillPoint = 5

[CitySiege]



BaseValue = 0.2
OddsWeight = 1
CommanderInfluenceForEachSkillPoint = 1
CitySupplyModifier = 2
AirSuperiorityWeight = 0.4
MaxAirSuperiorityOdds = 4
MaxOdds = 10

[Trenches]



MaximumTrenchBonus = 5
TrenchBonusMultiplier = 5.0

[Weather]



WinterBattleEffectivityDecreaseModifier = 30
WinterMoveCostModifier = 100
MudBattleEffectivityDecreaseModifier = 20
MudMoveCostModifier = 150

[AiShipRepair]



MinStrengthPercentageToRepair = 35

[NavyParticipatingInInvasion]

ProbabilityOfAttackingShipToJoin = 65
ProbabilityOfDefendingShipToJoin = 70



[LandUnitRetreat]



BasicRetreatChance = 100
AfterBattleRetreatModifierColumn1 = 0.5
AfterBattleRetreatModifierColumn2 = 0.75
AfterBattleRetreatModifierColumn3 = 1
AfterBattleRetreatModifierColumn4 = 1.25
AfterBattleRetreatModifierColumn5 = 1.5
AfterBattleRetreatModifierColumn6 = 1.75
AfterBattleRetreatModifierColumn7 = 2
WaterRetreatModifier = 1
PlainRetreatModifier = 1.2
ForestRetreatModifier = 0.6
RoughRetreatModifier = 0.4

consts

SwampRetreatModifier = 0.5
HillsRetreatModifier = 0.7
MountainRetreatModifier = 0.5
DesertRetreatModifier = 1.5

[DiplomaticStrength] 
AdvantageNeededToTakeOwnershipWhenAttackingFromAlliedTerritory = 30

[AirSuperiority] 
SuperiorityNeededToPerformStrategicBombardmentByAI = 2.0

[CarrierAirStrike] 
MinimumHealthPercentage = 30
MinimumStrengthToExecuteAttack = 3

[PortCapacity] 
SupplyPerOnePortSize = 10
ProductionPointsPerOnePortSize = 5

[DetectingEnemyFleets] 
BasicChanceInCurrentSeaZone = 30
OwnMinimumSizeBonus = 20
OwnOversizeBonus = 5
OwnBonusValue = 2
OwnCarrierBonus = 1
EnemyMinimumSizeBonus = 10
EnemyOversizeBonus = 10
EnemyBonusValue = 1

[AmphibiousInvasion] 
StrengthLostPercentageForDiceRolls = 0;0;0;5;10;33
EffectivenessModifier = 0.1
AttackersAdvantageModifier = 1.0
AmphibiousAssaultAfterMovement = 0

[Paratroopers]
StrengthLostPercentageForDiceRolls = 5;10;15;25;30;35
NumberOfTurnsBetweenParadrop = 3 

[Mulberry] 
CostOfInstallingMulberry = 300
SupplyGeneratedByMulberry = 20

consts

MulberryStrength = 20
MonthsRunning = 2

[Technology]

InfantryProgressNeeded = 150
InfantryMaxLevel = 5
InfantryCostOfInvestment = 150
TanksProgressNeeded = 150
TanksMaxLevel = 5
TanksCostOfInvestment = 200
AircraftsProgressNeeded = 150
AircraftsMaxLevel = 5
AircraftsCostOfInvestment = 250
SubsProgressNeeded = 150
SubsMaxLevel = 5
SubsCostOfInvestment = 150
NavalProgressNeeded = 150
NavalMaxLevel = 5
NavalCostOfInvestment = 200
NuclearProgressNeeded = 800
NuclearMaxLevel = 1
NuclearCostOfInvestment = 1000

[ConvoyTransportCost]

SupplyUnitType0 = 1
SupplyUnitType1 = 3
SupplyUnitType2 = 2
SupplyUnitType3 = 6
SupplyUnitType4 = 2.5
SupplyUnitType5 = 7.5
SupplyUnitType6 = 2
SupplyUnitType20 = 3.5
SupplyUnitType21 = 7
SupplyUnitType22 = 10
ProductionPoints = 1

[UpkeepCost]

UpkeepPerOneStrengthPoint = 0.06

[ConvoysInterception]

BaseChancePercentage = 5
SmallConvoyModifier = 0.75
MediumConvoyModifier = 1
LargeConvoyModifier = 1.25
ModifierForRaider = 3
MinimalDestroyedSTPUnitType40 = 1

consts

MaximalDestroyedSTPUnitType40 = 3
MinimalDestroyedSTPUnitType41 = 0
MaximalDestroyedSTPUnitType41 = 1
MinimalDestroyedSTPUnitType42 = 0
MaximalDestroyedSTPUnitType42 = 2
MinimalDestroyedSTPUnitType43 = 1
MaximalDestroyedSTPUnitType43 = 3
MinimalDestroyedSTPUnitType44 = 0
MaximalDestroyedSTPUnitType44 = 0
MinimalDestroyedSTPUnitType45 = 0
MaximalDestroyedSTPUnitType45 = 0

[StrategicBombardment]



IndustryDamageOfPPForDiceRolls = 1;2;3;4;5;6
BomberModifierOnLevels = 100;125;150;175;200
StrengthLostPercentageForDiceRolls = 1;2;3;5;6;7

[NavalBattle]



EngagementChance = 30
ChanceForTurns = 80;75;50;20;5

[AirUnitsStrategicMovement]

CostUnitType20 = 8

CostUnitType21 = 10



CostUnitType22 = 15

MinimumSupplyUnitType20 = 0

MinimumSupplyUnitType21 = 0

MinimumSupplyUnitType22 = 0

[ShoreBombardment]



StrengthLossesByUnitType41ForDiceRolls = 0.2;0.35;0.5;0.65;0.80;0.95

StrengthLossesByUnitType42ForDiceRolls = 0.1;0.175;0.25;0.325;0.4;0.475

EffectivenessReduction = 5

EffectivityModifierOnLevels = 40;55;70;90;115

[AirstrikeConsideredEffective]

StrengthAndLevel = 0.7



[CarrierRecon]



MaximumAberration = 50

[PortStrike]



AttackersAirTechLevelMultiplier = 20

consts

DefendersLandTechLevelMultiplier = 12
ChanceToHitVisibleVessel = 4
ChanceToHitNotVisibleVessel = 2
HpForEveryoneHp = 5
StrategicBombersAccuracy = 50

[SeaZoneStrike]



ChanceForDoubleLosses = 15
ChanceForDestroying = 7

[AdditionalOperationalStageForAI]

MaximumDistanceOfCity = 5



[AirUnitsRebase]



SupplyToRebaseUnitType20 = 15
SupplyToRebaseUnitType21 = 15
SupplyToRebaseUnitType22 = 15

[CRTDefenderLossesInLandCombatForDiceRolls]

Odds1to1 = 5;10;15;20;25;30
Odds2to1 = 10;20;30;40;50;60
Odds3to1 = 20;30;40;50;60;70
Odds4to1 = 30;40;50;60;70;80
Odds5to1 = 40;50;60;70;80;90
Odds6to1 = 50;60;70;80;90;100
Odds7to1 = 60;70;80;90;100;100



[CRTAttackerLossesInLandCombatForDiceRolls]

Odds1to1 = 1.2;1.4;1.6;1.8;2;2.2
Odds2to1 = 0.6;0.7;0.8;0.9;1;1.1
Odds3to1 = 0.3;0.35;0.4;0.45;0.5;0.55
Odds4to1 = 0.2;0.25;0.3;0.35;0.4;0.45
Odds5to1 = 0.05;0.1;0.15;0.2;0.25;0.3
Odds6to1 = 0.025;0.05;0.1;0.15;0.2;0.25
Odds7to1 = 0.0125;0;0.05;0.1;0.15;0.2

[CRTDefenderLossesInAirCombatForDiceRolls]

Column-4 = 0;0;0;0;0;0
Column-3 = 0;0;0;0;0;1
Column-2 = 0;0;0;0;1;1
Column-1 = 0;0;0;1;1;1
Column0 = 0;0;0;1;1;2
Column1 = 0;0;1;1;1;2
Column2 = 0;1;1;1;1;2
Column3 = 1;1;1;1;1;2
Column4 = 1;1;1;1;2;2

consts

[CRTAttackerLossesInAirCombatForDiceRolls]

Column-4 = 1;1;1;1;0;0
Column-3 = 1;1;1;0;0;0
Column-2 = 1;1;1;0;0;0
Column-1 = 1;1;1;0;0;0
Column0 = 1;1;0;0;0;0
Column1 = 1;1;0;0;0;0
Column2 = 1;1;0;0;0;0
Column3 = 1;1;0;0;0;0
Column4 = 1;0;0;0;0;0

[CRTInAirStrikeForDiceRolls]

DefenderLosses = 0.1;0.2;0.3;0.4;0.5;0.6
AttackerLossesColumn1 = 0;0;1;1;1;1
AttackerLossesColumn2 = 0;0;0;0;1;1
AttackerLossesColumn3 = 0;0;0;0;0;0
AttackerLossesColumn4 = 0;0;0;0;0;0
AttackerLossesColumn5 = 0;0;0;0;0;0
DefenderEffectivenessLossesColumn1 = 1;2;4;6;8;10
DefenderEffectivenessLossesColumn2 = 2;4;6;8;10;15
DefenderEffectivenessLossesColumn3 = 4;6;8;10;15;20
DefenderEffectivenessLossesColumn4 = 6;8;10;15;20;30
DefenderEffectivenessLossesColumn5 = 8;10;15;20;30;40
FortsOrDigModifier = -3

[UnitExperience]

Land_PointsForCombat = 3
Air_PointsForAirCombat = 1
Air_PointsForAirStrike = 1
Air_PointsForStratBombing = 1
Air_PointsForInterception = 1
ExpCostForOneReinforcementPoint_Land = 1
ExpCostForOneReinforcementPoint_Air = 1
ExpCostForOneReinforcementPoint_Sea = 1

[Diplomacy]

DelayWarEntryModifierForDemoCrasiesAndProallies = 0.1
DelayWarEntryModifierForProaxisAndProcommies = 0.6
DelayWarEntryModifierForRegimes = 1.5
DelayWarEntryNumberOfDices = 1
DelayWarEntrySidesOfDice = 30
DelayWarEntryAdd = 10
HasteWarEntryModifierForDemoCrasiesAndProallies = 0.1
HasteWarEntryModifierForProaxisAndProcommies = 0.6
HasteWarEntryModifierForRegimes = 1.5
HasteWarEntryNumberOfDices = 1
HasteWarEntrySidesOfDice = 30
HasteWarEntryAdd = 10
ElectionsNumberOfDices = 5

consts

ElectionsSidesOfDice = 6 
ElectionsAdd = 10
OrientationChangeEntryDropdownNumberOfDices = 5
OrientationChangeEntryDropdownSidesOfDice = 6
OrientationChangeEntryDropdownAdd = 20
OrientationChangeSocialUnrestNumberOfDices = 5
OrientationChangeSocialUnrestSidesOfDice = 6
OrientationChangeSocialUnrestAdd = 0
OrientationNotChangeSocialUnrestNumberOfDices = 2
OrientationNotChangeSocialUnrestSidesOfDice = 6
OrientationNotChangeSocialUnrestAdd = 0

[WarDeclarationCost] 
CominternLeaderOnLeaderOfComintern = -1
CominternLeaderOnLeaderOfAxis = 0
CominternLeaderOnLeaderOfAllies = 0
CominternLeaderOnNeutralWithCommieOrProcommie = -1
CominternLeaderOnNeutralWithNationalistOrProaxis = 0
CominternLeaderOnNeutralWithDemocracyOrProallied = 0
AxisLeaderOnLeaderOfComintern = 0
AxisLeaderOnLeaderOfAxis = -1
AxisLeaderOnLeaderOfAllies = 0
AxisLeaderOnNeutralWithCommieOrProcommie = 0
AxisLeaderOnNeutralWithNationalistOrProaxis = -1
AxisLeaderOnNeutralWithDemocracyOrProallied = 0
AlliesLeaderOnLeaderOfComintern = 100
AlliesLeaderOnLeaderOfAxis = 75
AlliesLeaderOnLeaderOfAllies = -1
AlliesLeaderOnNeutralWithCommieOrProcommie = 100
AlliesLeaderOnNeutralWithNationalistOrProaxis = 50
AlliesLeaderOnNeutralWithDemocracyOrProallied = -1
CominternMemberOnLeaderOfComintern = -1
CominternMemberOnLeaderOfAxis = 200
CominternMemberOnLeaderOfAllies = 200
CominternMemberOnNeutralWithCommieOrProcommie = -1
CominternMemberOnNeutralWithNationalistOrProaxis = 100
CominternMemberOnNeutralWithDemocracyOrProallied = 100
AxisMemberOnLeaderOfComintern = 200
AxisMemberOnLeaderOfAxis = -1
AxisMemberOnLeaderOfAllies = 200
AxisMemberOnNeutralWithCommieOrProcommie = 100
AxisMemberOnNeutralWithNationalistOrProaxis = -1
AxisMemberOnNeutralWithDemocracyOrProallied = 50
AlliesMemberOnLeaderOfComintern = 200
AlliesMemberOnLeaderOfAxis = 200
AlliesMemberOnLeaderOfAllies = -1
AlliesMemberOnNeutralWithCommieOrProcommie = 100
AlliesMemberOnNeutralWithNationalistOrProaxis = 100
AlliesMemberOnNeutralWithDemocracyOrProallied = -1
NeutralCommieOnLeaderOfComintern = -1

consts

NeutralCommieOnLeaderOfAxis = 50
NeutralCommieOnLeaderOfAllies = 50
NeutralCommieOnNeutralWithCommieOrProcommie = -1
NeutralCommieOnNeutralWithNationalistOrProaxis = 25
NeutralCommieOnNeutralWithDemocracyOrProallied = 25
NeutralNationalistOnLeaderOfComintern = 50
NeutralNationalistOnLeaderOfAxis = -1
NeutralNationalistOnLeaderOfAllies = 50
NeutralNationalistOnNeutralWithCommieOrProcommie = 25
NeutralNationalistOnNeutralWithNationalistOrProaxis = -1
NeutralNationalistOnNeutralWithDemocracyOrProallied = 25
NeutralDemocracyOnLeaderOfComintern = 150
NeutralDemocracyOnLeaderOfAxis = 150
NeutralDemocracyOnLeaderOfAllies = -1
NeutralDemocracyOnNeutralWithCommieOrProcommie = 100
NeutralDemocracyOnNeutralWithNationalistOrProaxis = 100
NeutralDemocracyOnNeutralWithDemocracyOrProallied = -1

[RiseOfSocialUnrestAfterWarDeclaration] 

CominternLeaderOnLeaderOfComintern = -1
CominternLeaderOnLeaderOfAxis = 20
CominternLeaderOnLeaderOfAllies = 50
CominternLeaderOnNeutralWithCommieOrProcommie = -1
CominternLeaderOnNeutralWithNationalistOrProaxis = 0
CominternLeaderOnNeutralWithDemocracyOrProallied = 0
AxisLeaderOnLeaderOfComintern = 0
AxisLeaderOnLeaderOfAxis = -1
AxisLeaderOnLeaderOfAllies = 10
AxisLeaderOnNeutralWithCommieOrProcommie = 0
AxisLeaderOnNeutralWithNationalistOrProaxis = -1
AxisLeaderOnNeutralWithDemocracyOrProallied = 0
AlliesLeaderOnLeaderOfComintern = 50
AlliesLeaderOnLeaderOfAxis = 35
AlliesLeaderOnLeaderOfAllies = -1
AlliesLeaderOnNeutralWithCommieOrProcommie = 20
AlliesLeaderOnNeutralWithNationalistOrProaxis = 10
AlliesLeaderOnNeutralWithDemocracyOrProallied = -1
CominternMemberOnLeaderOfComintern = -1
CominternMemberOnLeaderOfAxis = 0
CominternMemberOnLeaderOfAllies = 20
CominternMemberOnNeutralWithCommieOrProcommie = -1
CominternMemberOnNeutralWithNationalistOrProaxis = 0
CominternMemberOnNeutralWithDemocracyOrProallied = 30
AxisMemberOnLeaderOfComintern = 40
AxisMemberOnLeaderOfAxis = -1
AxisMemberOnLeaderOfAllies = 40
AxisMemberOnNeutralWithCommieOrProcommie = 0
AxisMemberOnNeutralWithNationalistOrProaxis = -1
AxisMemberOnNeutralWithDemocracyOrProallied = 5
AlliesMemberOnLeaderOfComintern = 70

consts

AlliesMemberOnLeaderOfAxis = 60
AlliesMemberOnLeaderOfAllies = -1
AlliesMemberOnNeutralWithCommieOrProcommie = 25
AlliesMemberOnNeutralWithNationalistOrProaxis = 15
AlliesMemberOnNeutralWithDemocracyOrProallied = -1
NeutralCommieOnLeaderOfComintern = -1
NeutralCommieOnLeaderOfAxis = 30
NeutralCommieOnLeaderOfAllies = 40
NeutralCommieOnNeutralWithCommieOrProcommie = -1
NeutralCommieOnNeutralWithNationalistOrProaxis = 15
NeutralCommieOnNeutralWithDemocracyOrProallied = 25
NeutralNationalistOnLeaderOfComintern = 10
NeutralNationalistOnLeaderOfAxis = -1
NeutralNationalistOnLeaderOfAllies = 25
NeutralNationalistOnNeutralWithCommieOrProcommie = 5
NeutralNationalistOnNeutralWithNationalistOrProaxis = -1
NeutralNationalistOnNeutralWithDemocracyOrProallied = 10
NeutralDemocracyOnLeaderOfComintern = 70
NeutralDemocracyOnLeaderOfAxis = 4
NeutralDemocracyOnLeaderOfAllies = -1
NeutralDemocracyOnNeutralWithCommieOrProcommie = 30
NeutralDemocracyOnNeutralWithNationalistOrProaxis = 30
NeutralDemocracyOnNeutralWithDemocracyOrProallied = -1

[ExertPressure]



NumberOfDices = 1
SidesOfDice = 30
Add = 20
SuccessModifierForNonFirm = 1
SuccessModifierForFirm = 0.5
SuccessModifierForDifferent = 1.5

[CoupDEtat]



ModifierForTargetWithFirm = 0.6
ModifierForTargetWithNonFirm = 0.8
CostModifier = 2.5
PoliticalStrenghtlnTargetGrowthlnCaseOfFail = 10
PoliticalStrenghtlnInitiatorlnCaseOfFail = 5
GrowthOfAlianceEntrylnCaseOfFailNumberOfDices = 5
GrowthOfAlianceEntrylnCaseOfFailSidesOfDice = 6
GrowthOfAlianceEntrylnCaseOfFailAdd = 0
LossOfAlianceEntrylnCaseOfFailNumberOfDices = 6
LossOfAlianceEntrylnCaseOfFailSidesOfDice = 8
LossOfAlianceEntrylnCaseOfFailAdd = 0

[PossibleUnitUpgrade_Land]



UnitType0 = 0;1;1;0;0;0;1
UnitType1 = 0;0;0;1;0;0;0

consts

```
UnitType2 = 0;0;0;1;1;0;0  
UnitType3 = 0;0;0;0;0;1;0  
UnitType4 = 0;0;0;0;0;1;0  
UnitType5 = 0;0;0;0;0;0;0  
UnitType6 = 0;1;1;0;0;0;0
```

[SpecialNavalUnitTypes]



```
HP_Light_carrier = 6  
HP_Escort_carrier = 4  
HP_Fleet_carrier = 12  
HP_Small_battleship = 4  
HP_Battlecruiser = 6  
HP_Super_battleship = 10  
HP_Heavy_cruiser = 6  
HP_Light_cruiser = 3  
HP_Auxiliary_cruiser = 2  
HP_Coastal_submarine = 1  
HP_Long_range_submarine = 3  
CostMod_Light_carrier = 0.6  
CostMod_Escort_carrier = 0.3  
CostMod_Fleet_carrier = 1.5  
CostMod_Small_battleship = 0.5  
CostMod_Battlecruiser = 0.75  
CostMod_Super_battleship = 1.5  
CostMod_Heavy_cruiser = 1.5  
CostMod_Light_cruiser = 0.5  
CostMod_Auxiliary_cruiser = 0.4  
CostMod_Coastal_submarine = 0.4  
CostMod_Long_range_submarine = 2
```

[UnitComposition]



```
UnitType0_Level1 = 17000;0;70;0;0  
UnitType0_Level2 = 17500;0;75;0;0  
UnitType0_Level3 = 16000;0;94;4;0  
UnitType0_Level4 = 14000;0;110;4;0  
UnitType0_Level5 = 14000;0;115;12;0  
UnitType1_Level1 = 59500;0;245;0;0  
UnitType1_Level2 = 61250;0;264;0;0  
UnitType1_Level3 = 56000;0;329;14;0  
UnitType1_Level4 = 49000;0;385;14;0  
UnitType1_Level5 = 49000;0;406;42;0  
UnitType2_Level1 = 14000;0;98;12;0  
UnitType2_Level2 = 14000;0;115;24;0  
UnitType2_Level3 = 13000;0;120;40;0  
UnitType2_Level4 = 12000;4;140;60;0  
UnitType2_Level5 = 13000;4;136;80;0  
UnitType3_Level1 = 49000;0;343;42;0  
UnitType3_Level2 = 49000;0;405;84;0  
UnitType3_Level3 = 45500;0;420;140;0  
UnitType3_Level4 = 42000;14;490;210;0
```

consts

UnitType3_Level5 = 45500;14;476;280;0
UnitType4_Level1 = 12000;120;74;12;0
UnitType4_Level2 = 15000;300;85;24;0
UnitType4_Level3 = 14500;260;89;60;0
UnitType4_Level4 = 13240;240;95;64;0
UnitType4_Level5 = 13000;240;80;120;0
UnitType5_Level1 = 42000;300;259;42;0
UnitType5_Level2 = 52500;750;298;84;0
UnitType5_Level3 = 50750;650;312;210;0
UnitType5_Level4 = 46400;600;334;224;0
UnitType5_Level5 = 45500;600;280;420;0
UnitType6_Level1 = 12000;0;48;0;0
UnitType6_Level2 = 12000;0;48;0;0
UnitType6_Level3 = 11500;0;56;4;0
UnitType6_Level4 = 11500;0;56;8;0
UnitType6_Level5 = 11000;0;64;12;0
UnitType20_Level1 = 250;0;0;0;250
UnitType20_Level2 = 250;0;0;0;250
UnitType20_Level3 = 250;0;0;0;250
UnitType20_Level4 = 250;0;0;0;250
UnitType20_Level5 = 250;0;0;0;250
UnitType21_Level1 = 500;0;0;0;250
UnitType21_Level2 = 500;0;0;0;250
UnitType21_Level3 = 500;0;0;0;250
UnitType21_Level4 = 500;0;0;0;250
UnitType21_Level5 = 500;0;0;0;250
UnitType22_Level1 = 2500;0;0;0;250
UnitType22_Level2 = 2500;0;0;0;250
UnitType22_Level3 = 2500;0;0;0;250
UnitType22_Level4 = 2500;0;0;0;250
UnitType22_Level5 = 2500;0;0;0;250
KilledPartOnStrengthDecrease=0.3;0.5;0.5;0.5;0

[Railroads]
MaxRepairTimeAfterOwnerChange = 3
RepairChanceForWeather = 90;35;50

[RailroadSupply]
SupplyPartWithNoRailroadLandConnectionWithMSS = 0.66

[NavalUnit_TimeOnSeaPenalties]
TurnsWithoutPenalty_InRegularFleet = 10
TurnsWithoutPenalty_InRaiderFleet = 20
DetectingAbilityPenalty = 0.5
HitChanceInSeaBattlePenalty = 0.5

[UnitUpgrade]
CostModifierOfTypeUpgrade=0.6

consts

[NavalUnit_DistanceFromPortPenalties]



DistanceWithoutPenalty_InRegularFleet=1

DistanceWithoutPenalty_InRaiderFleet=2

DetectingAbilityPenaltyPerSeaZone=0.1

HitChanceInSeaBattlePenaltyPerSeaZone=0.1

[SupplyFromBombers]



MaxValue = 20

ChanceOfSupplyForBomberStrengthPoint = 10

SupplyPerBomberStrengthPoint = 1

[UnitSplitting]

FreezeTimeModifierAfterUnitSplit_Land = 0.67

CostModifierOfUnitSplit_Land = 0.67



[Interception]

AirFighterInterceptionThreshold = 5

