

0.9 Beta Version

1.0 Changes:

Implemented changes from patch 0.92 & 0.93

Graphics:

Changed BG Icons for Strategic Map & Scenario Editor, multiple minor changes
Changed Tank-, Wreck- and Shadows-Graphics

Units:

Changed Nato Names for Soviet ATG to Russian ones (i.e. AT-3 Sagger - is PUR-63 Malyutka)
Removed GP140 Uragan Arti Unit because of min. Range 10 KM
Removed Sowjet Reserve Units
New Units: OT-55 Flame Tank, Nona, M60, Chieftain, T64

BGroups/Fpools:

Increased Agression of Sowjet Commanders
Decreased some NATO BGs
Increased Number of Sowjet T80 Tanks (instead of older ones)

Maps:

43 new Maps from Southernland specially made for RSR
1 new Map (East-Berlin) from Drew & Pvt Grunt
Coswig StratMap Bug fixed (the map had no connections to other maps in the game)
More maps with Heavy Arti Support for the soviet side

Data:

Multiple small Corrections
Replaced Abrams Tank with M60 for USMC
Replaced Challenger Tank with Chieftain for UK Berlin Brigade
Replaced Russian SPG-9 Gun with AGS 17 Plamya
New Weapons: AKS74-U, RPO-A

CC5.exe

No CD needed in Drive anymore during gameplay.

Sound

Russian now speak russian (custom made by Drew)
Multiple Weapon sounds changed

Video:

RSR 1.0 has now it's own Video!