Gary Grigsby's World At War: A World Divided™ (v1.011)

Thank you for playing Gary Grigsby's World At War: A World Divided™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at www.matrixgames.com.

If you are experiencing problems with the game, please contact support@matrixgames.com or post in the Gary Grigsby's World At War: A World Divided Support Forum at www.matrixgames.com. Please provide as much detail on your issue as soon as possible.

Be sure to reset to default your Game Options and Game Preferences (both User and Map Preferences) when you first load the game after installing a patch. Once you have done this, you may make any changes desired.

Change History:

V1.011 – April 15, 2007

Due to the extensive changes to allow future mod-ability, save game files from earlier versions will not work with this version. For those wishing to continue playing current games, we suggest you first copy you're A World Divided game to a new folder before applying this new patch to the originally installed AWD folder. You will be able to continue your old games by running the exe file from this copy of the game.

1) Bug fix - overflow of lines in the Event Log caused random characters at the end of the line.
2) Bug fix - damaged "elite" units did not remain "vet" in the production queue.
3) Bug fix - factories in the production queue advanced even if no production was available.
4) Bug fix - the inability of Russian units to retreat into a frozen zone.
5) Bug fix - Russian units starting in a non-frozen zone were able to tactically move through frozen zones.
6) Bug fix - nonland units in Iraq when the coup occurred would not have been retreated.
7) Bug fix - a couple of load/save issues, with unknown symptoms (one was related to history, maybe it will fix history and replay related problems, but that is unknown).
8) Bug fix - a specific sequence of events could prevent the first Russian penalty from occurring.
9) Bug fix - the "Continue Game?" option did not work after an Axis AV.
10) GUI improvement - the Political Event screen is enhanced. Color coding of events is changed: RED can happen now (prerequisites are satisified), BLACK hasn't happened yet and can't happen right now (could happen later), GREY has already occurred and will not occur again. (Note black and grey are swapped from previously). There is now an explicit indication of the current probability of an event if it is dependent on region ownership (i.e. the Spanish coup).
11) GUI improvement - the Event Log size is increased from 250 lines to 400 lines.
12) Mod-ability improvement - There's a whole slew of new things that are possible in scenario design. The biggest is complete mod-ability of political events, which can actually provide a significant amount of control of the political situation (e.g. they support some basic surrender concepts, intended for [but not limited to] Russia, India and Australia). Effort was made to thoroughly comment the data files so that one can figure out how to use this.
    a. initial USA and USSR factory multipliers are configurable (wawgoldfactory.txt, FACMULT)
    b. can specify files to replace wawgoldareadata.txt and wawgoldmapregionloc.txt (wawgoldregions.txt, AREADATA_FILE and REGIONLOC_FILE). These files define port locations.
    c. can specify infrastructure as damaged at start (wawgoldregions39.txt). An example would be

     UNIT,RESOURCE,3,2,1 ⇐ 3 undamaged resources, 2 @ level 1 damage, 1 @ level 2 damage.

d. all political events are mod-able, and new ones may be added. (wawgoldscendat39.txt, with verbose comments to describe the syntax). There is enough control in political events to implement some basic surrender rules, e.g. can force cession of specific territories or enemy-adjacent territories, can force remaining player regions to be "refrozen" with new frozen rules and WR thresholds.

e. strategic move limits while frozen are now configurable by year, and the limit can be increased from zero even for the WA (wawgoldscendat39.txt , STRAT_MOVE_LIMIT).

f. some transport capacity modifiers can be applied, e.g. benefits for ports and penalties for adjacent hostile land (wawgoldscendat39.txt, TRANSPORT_PENALTY_2MP, TRANSPORT_PENALTY_HOSTILE, TRANSPORT_BONUS_PORT1, TRANSPORT_BONUS_PORT2).

g. some additional flexibility (plus fixed bugs and added verbose descriptive comment to describe its use) in the programmable suppression rules (WawGoldScenExtra.txt, BombardSuppressionRule)

13) Rule change (section 10.7) - the "Greece joins the Allies" event now depends on Greece being Pro-Allied, instead of prior occurrance of the "Greece border war" event. This should have no practical effect.

14) Rule change (section 10.7) - the "Iraq Axis coup" event now yields a German militia rather than an Italian militia.

15) Rule clarification (section 10.7) - the "Iraq Axis coup" event yields 1 supply, not 5 supply as stated in the manual.

V1.010 – January 8, 2007

1) Rule Change (Section 10.7) – The chance that the Coup in Spain political event will occur is now 1% (instead of 3%), and increases by 2% if Malta is German controlled, by 4% if London is German controlled, and by 4% if Gibraltar is German controlled. These are cumulative so if all three are German controlled the chance the event will be triggered is 11%. All conditions for the event to occur remain the same.

2) Rule Change (Section 10.2) – The Soviet Union and the United States will now only check to see if they have exceeded their second war readiness thresholds at the beginning of their respective turns (just after any War Readiness increases are applied for the turn). This will prevent the unfreezing of USSR and US politically frozen zones, due to reaching these WR thresholds, during other player turns.

3) Bug Fix – In version 1.008, the chance of the Spanish Coup occurring was 100% (instead of 3%). The chance is now based on the rule change in item 1 above.

4) Bug Fix – When the US was attacked in such a way that the 5 WR increase for attacking a US territory put the US over its second WR threshold, the basic 15 WR increase for the attack would not be added for the attack on the Allies. This has been fixed so that these attacks will increase WR by 20 (15+5) in all cases.

5) Bug Fix – The Portugal Joins Western Alliance random event was not correctly setting Portugal to offer to join the Allies (it was setting The Low Countries). Portugal will now be correctly set when this event occurs.

6) Scenario Change – The following changes have been made to the Uncommon Valor scenario that was added in version 1.008:

A. *Move 1 arty and flak from Scotland to Malta.*

B. *Move 1 militia from Scotland to England.*

C. *Move 1 militia from Eastern USA to Midway.*

D. *Move 1 militia from Fiji to New Caledonia.*

E. *Move 1 transport from Hawaiian sea zone to Midway's sea zone.*

F. *Froze Midway's sea zone.*

G. *Changed US War Readiness thresholds to 27/37/53 (previously they were 28/37/52).*

V1.008 – December 18, 2006

1) New Feature – Added a "Report Recent Events" feature. This will keep a running record of the last 250 text messages displayed during the game (does not include production or resource/supply trade messages). Pressing the "e" key will bring up this report.

2) New Scenario provided by Jesse LeBreton – Added a new scenario titled "Alternate 1939-Uncommon Valor" – This scenario is a variant of the Total War scenario with changes to the Strategic Points and the Victory Thresholds. These changes were made to give incentives for the Axis player to go after certain regions, with the biggest impact being a greater incentive for a major Japanese campaign in the South and Central Pacific (with the idea that success would more likely cause the Western Allies to make peace with the Axis). The changes made are:

    a. Lowered Chungking to 2 SPs and added one SP to Lanchow.

    b. Added 2 SPs to Hawaii. Added 1 SP to Luzon, Midway, Papua, Bismarck Arch., Solomon Islands, New Caledonia and Queensland.

    c. Reduced Victoria to 3 SPs and reduced the maximum points scored by Air Proximity to New Zealand to 3 SPs (from 4).

    d. Added one SP to Vladivostok.

    e. Reduced Moscow to 5 Strategic Points (SPs) and increased Stalingrad to 2 SPs.

    f. Changed the victory levels to 71-77-83 (from 67-72-78).

    g. Japanese Tactical Bomber Torpedoes increased to 3 (instead of 2).

    h. Chinese Sub Fleet Evasion reduced to 1 (instead of 2).

3) GUI Improvement - The random technology event screen now lists the year in which each event is first checked.

4) GUI Improvement – War Readiness messages have been made to appear in a consistent format throughout the game.

5) Rule Change - The Eastern Black Sea region has been added to the list of frozen regions in the Soviet Western Zone. See rule section 3.2.6.

6) Rule Change - The random political event where The Low Countries joins the Western Allies will now only occur if Western France is controlled by the Western Allies.

7) Rule Change – When a damaged air unit is attempting to retreat to a factory under rule 8.5.5, the air unit is allowed to use it's speed rating (movement points) to move to a friendly area which is linked strategically to a factory. In the past the air unit only checked whether it could move strategically to a factory from its current location.

8) Rule Clarification – Airborne units that are dropped into an enemy area and forced to retreat during combat are always damaged when they are forced to retreat.

9) Rule Clarification – When Germany and Japan surrender, regions that are automatically taken over by Soviet and WA forces have their German and Japanese nationality factories removed from the game.

10) Bug Fix – In some cases the game was not ending even when both Germany and Japan had both surrendered due to the settings used for the No Auto Victory and/or No End Date game options. Now Axis surrender will be always cause the victory/end screen to be displayed.

11) Bug Fix – A game did not end because after German surrender, attacks against neutrals were causing them to become part of Germany. Now, once Germany surrenders, no neutrals join Germany, no German tech events take place and no German friendly coups take effect.

12) Bug Fix - Japan was surrendering even when not at war with the Soviet Union. Now, Japan will not surrender unless the Soviet at war condition is met (along with the other conditions). Also, once the Soviet Eastern Zone unfreezes, they must actually attack Japanese regions or units in order to declare war on Japan if Japan has not yet attacked Soviet regions or areas.

13) Bug Fix – In some cases the AI might take an area and then move the unit that attacked out of the area even though it had no movement points remaining (it was rare and seems to have happened only when attacking empty areas). This should no longer happen.

14) Bug Fix – A very infrequent lockup could occur during a WA AI turn involving an attack by a Carrier Fleet with a Carrier Air unit and Light Fleets against a Submarine. The infinite loop was found and fixed so this lockup should no longer occur.

15) Bug Fix – In some rare cases (especially with Advanced Supplies On and Auto Supplies Off), some units were allowed to execute Extended Movement without expending the required additional supply points. Units will now correctly expend additional supplies for Extended Movement or will be unable to execute this movement.

16) Bug Fix – Allied supplies in Iraq were not being converted when the Iraq coup random political event occurred. They will now be converted into Italian supplies when the Iraq coup event occurs.

17) Bug Fix - An attack on Dutch New Guinea or Celebes (when they are still neutral) was not unfreezing all WA areas. It will now unfreeze the areas as per the rules.

18) Bug Fix – The Western Allied AI would sometimes move WA transports through politically frozen zones in the Pacific. This should no longer happen.

19) Bug Fix – When the Greece Joins the Allies random political event was triggered, The Low Countries was being set to Allied (Greece should have been set to Allied). Also, when this event occurred it was not correctly being listed as having occurred on the random political events screen. These have been fixed and Greece will now be set to Allied and the event will correctly be listed as having occurred.

20) Bug Fix – Siam was not being set to Leaning Axis if Siam was Pro-Allied when Vichy was created. Siam will now always be set to Leaning Axis when Vichy is declared.

21) Bug Fix - It is possible that Spain was immediately joining the Axis as a result of the Spanish Coup political random event, instead of Germany having a choice to decline their entry. Now, Germany will always have a chance to decline their entry into the war, although if they do, US War Readiness will still increase by 3 and the event will be counted as having triggered and will not trigger again.

22) Bug Fix – It is possible that The Low Countries were not immediately joining the Western Allies when the random political event involving The Low Countries was triggered. Now, The Low Countries will always immediately join the Western Allies the moment this event is triggered.

23) Bug Fix - In some cases WA (The Low Countries) units were not being removed from areas that convert to German or Vichy control. All WA units will now be correctly removed from areas that convert to German or Vichy control when Vichy is declared.

24) Bug Fix – Amphibiously invading units that were being fired upon by Op-fire were not being damaged due to accumulated suppression exceeding five times their durability. They will now be damaged per the rules for accumulated suppression.

25) Bug Fix – During artillery op-fire at an amphibious invasion, the artillery was firing at the transports and the invading unit. They will now only fire at the invading unit as per the rules.

26) Bug Fix – Units that moved from Spain to Gibraltar and participated in a failed attack were being destroyed for being unable to retreat due to the one-way ferry. They will now be allowed to retreat from Gibraltar to Spain.

27) Bug Fix – Some text long text messages were being cut off when printed on the screen (messages such as Spy Research theft and changes in War Readiness levels). Text messages can now be broken into three lines and should no longer be cut off. The Event message background has also been made wider.

28) Bug Fix – When playing a TCP/IP game with the Allies as host player, supplies sent by neutrals to Germany were not actually being added to the German supply totals. Supplies should now be correctly added to Germany.

29) Bug Fix – A German symbol was being improperly displayed on the map when View Supply Units was toggled on. This was happening in areas containing Japanese and US units but no Japanese supply units. The German symbol will no longer be displayed in this case.