

COMMAND v1.06 – NEW FEATURES

WARGAME *of the* YEAR EDITION

COMMAND

MODERN AIR / NAVAL OPERATIONS



EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

CONTENTS

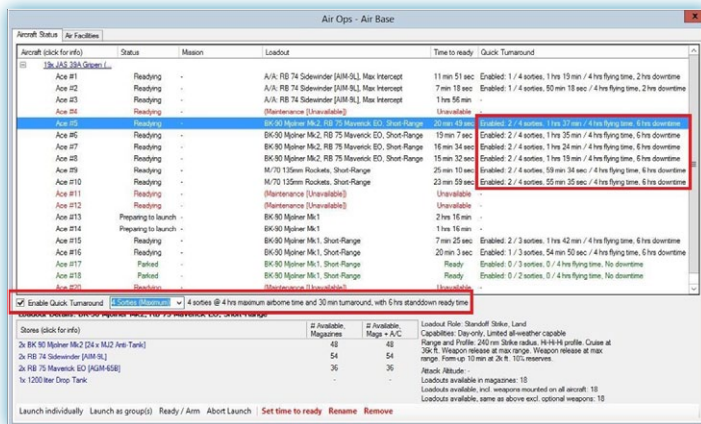
| | |
|---|----|
| 1. SURGE & QUICK-TURNAROUND TIMES IN AIR OPERATIONS | 4 |
| 2. UNIT-LEVEL PROFICIENCY VALUES | 7 |
| 3. GAME-CHANGER, THY NAME IS LUA | 9 |
| 4. THE OTHER NEW FEATURES | 13 |
| 5. 1980–2015++ PLATFORM ADDITIONS | 20 |
| 6. 1946–1979 PLATFORM ADDITIONS: | 28 |
| 7. ASSORTED FIXES / IMPROVEMENTS: | 33 |

1. SURGE & QUICK-TURNAROUND TIMES IN AIR OPERATIONS

Short version: True surge modelling for the first time in any commercial simulation.

Longer version: Players can now keep a constant sustainable “campaign” operational tempo as well as go to “Day-1” super-high sortie rates with very fast (30 mins or even less) turn-around times for loadouts supporting them. There is a price for this however: After a certain period of hyperactivity, aircraft _have_ to stand-down for an extended period of maintenance (and pilots badly need to rest).

The super-high sortie rate option (aka “Quick Turnaround” capability) is available only for a specific range of loadout types, typically those that do not need extensive mission briefing and coordination with other assets, for example close air-support (CAS) and air defence loadouts. So for example an A-10A Thunderbolt II can now indeed fly a series of quick CAS sorties but then has to stand down. Relevant loadouts have a “Quick Turnaround” option that allows aircraft to fly a certain number of short duration sorties in quick succession with a maximum overall airborne time limitation. For example, 3 sorties with 4 hours total flying time and 20 minute turnaround

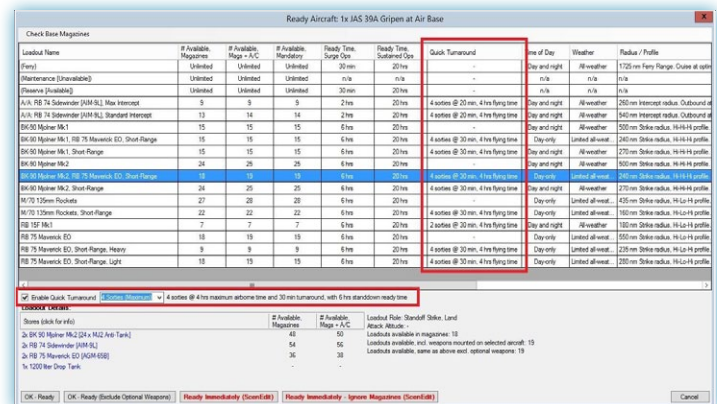


between each. The aircraft will then step down for the period set by the loadout’s Surge Operations or Sustained Operations ready time.

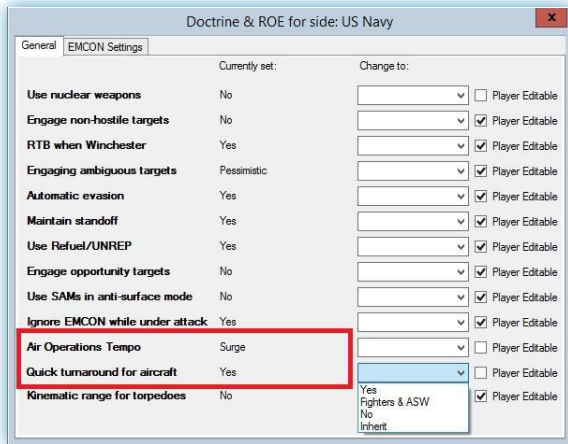
Let’s take a look at a practical example. In this screenshot (click for full size) the highlighted JAS-39A Gripen has the QT option enabled, which allows a maximum of four rapid-fire missions (just 30 mins turn-around) to be flown with a maximum air-time of four hours. On the “Quick Turnaround” column we see that the aircraft has already flown two of the four quick sorties and spent 1 hr 37 mins in-air (out of the four hours total available), after which it will be forced to stand down for six hours for rest and maintenance. It is now up to the player to decide how best make use of the remaining sorties.

It should be noted that aircraft flying Quick Turnaround sorties may be re-armed with a different loadout without having to step down, granted the new loadout is quick-turnaround capable. This means you can fly the first two Quick Turnaround sorties with iron bombs, re-arm with rockets for the third sortie, and cluster bombs for the fourth.

There are three limiting factors for quick turnaround: flying time, number of sorties (land-refuel-rearm-takeoff), and day/night capability. All three are used to determine if the aircraft can be quickly turned around to fly another sortie, or has to step down.



The player can easily determine if a given loadout supports quick-turnaround when browsing through loadouts on the “Ready Aircraft” window. Here we see that CAS, air-defence and short-range strike loadouts enable Quick Turnaround while long-range strike loadouts, which take a lot more preparation and coordination, do not.



The distinction on whether to have a low (peacetime) or wartime (high) operational time is configurable as a doctrine setting and thus, like all other similar settings, can be configured by both the player and the scenario author at the side-, mission-, group- and individual-unit level. So for example you can simulate an entire country being at peacetime level of activity while one or two bases are kept in high tempo as a “quick reaction” force. Quick-turnaround ability is also configurable as a separate setting. (So for example a base may be on wartime tempo but not be allowed to use super-high sortie rates in order to instead operate on a 24/7-sustainable rate. Keeping up a steady pace is frequently more important than going all-out.)

There is also a corollary benefit from those improvements, which resolves a longtime players bane: When an aircraft, fully loaded and prepped for a mission, switches to a different loadout, it is not

punished for it by going through the entire ready cycle again. Instead, only the time necessary for the actual re-arming is considered.

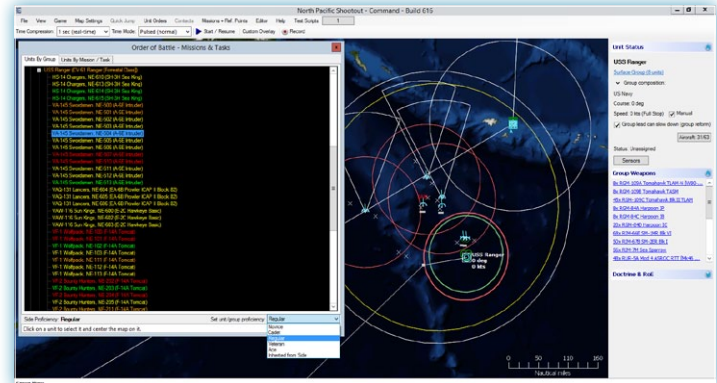
Being able to simulate historically-accurate bursts of air activity without resorting to the ridiculous “30 mins for everything and everyone!” setting of older games has been one of the holy grails of air-ops enthusiasts, and v1.06 finally brings this dream to reality.

2. UNIT-LEVEL PROFICIENCY VALUES

This is a direct response to a popular user request. When we introduced side-level proficiency ratings, the addition was welcome by players and scen authors alike. A frequent request, however, was to be able to combine different skill levels on the same side so as to emulate groups of forces with different skill or readiness levels, as is common in most military arms. Pre-v1.06, doing this required the workaround of defining multiple allied sides and setting the proficiency level differently on each of them. Version 1.06 allows defining the skillset on an individual unit level, making this workaround unnecessary.

There are two ways to view and (in ScenEdit mode only) alter the proficiency level of an individual unit:

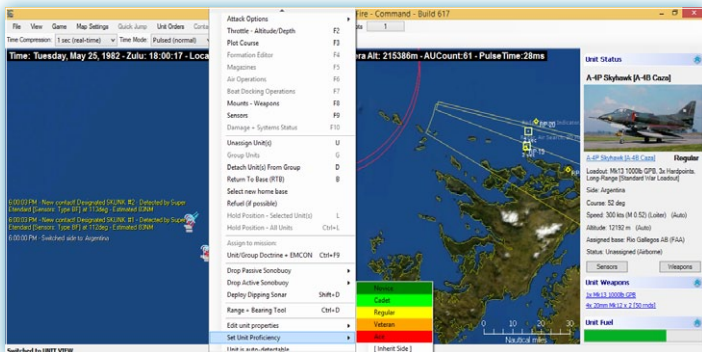
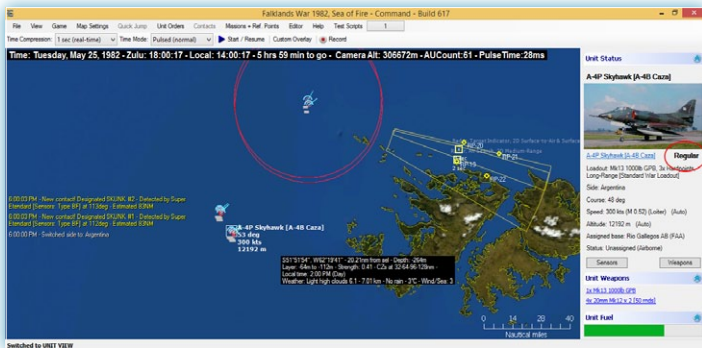
- Through the ORBAT window:



In this example you can see the individual units being listed in different colors that represent their proficiency levels (from the dark green of novices all the way to the red of the aces). As this shot was taken in Scenario Edit mode, the dropdown menu for setting the selected unit's proficiency is also visible. A unit can be set to either auto-inherit its parent side's overall proficiency level (which is the default behavior) or override it with a custom level of its own.

- Through the "Unit Status" window and the right-click menu:

A unit's proficiency level appears next to its class DB-hyperlink on the "Unit Status" window:



If running the scenario in editor mode, you can change the proficiency level of one or more units by selecting them, bringing up the unit-context menu (mouse right-click or context-menu key), clicking on "Set Unit Proficiency" and selecting the desired level (or setting it to auto-inherit from side):

Apart from making them configurable on a unit level, skill values now also have an even greater effect (e.g. when performing unguided weapon attacks, and in damage control) and their effects / modifiers are intensified. Novices and to a lesser extent cadets are now really lamb to the slaughter, while ace crews almost walk on water. Without knowing in advance just how capable an adversary you are facing (unless reliably pre-briefed), the ghastly uncertainties of combat become even more pronounced.

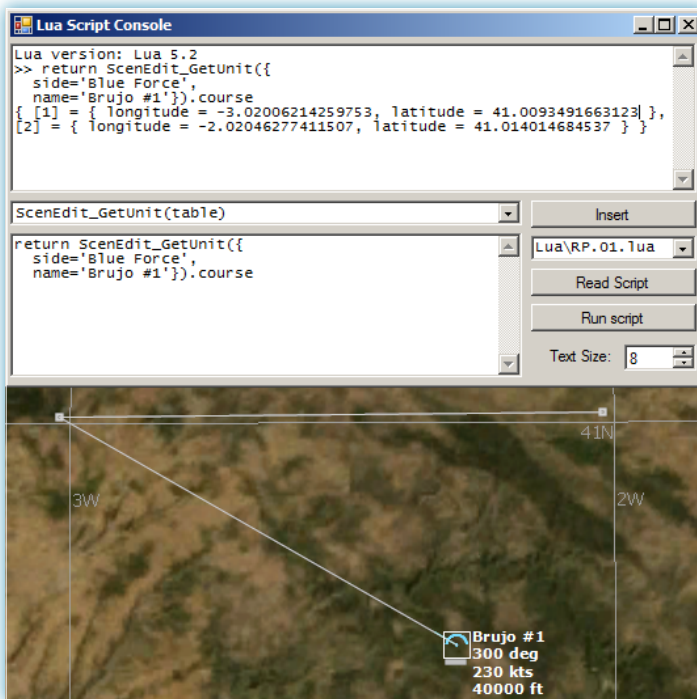
3. GAME-CHANGER, THY NAME IS LUA

The [Lua scripting language](#) has been [widely employed](#) in games & simulations in the industry and so its introduction to Command marks a milestone event. On this first iteration, Lua has been integrated as another "Event Action" type in the Scenario Editor's established Event Engine. Within this new action type, a whole range of script functions are supported for altering elements of the running scenario (see [HERE](#) and [HERE](#) for comprehensive documentation of available scripts).

The new supported functions include:

- Assigning units to missions, removing them from existing missions or reassigning them to others.
- Changing EMCON settings. One could make an event for an entire side's radars to engage.
- Creating new Aircraft, Ships, Submarines and Land Units at specific or random locations.
- Moving units, setting new courses for units. Telling units to hold fire, or to open fire.

- Changing side posture, for example one could make an event to make Soviet Union and NATO hostile towards each other.
- Changing the doctrine for a specified side, mission or unit.
- Changing the weather, either specifying a precise change or randomizing the weather.



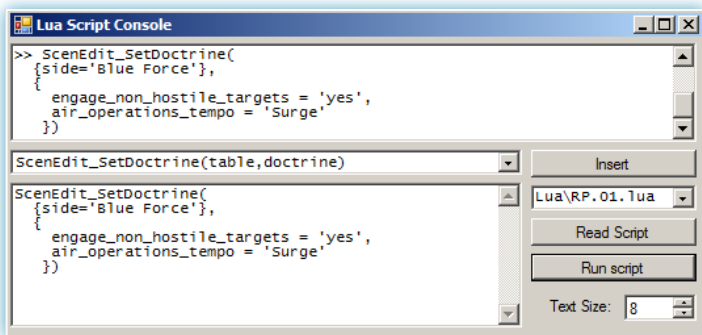
All of these new actions can be performed by the AI side in a scenario according to events triggered via the Event Editor. Scenario designers therefore now have a whole new set of tools to make more dynamic, highly-variable and interactive scenarios. Imagine for instance a scenario where the AI side performs allocation of

aircraft to different CAP missions and zones based on the amount of aircraft destroyed or land units destroyed. Another aspect of this is that a scenario author can move and set course for units. This is especially interesting when a scenario author sets an action to move reference points if there is a mission patrol zone attached to the reference points. This allows a scenario author to edit patrol zones during a mission – thus changing the behavior of the AI in a scenario. Doctrine settings are now manipulable via the event editor as well. An example of this might be the Russian side enabling the use of nuclear weapons if Moscow is destroyed or damaged. Or, tying in with the air operations tempo doctrine settings from earlier, an AI controlled nation could have an event that bumps up air operations tempo from sustained to a surge footing.

Tomcat84 from the beta crew has put together two Lua-in-Command video tutorials: an [introductory](#) one, showing how easy it is for someone completely unfamiliar with Lua to use it to enhance a scenario, and an [advanced](#) one demonstrating how a familiar author can completely transform a scenario, for example:

- Making a CAP change mission to become more aggressive once approached
- Having a 50% chance of an AWACS being added when the scenario is loaded
- Removing radar information from fighters when the Fighter HQ is bombed (permanently or coming back online after X amount of minutes)
- Making tanks become detectable to the player side when crossing into an area
- Making those tanks retreat once they reach a certain amount of damage together
- Randomizing whether an SA-2 site is dumb with radar on or smart with radar off and a prosecution area at scenario load

- Randomly adding either an SA-3, SA-6 or SA-8 at a location with 40% chance for SA-3 or SA-6 and 20% for the SA-8
- Randomizing which CAPs a group of MiG-29s goes to
- Having the weather improve over time with slight amount of randomness
- Showing how to have a strike mission marshal somewhere first before randomly selecting which target they go to
- Having SAM's EMCON go active once too many EW Radars are taken out
- Having SAM's EMCON go active when the SAM HQ is bombed
- Having SAM's go passive again when HQ backup is online after X minutes, UNLESS they were already active because EW radars were taken out



Scen authors can use a “Lua script console” (if you have played first-person shooters you are probably familiar with drop-down consoles that offer all sorts of hacks and diagnostics) to try out and experiment with their scripts before committing them to the Event Engine. One thing that is important to note is that the introduction of these new event editor actions in no way changes

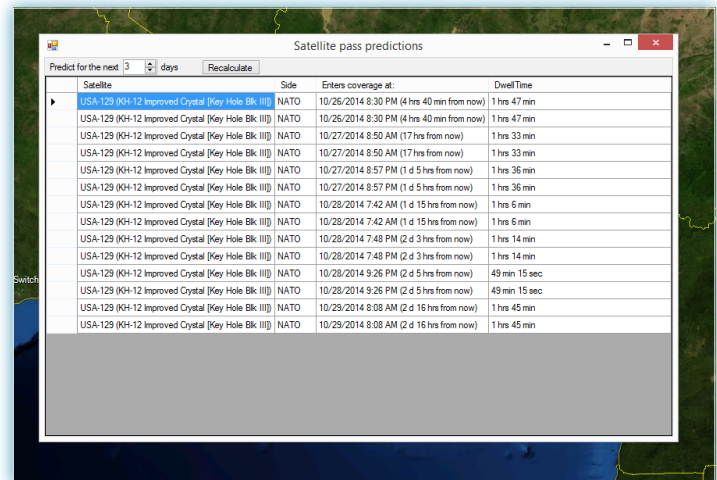
existing Command scenario functionality. This only acts in addition to existing functionality: your favorite scenarios will still play out just way you like them.

4. THE OTHER NEW FEATURES

Aside from the “big three” new features, the v1.06 release contains a myriad of fixes and additions, some of them long-time desires of the dev team but most of them directly influenced by the plentiful feedback we have received since Command's triumphant public debut. This is a summary rundown of the most visible additions; for full details see the release notes accompanying the v1.06 release.

- **New UI feature: Satellite pass predictions.** Selecting this function from the “Game” menu, and then clicking on the desired location on the map, brings up a window with the predicted passes and coverage times (ie. sat being within sensor range of the location) for the next X days for all satellites (default value is 3 days, but this can be modified).

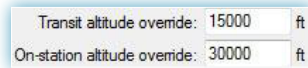
All columns are sortable by clicking on the headers, so for example you can quickly see which sat will pass within coverage from the area



of interest, which pass will offer the longest dwell time etc.modified). All columns are sortable by clicking on the headers, so for example you can quickly see which sat will pass within coverage from the area of interest, which pass will offer the longest dwell time etc.

▪ **Patrol/Support mission altitude overrides on Mission Editor:**

You can now set override values for the transit and on-station aircraft altitudes for patrol & support missions. These values are displayed & edited in feet or meters, depending on display preference.



▪ **Radars able to detect mobile ground units are limited by target speed.** A halted tank platoon for example is much harder to pick up than one on the move. Radars with progressively higher frequency (NATO J/K/L/M bands) get extra bonus on this as their higher frequency allows them to pick out even low-speed or static targets. (Not coincidentally, such seekers feature prominently on weapons like Longbow-Hellfire, Brimstone etc.)

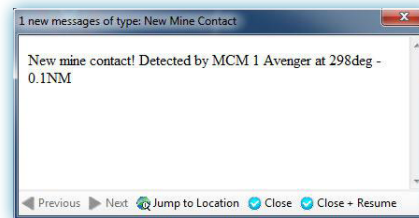
▪ **“Submarine Datum” contact:** If an inbound torpedo is detected where no submarine contact is held, a presumed submarine contact is auto-generated on the assumption that the weapon came from somewhere. The initial AoU for the presumed sub contact has a 10nm radius and expands with time as with normal detections. Likewise, if a sub-launched missile is detected immediately after launch (within 1nm of its firing submarine) then a sub contact is generated with a 1nm-radius AoU (remember how “Operation Doolittle” in RSR went horribly wrong?). This helps surface/sub forces under sub attack to respond quickly to the attack even without having positively detected the attacker (and hopefully kills the player “sub sniping” cheat).

▪ **No need to close and re-open the DB viewer:** The DB viewer window, if already open, now refreshes properly when you click on a different friendly or identified non-friendly unit, or perform any other action which would normally open it (e.g. clicking on a

weapon entry on the loadout selection screen). So you no longer have to close it repeatedly in order to browse through various in-scenario units.

- **Fixed long-standing bug on “Unit enters area” trigger:** it was firing for every moment at which a unit was in the area (so if it was chained to a repeatable event, the event was firing continuously). Now it fires only when the unit actually steps into the area from outside.
- **Loadout IDs** are now displayed on the aircraft page of the DB viewer.
- **Special reserved variable for Event Engine: UnitX.** This is a global (scenario-wide) variable representing the active unit responsible for firing any of these triggers:
 - Unit is damaged
 - Unit is destroyed
 - Unit is detected
 - Unit enters an area
 - Unit remains in area

So whichever unit causes of the above triggers to fire, it gets tagged as “UnitX”.

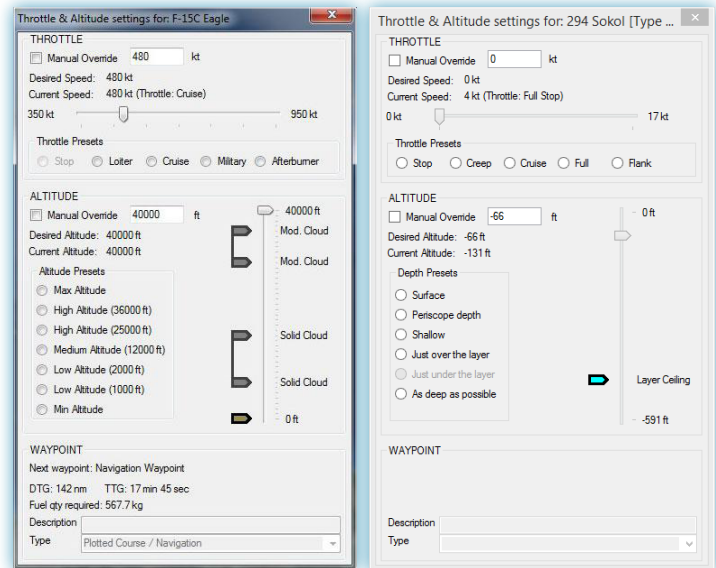
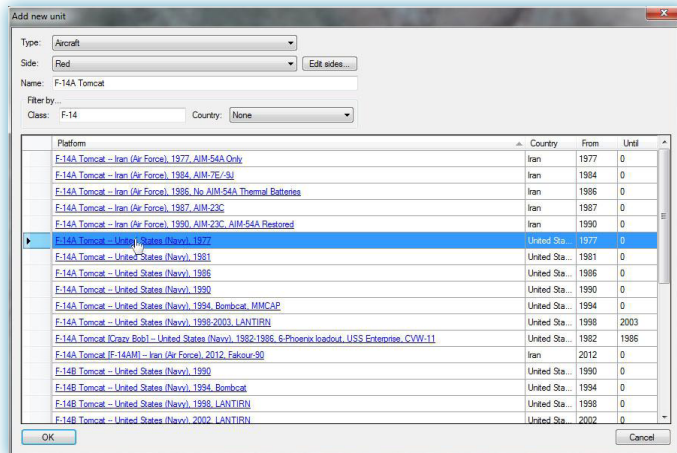


You can then use this special variable as a reference in any Lua-mapped function that takes a unit’s name/ ObjectID as a parameter (so for example you can dictate “whichever unit enters this area will get assigned to this mission”).

- **New logged message type: New Mine Contact.** As with all other message types, it can be configured to show (or not) on the message log and also trigger a clock-stopping popup.
- **The various altitude parameters (transit altitude, on-station altitude etc.) of a loadout's mission profile are now enforced for air patrol & support missions.** So for example a P-3 on a typical ASW patrol will transit at high altitude (optimum fuel consumption) and once it enters the patrol area it descends to 300m for the actual patrol. Combined with the optional altitude overrides for patrol & support missions, this means that an aircraft's altitude is now configurable at 3 different levels (controlled by loadout, controlled by mission-level override, or finally overridden by direct player input).
- **The “Select new homebase” function now works for any type of unit and group, not just for aircraft and airgroups.** So now you can easily switch home bases for deployed ships, submarines, mobile land units etc.
- **New Event Trigger type: “Scenario is loaded”.** This fires immediately once a scenario is loaded from file and before it is presented to the player/editor, `_if_` the scenario current datetime is at or before

the “start of scenario” datetime. This enables doing initial setup actions (e.g. randomize unit locations) before the player starts the scenario. * On the “Add Unit” window, the unit names are now also hyperlinks to the relevant page on the DB viewer:

- **Improved cloud and thermal layer indicators on throttle/altitude window.** This makes it easier to quickly visualize if e.g. an aircraft is blocked by cloud cover (important for EO/IR sensors, LGB-lazing etc.) or where a submarine stands in relation to the thermal layer (very important for sonar detections, as explained in detail on the manual).



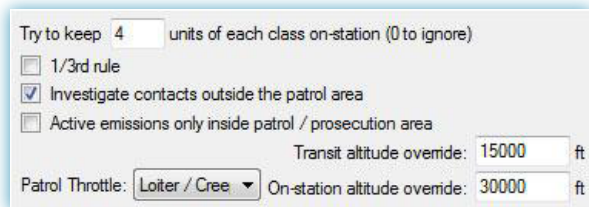
- **New patrol & support mission feature: Minimum number of units on station.** This appears on the mission editor windows as “Try to keep [XXX] units of each class on-station (0 to ignore)”.

This value can be used to precisely specify the desired number of units (per class) on-station instead of relying only on the 1/3rd

rule. However, it can also be combined with the 1/3rd rule, and the biggest value between them takes precedence.

Let's look at a concrete example. We have 12 aircraft (same class) on a base and are assigning them to a patrol.

- If the “minimum number” value is 0 and the 1/3rd rule is not used: The airops crew just flushes out all aircraft at once.
- If the “minimum number” value is 0 and the 1/3rd rule is used: The airops crew tries to keep 1/3rd of the force on station.
- If the “minimum number” value is > 0 (let's say 7) and the 1/3rd rule is used: The biggest value between them takes precedence. So in this case $12/3 = 4$ and $7 > 4$ so the “minimum number” value wins. If the force was 24 aircraft then the 1/3rd rule would win because $24/3 = 8$ and $8 > 7$.
- If the “minimum number” value is > 0 (let's say 7) and the 1/3rd rule is not used: The airops crew will try to keep 7 aircraft on station.



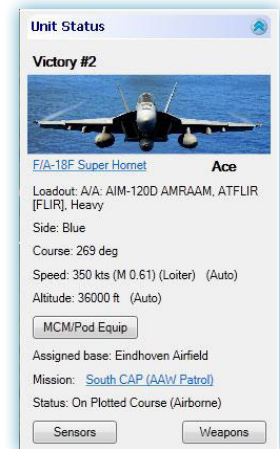
- **Additional factor for ship gunnery: Ship size.** Large ships are very stable platforms for unguided weapon fire (guns, rockets, lasers etc.) even during heavy seas, while smaller craft face progressively more severe aiming problems (even with advanced fire-control directors) as the weather worsens.
- **Modified patrol behavior for aircraft:** Once they get a class ID on a contact, if they do not have suitable weapons to engage it, they stop going after it and resume their patrol. This is meant to

address the “MPA twirls over hostile surface ship and gets shot down” problem.

- **Torpedoes can now be fired to their maximum kinematic range instead of 8nm.** So if you really want to e.g. fire a Mk48 out to a target 25nm away because Jane's says that's the max range, now you can. (Just don't blame anyone if the target easily outruns it or if the firing solution at that range is so poor that the torp misses outright). The firing behavior is configurable as a doctrine setting (so it can be applied to side-, mission-, group- or unit-level), and can be set to apply only for manual (i.e. player-initiated) shots only (so the AI remains conservative), both manual and AI shots, or none.
- **New Scen-Edit feature: Clone a unit** (ie. copy a unit and also copy all customizations of the original). The keyboard shortcut is Shift + C. The only limitation currently is that modifications to an aircraft's loadout (extra weapons etc.) are not copied.
- Added option (ON by default) to display the selected unit's (or identified contact's) image as a thumbnail under the unit's name on the “Unit/Contact Status” info panel:

NOTE: The image will appear only if you have downloaded the DB image pack from the [WS Downloads page](#).

- Aircraft returning to base on RTB-Mission Over / Winchester / Manual status now accept course orders (but not if they are on RTB-Bingo).
- You can drag-select multiple facilities, ships, bases or ship groups and access the Air Ops or Boat Ops menu (F6 / F7 hotkey) to display aircraft on all parking facilities.



- Pressing **Ctrl+X** now copies the geo coordinates of the map cursor (in decimal form) to the clipboard.
- Includes a large number of **new import files** by Mike Mykytyn and Jakob Wedman.
- Includes **rebuilt and improved versions of all official scenarios**.
- Includes the **latest versions of the DB3000 & CWDB databases**.

5. 1980–2015++ PLATFORM ADDITIONS

AIRCRAFT:

AV-8B Harrier II+ [Night Attack] – United States (Marine Corps), 2006

Bell 206B-1 JetRanger – Australia (Navy), 1975, FFG 7 1984-1985

C-17A Globemaster III SOLL – United States (Air Force), 2007

E-3G Sentry – United States (Air Force), 2015

EA-18G Growler – United States (Navy), 2014

EF2000 Eurofighter Typhoon [C.16A] – Spain (Air Force), 2014

EF2000 Eurofighter Typhoon Two-Seater [C.16B] – Spain (Air Force), 2014

F/A-18A Hornet [EF-18M, C.15A] – Spain (Air Force), 2008

F/A-18A+ Hornet – United States (Marine Corps), 2014, Litening AT

F/A-18A+ Hornet – United States (Navy), 2014

F/A-18B Hornet [EF-18M, C.15B] – Spain (Air Force), 2008

F/A-18C Hornet – United States (Marine Corps), 2014, Litening AT

F/A-18C Hornet – United States (Navy), 2014

F/A-18D Hornet – United States (Marine Corps), 2014, Litening AT

F/A-18E Super Hornet – United States (Navy), 2014

F/A-18E Super Hornet – United States (Navy), 2020, SDB-II

F/A-18F Super Hornet – Australia (Air Force), 2017

F/A-18F Super Hornet – United States (Navy), 2014

F/A-18F Super Hornet – United States (Navy), 2020, SDB-II

F-14A Tomcat [Crazy Bob] – United States (Navy), 1982-1986, 6-Phoenix loadout, USS Enterprise, CVW-11

F-16AM Falcon MLU – Denmark (Air Force), 2014

F-16C Blk 40 Falcon – United States (Air Force), 2014, CCIP

F-16C Blk 42 Falcon – United States (Air Force), 2014, CCIP

F-16C Blk 50 Falcon – United States (Air Force), 2014, CCIP

F-16C Blk 52 Falcon – United States (Air Force), 2014, CCIP

F-16N Blk 30 Falcon [DACT] – United States (Navy), 1987-1994

F-20A Tigershark [F-5G] – Unknown (Air Force), 1990, Cancelled 1986, Taiwan, South Korea, Bahrain

F-22A Raptor – United States (Air Force), 2023

F-35A Lightning II – Italy (Air Force), 2018

F-35A Lightning II – United States (Air Force), 2024, 6x AMRAAM

F-35B Lightning II – Italy (Air Force), 2018

F-35C Lightning II – United States (Navy), 2024, 6x AMRAAM

F-5E Tiger II – Saudi Arabia (Air Force), 1984

F-5E Tiger II – Saudi Arabia (Air Force), 1989

F-5E Tiger II [DACT] – United States (Air Force), 1975

F-5E Tiger II [DACT] – United States (Air Force), 1981

F-5E Tiger II [DACT] – United States (Air Force), 1984-1989
F-5E Tiger II [DACT] – United States (Marine Corps), 1989-2000
F-5E Tiger II [DACT] – United States (Marine Corps), 1989-2000
F-5E Tiger II [DACT] – United States (Navy), 1975
F-5E Tiger II [DACT] – United States (Navy), 1981
F-5E Tiger II [DACT] – United States (Navy), 1984-1996
F-5F Tiger II – Saudi Arabia (Air Force), 1984
F-5F Tiger II – Saudi Arabia (Air Force), 1989
F-5F Tiger II [DACT] – United States (Air Force), 1975
F-5F Tiger II [DACT] – United States (Air Force), 1981
F-5F Tiger II [DACT] – United States (Air Force), 1984-1989
F-5F Tiger II [DACT] – United States (Navy), 1975
F-5F Tiger II [DACT] – United States (Navy), 1981
F-5F Tiger II [DACT] – United States (Navy), 1984-1996
Harrier Gr.7 – United Kingdom (Royal Air Force), 2004
IDF Ching-Kuo [F-CK-1A] MLU – Taiwan (Air Force), 2013
IDF Ching-Kuo [F-CK-1A] MLU – Taiwan (Air Force), 2015, Cruise
Missile + ARM
IDF Ching-Kuo [F-CK-1B] – Taiwan (Air Force), 1995
IDF Ching-Kuo [F-CK-1B] – Taiwan (Air Force), 2000
IDF Ching-Kuo [F-CK-1B] MLU – Taiwan (Air Force), 2013
IDF Ching-Kuo [F-CK-1B] MLU – Taiwan (Air Force), 2015, Cruise
Missile + ARM
Jaguar IM – India (Navy), 2013

Jaguar IM [Darin 3] – India (Navy), 2017
Jaguar IS [Darin 3] – India (Air Force), 2017
KC-767 – Colombia (Air Force), 2011, x1
Mi-28NE Havoc – Iraq (Army), 2014, x15
Mirage 2000H-5 – India (Air Force), 2016
RAH-66A Comanche – United States (Army), 2008, Cancelled 2004
S-3B Viking – United States (Navy), 2007-2008, LANTIRN
Su-30M2 Flanker G – Russia [1992-] (Air Force), 2013, 20x by 2015,
New-built two-seat Su-27SM
Su-30SM Flanker G – Russia [1992-] (Air Force), 2013, 2017, New-
built, 30x + 30x
TF-16N Blk 30 Falcon [DACT] – United States (Navy), 1987-1994
Tornado ECR – Germany [FRG/Reunified] (Air Force), 2016, MLU
Tornado ECR – Italy (Air Force), 2012
Tornado GR.4 – United Kingdom (Royal Air Force), 2016
Tornado GR.4A – United Kingdom (Royal Air Force), 2016
Tornado IDS – Germany [FRG/Reunified] (Air Force), 2016, MLU
Tornado IDS – Italy (Air Force), 2012, MLU
Tu-142MK-E Bear F Mod 3 – India (Navy), 2011

FACILITIES:

Arty Bty (M1985 240mm MLRS x 6) – North Korea (Army), 1986
Arty Bty (M1991 240mm MLRS x 6) – North Korea (Army), 1991
Marker (Aircraft Wreckage) – Generic (Generic)
Marker (Geographic/Aimpoint) – Generic (Generic)

SAM Bty (THAAD) – UAE (Army), 2017, 3x Inchr
SAM Bty (THAAD) – United States (Army), 2014, 6x Inchr
SAM Plt (SA-22 Greyhound [Pantsir-S1]) – Iraq (Army), 2014, 2x pr Bty
SAM Sec (FN-6 MANPADS) – China (Army), 2000
SSM Bn (Fateh 110/2 A-110A) TEL x 6) – Iran (Army), 2006, -Fateh 2
SSM Bn (Fateh 110/3 A-110B) TEL x 6) – Iran (Army), 2012, -Fateh 3, A-110B
SSM Bn (M-600 Tashreen [Fateh 110/2 A-110A] TEL x 6) – Syria (Army), 2008

SHIPS:

1306 Yung Feng [MWW50] – Taiwan (Navy), 1995, 4x, Ex German Explorer class, 1x Pinguin A1, 1x Pinguin B3
1306 Yung Feng [MWW50] – Taiwan (Navy), 1998, 4x, Ex German Explorer class, 1x Pinguin A1, 1x Pinguin B3
351 Ahmad Yani [Van Speijk] – Indonesia (Navy), 2012, x5, C-802
509 Protecteur – Canada (Navy), 2000-2014, 4x LCVF
603 Jing Chiang [Kuang Hua III] – Taiwan (Navy), 1995, 1x Prototype
603 Jing Chiang [Kuang Hua III] – Taiwan (Navy), 2014, 1x Prototype
605 Dang Chiang [Kuang Hua III, Hsiung Feng II Mod] – Taiwan (Navy), 2006, 11x Production, 605/606/607/608
605 Dang Chiang [Kuang Hua III, Hsiung Feng III Mod] – Taiwan (Navy), 2011, 11x Production, 609-617
618 Tuo River [Hsun Hai] – Taiwan (Navy), 2016, Swift Sea
628 Sampari [KCR-60M] – Indonesia (Navy), 2015, x3
641 Clurit [KCR-40] – Indonesia (Navy), 2015, x3

700 Kingston – Canada (Navy), 1999
932 Chi Yang [Knox, Wu Chin III AAW] – Taiwan (Navy), 2005
BBG 72 Arsenal – United States (Navy), 2005
Civilian Go Fast [13m] – Civilian (Civilian), Cigarette, Racing
D 614 Cassard [Type F70 AA] – France (Navy), 2015
D 620 Forbin [Horizon] – France (Navy), 2015
DDE 257 Restigouche – Canada (Navy), 1990, DELEX
DDH 265 Annapolis – Canada (Navy), 1990, DELEX
F 15 Abu Bakr [Type 053H2 Jianghu III] – Bangladesh (Navy), 2013, x2
F 18 Osman [Type 053H1 Jianghu II] – Bangladesh (Navy), 1990
F 18 Osman [Type 053H1 Jianghu II] – Bangladesh (Navy), 2009
F 25 Bangabandhu [Ulsan Mod, DW2000H] – Bangladesh (Navy), 2007, named Khalid Bin Walid 2007-2009
F 25 Bangabandhu [Ulsan Mod, DW2000H] – Bangladesh (Navy), 2011, HQ-7
F 28 Somudro Joy [Hamilton Class] – Bangladesh (Navy), 2013, -ex USCGC Jarvis
F 35 Bijoy [Castle] – Bangladesh (Navy), 2011, x2
F 591 Virginio Fasani [FREMM ASW] – Italy (Navy), 2014, 4x
F 77 Te Kaha [Anzac] – New Zealand (Navy), 2017, FSU, Sea Ceptor
F 91 Centenary [P-18N OPV] – Nigeria (Navy), 2015, OPV, x2
FF 1052 Knox – United States (Navy), 1977, BPDMS, AN/SQS-35, Harpoon, FF 1052, 1056, 1066, 1067, 1069, 1071, 1073, 1074, 1080-1083
FF 1052 Knox – United States (Navy), 1977, BPDMS, AN/SQS-35, No Harpoon, FF 1063-1065, 1068, 1075, 1076, 1078, 1079

FF 1052 Knox – United States (Navy), 1977, BPDMS, No AN/SQS-35, Harpoon, FF 1053-1055, 1057-1062, 1077

FF 1052 Knox – United States (Navy), 1977, BPDMS, No AN/SQS-35, No Harpoon, FF 1072

FF 1052 Knox – United States (Navy), 1977, No BPDMS, AN/SQS-35, Harpoon, FF 1084-1086, 1088-1097

FF 1052 Knox – United States (Navy), 1977, No BPDMS, AN/SQS-35, No Harpoon, FF 1087

FF 1052 Knox – United States (Navy), 1977-1984, Sea Sparrow Mk29, AN/SQS-35, Harpoon, FF 1070

FF 1052 Knox – United States (Navy), 1984, BPDMS, AN/SQR-18A(V)1, AN/SQS-35, Harpoon, FF 1052, 1053

FF 1052 Knox – United States (Navy), 1984, Mk15, AN/SQR-18A(V)1, AN/SQS-35, Harpoon, FF 1056, 1066, 1067, 1069-1071, 1073, 1074, 1080-1086, 1088-1097

FF 1052 Knox – United States (Navy), 1984, Mk15, AN/SQR-18A(V)1, AN/SQS-35, No Harpoon, FF 1063-1065, 1068, 1075, 1076, 1078, 1079, 1087

FF 1052 Knox – United States (Navy), 1984, Mk15, AN/SQS-18A(V)2, Harpoon, FF 1054-1055, 1057-1062, 1077

FF 1052 Knox – United States (Navy), 1984, No Mk15, AN/SQR-18A(V)1, AN/SQS-35, Harpoon, FF 1091, 1096

FF 1052 Knox – United States (Navy), 1988, BPDMS, AN/SQR-18A(V)1, AN/SQS-35, Harpoon, FF 1052, 1053

FF 1052 Knox – United States (Navy), 1988, Mk15, AN/SQR-18A(V)1, AN/SQS-35, Harpoon, FF 1056, 1066, 1067, 1069-1071, 1073, 1074, 1080-1086, 1088-1097

FF 1052 Knox – United States (Navy), 1988, Mk15, AN/SQR-18A(V)1, AN/SQS-35, No Harpoon, FF 1063-1065, 1068, 1075, 1076, 1078, 1079, 1087

FF 1052 Knox – United States (Navy), 1988, Mk15, AN/SQS-18A(V)2, Harpoon, FF 1054-1055, 1057-1062, 1077

FF 1052 Knox – United States (Navy), 1988, No Mk15, AN/SQR-18A(V)1, AN/SQS-35, Harpoon, FF 1091, 1096

FF 1052 Knox – United States (Navy), 1992-1992, BPDMS, AN/SQR-18A(V)1, Harpoon, FF 1052, 1053

FF 1052 Knox – United States (Navy), 1992-1993, Mk15, AN/SQR-18A(V)1, Harpoon, FF 1056, 1066, 1067, 1069-1071, 1073, 1074, 1080-1086, 1088-1097

FF 1052 Knox – United States (Navy), 1992-1993, Mk15, AN/SQR-18A(V)1, No Harpoon, FF 1063-1065, 1068, 1075, 1076, 1078, 1079, 1087

FF 1052 Knox – United States (Navy), 1992-1993, Mk15, AN/SQS-18A(V)2, Harpoon, FF 1054-1055, 1057-1062, 1077

FF 1052 Knox – United States (Navy), 1992-1993, No Mk15, AN/SQR-18A(V)1, AN/SQS-35, Harpoon, FF 1091, 1096

FFG 01 Adelaide [Perry] – Australia (Navy), 1992, RAST, Sea Hawk Fleet Class CUSV [Empty Mission Module] – United States (Navy), 2008, Unmanned, LCS Based

L 421 Canterbury – New Zealand (Navy), 2014, 2x LCM, 2x RHIB, Ben-My-Chree design

P 1565 Isaac Dyboha [Warrior, Ex-Minister] – South Africa (Navy), 2013, OPV conversion

P 713 Sangu [Island] – Bangladesh (Navy), 2003, x5

P 811 Durjoy – Bangladesh (Navy), 2013, LPC, x2

P55 Wellington [Project Protector] – New Zealand (Navy), 2014, 2x
SKR Smetlivy [Pr.61M Kashin Mod] – Russia [1992-] (Navy), 1995,
x1, Black Sea Fleet
T-MLP-3/T-AFSB-1 Lewis B. Puller [Montford Point] – United States
(Navy), 2016
Z 20 Al-Seeb [Ofouq Class] – Oman (Navy), 2016, x4

SUBMARINES:

Type 041 Yuan – China (Navy), 2014, 4x, Type 039C
Penguin A1 ROV – Taiwan (Navy), MWW 50 Class, Mine Search/
Classification Vehicle

6. 1946–1979 PLATFORM ADDITIONS:

AIRCRAFT:

An-2 Colt – North Vietnam [-1975] (Military Transport Aviation
(VTA)), 1947
CM.170-1 Magister – Israel (Air Force), 1961
CM.170-1 Magister – Israel (Air Force), 1964
CM.170-1 Magister – Israel (Air Force), 1968-1974
HU-16B Albatross – Argentina (Air Force), 1961-1976
HU-16B Albatross – Indonesia (Air Force), 1955
HU-16B Albatross – United States (Air Force), 1950
HU-16B Albatross – United States (Air National Guard), 1950
HU-16E Albatross – United States (Coast Guard), 1950
MB.545 Mystere IVA – Israel (Air Force), 1956
MB.545 Mystere IVA – Israel (Air Force), 1968-1971, 70kg Condib

MD.450 Ouragan – Israel (Air Force), 1955
MD.450 Ouragan – Israel (Air Force), 1968, 70kg Condib
Mirage IIIB] [Shahak] – Israel (Air Force), 1967, R.530, Shafrir 1, Six
Day War
Mirage IIIC] [Shahak] – Israel (Air Force), 1964, R.530, Shafrir 1
P-3B Orion – Norway (Navy), 1968-1978
SHU-16B Albatross – Chile (Navy), 1959-1979
SHU-16B Albatross – Spain (Navy), 1954-1959
Sunderland Mk.V – Generic (Generic), 1945
Sunderland Mk.V – United Kingdom (Royal Air Force), 1944
Super Mystere B.2 [Sambad] – Israel (Air Force), 1958
Super Mystere B.2 [Sambad] – Israel (Air Force), 1968, 70kg Condib
Vautour IIA – Israel (Air Force), 1957, 17x
Vautour IIA – Israel (Air Force), 1968-1971, 70kg Condib
Vautour IIBR – Israel (Air Force), 1957, 4x
Vautour IIBR – Israel (Air Force), 1968-1971, Shafrir 1
Vautour IIN – Israel (Air Force), 1958, 7x, Guns only
Vautour IIN – Israel (Air Force), 1968-1971, Guns only, 70kg Condib

FACILITIES:

Radar (AN/FPS-27) – United States (Air Force)
Radar (AN/FPS-6A HF) – United States (Air Force)
Radar (AN/FPS-6A HF) – United States (Army)
Radar (AN/FPS-6B HF) – United States (Air Force)

Radar (AN/FPS-6C HF) – United States (Air Force) e B.2 [Sambad]
– Israel (Air Force), 1967, 70kg Condib, Six-Day War

Vautour IIA – Israel (Air Force), 1967, 17x, 70kg Condib, Six-Day War

Vautour IIBR – Israel (Air Force), 1967, 4x, 70kg Condib, Six-Day War

Vautour IIN – Israel (Air Force), 1967, 7x, Guns only, 70kg Condib,
Six-Day War

Radar (AN/MPS-6 HF) – United States (Air Force)

Radar (ARSR-1C) – United States (Air Force)

Radar (ARSR-2) – United States (Air Force)

Radar (ARSR-3) – United States (Air Force)

SHIPS:

AG 128 USS Mississippi – United States (Navy), 1947-1950, Gunnery
Trials Ship

AG 128 USS Mississippi – United States (Navy), 1950-1952, Gunnery
Trials Ship

AG 128 USS Mississippi – United States (Navy), 1952-1956, Gunnery
Trials Ship

BB Hood – United Kingdom (Royal Navy), 1939-1941

DD 692 Allen M. Sumner – United States (Navy), 1964-1970, -(USS
Maddox)

DD 931 Forrest Sherman [Gun] – United States (Navy), 1975,
203mm/8"/55 MCLG Trials Ship

F 169 Amazon [Type 21, Exocet] – United Kingdom (Royal Navy),
1979, Cancelled Seawolf Conversion

FF 1052 Knox – United States (Navy), 1970, DASH

FF 1052 Knox – United States (Navy), 1972, DASH

FF 1052 Knox – United States (Navy), 1973, BPDMS, AN/SQS-35, FF
1052, 1056, 1063-1069, 1071, 1073-1076, 1078-1083

FF 1052 Knox – United States (Navy), 1973, BPDMS, No AN/SQS-35,
FF 1053-1055, 1057-1062, 1072, 1077

FF 1052 Knox – United States (Navy), 1973, No BPDMS, AN/SQS-35,
FF 1070, 1084-1097

FF 1052 Knox – United States (Navy), 1976, Sea Sparrow, AN/SQS-
35, FF 1071

FF 1052 Knox – United States (Navy), 1977, BPDMS, AN/SQS-35,
Harpoon, FF 1052, 1056, 1066, 1067, 1069, 1071, 1073, 1074, 1080-
1083

FF 1052 Knox – United States (Navy), 1977, BPDMS, AN/SQS-35, No
Harpoon, FF 1063-1065, 1068, 1075, 1076, 1078, 1079

FF 1052 Knox – United States (Navy), 1977, BPDMS, No AN/SQS-35,
Harpoon, FF 1053-1055, 1057-1062, 1077

FF 1052 Knox – United States (Navy), 1977, BPDMS, No AN/SQS-35,
No Harpoon, FF 1072

FF 1052 Knox – United States (Navy), 1977, No BPDMS, AN/SQS-35,
Harpoon, FF 1084-1086, 1088-1097

FF 1052 Knox – United States (Navy), 1977, No BPDMS, AN/SQS-35,
No Harpoon, FF 1087

FF 1052 Knox – United States (Navy), 1977-1984, Sea Sparrow
Mk29, AN/SQS-35, Harpoon, FF 1070

FF 1098 Glover – United States (Navy), 1965-1972

FF 1098 Glover – United States (Navy), 1972

FFG 1 Brooke – United States (Navy), 1972

K08 RFA Engadine – United Kingdom (Royal Navy), 1967

SUBMARINES:

S 72 Rahav – Israel (Navy), 1959-1968, (British S class)

S 77 Dakar – Israel (Navy), 1967-1968, (British T Class)

S 77 Dolphin – Israel (Navy), 1968-1977, (British T Class)

SS 551 Barracuda – United States (Navy), 1951-1959

SSBN 640 Benjamin Franklin [Improved Lafayette Class] – United States (Navy), 1965-1969, Polaris A-3

SSBN 640 Benjamin Franklin [Improved Lafayette Class] – United States (Navy), 1969-1972, Polaris A-3

SSBN 640 Benjamin Franklin [Improved Lafayette Class] – United States (Navy), 1972-1975, Poseidon C-3

SSBN 640 Benjamin Franklin [Improved Lafayette Class] – United States (Navy), 1975-1977, Poseidon C-3

SSBN-627 James Madison – United States (Navy), 1964-1969, Polaris A-3

SSBN-627 James Madison – United States (Navy), 1969-1972, Polaris A-3

SSBN-627 James Madison – United States (Navy), 1972-1975, Poseidon C-3

SSBN-627 James Madison – United States (Navy), 1975-1977, Poseidon C-3

SSBN-627 James Madison – United States (Navy), 1978, Poseidon C3

SSN 575 Seawolf – United States (Navy), 1957-1961

SSN 575 Seawolf – United States (Navy), 1961-1969

SSN 575 Seawolf – United States (Navy), 1969-1972

SSN 575 Seawolf – United States (Navy), 1972-1975

SSN 575 Seawolf – United States (Navy), 1975

SSN 578 Skate – United States (Navy), 1957-1961

SSN 578 Skate – United States (Navy), 1961-1969

SSN 578 Skate – United States (Navy), 1969-1975

SSN 578 Skate – United States (Navy), 1975

USS Sealion – United States (Navy), 1946-1960

USS Sealion – United States (Navy), 1961-1970

X-51 Stickleback Class [X-Craft] – United Kingdom (Royal Navy), 1955-1960, Nuclear Conventional Side Cargo

SATELLITES:

Corona Series – United States (Generic), 1959-1962, 1x, Photographic, 119-645km

KH-5 Argon – United States (Generic), 1961-1964, 12x, Photographic

KH-7 Gambit – United States (Generic), 1963-1967, 38x, Photographic

Beta Tau 1 – United States (Generic), 1962-1967, 1x, Photographic, 119-645km

7. ASSORTED FIXES / IMPROVEMENTS:

- 0007260: Kashin Mod 2 (Smetlivy)
- 0004142: Add Indonesian Clurit/ KCR-40 Class missile boat
- 0008153: DB3k Update; Seawolf Torp Guidance Channels
- 0004091: Allow Player to change loadouts immediately prior to hitting start button
- 0004816: Very helpful: Drag-select multiple units (units and/or groups) and press Air Ops should display all a/c

- 0007790: Unit Status Menu update issue
- 0007791: [552] Small UI Bug
- 0007863: Abort takeoff - 6h to ready again?
- 0007924: Flares not used against missiles with dual seekers
- 0007954: Adjust torp dive/rise rates to produce correct circular search patterns
- 0006514: Allow manual shooting of torpedoes at max kinematic range
- 0005754: Human player should be MANUALLY able to fire torps out to their max kinematic range
- 0007854: SDV detected by radar and sometimes eyeballs as soon as it is launched, while submerged at 20ft
- 0007941: [v554] Eavesdropping quick jump keys
- 0005021: Quick turnaround option for aircraft loadouts
- 0004747: Pat's FAC Scenario Issues
- 0003156: Aircraft assigned to tank from a tanker that RTB's and lands crash.
- 0003095: DB3K: THAAD for UAE
- 0002942: DB3K: Su-30M2
- 0003385: DB3K: Su-30SM (attack optimized)
- 0007405: DB3k: Ex Brunese Nakhoda Ragam Frigates go to Indonesia
- 0007229: DB3k: Naval Griffin dumped for Hellfire on LCS
- 0007206: EO DAS issues
- 0007022: Su-27SM sub-variants & details

- 0006999: DB3k: Add New Taiwanese Catamaran Missile Boat
- 0006819: Kapal Cepat Class KCR-60's and KRC-40's
- 0005884: Indian Jaguar IS Darin III Upgrade (2012+)
- 0005753: #3037 A-4E Skyhawk Bullpup A-Mk82 loadout won't drop Mk. 82 because of winchester logic
- 0007783: DB3k: Add Mk 59 Floating Decoy to US combatants starting in 2014
- 0007805: JLENS needs to be an aerostat unit not a facility
- 0007633: Type 39C SSK
- 0007792: [Build 551] Aircraft is frozen in position
- 0007589: DB3k Update: Next NZ Anzac upgrades
- 0007519: [527] RNLAf F-16 Winchester 1 GB38 expended 1 GB12 still left
- 0007784: DB3k: US Deckgun Ammo etc
- 0007810: Chinese / Japanese platform updates [Suggestions to DB3000 by 'Fool']
- 0007868: Add USN F-5E/F
- 0007818: DB3k: #1185 - MiG-29 Fulcrum A [UPG MLU] – India (Air Force), 2013, 62x and other Mig-29M/SMT/K variants
- 0007856: French platform requests
- 0007849: Aircraft 3547 should be F-16F Blk 60 not F-16E
- 0007844: 1.04 various minor database issues
- 0007839: Remove Fly Trap - this is not a radar but a ATC using data from other radars
- 0007838: Strut Pair - Russian designations are wrong

- 0007833: ASRAAM for Indian Jags
- 0007817: #3210 - Su-30MKI Mk2 Flanker G – India (Air Force), 2016 Loadout Issue
- 0007923: Various db updates
- 0007918: DB 3k: Mk 68 GFCS (DDG Farragut, DDG Charles F Adams and many others). Is there really no optical component to that system?
- 0007916: DB3k Jpdate: RAH-66 Comanche Hypothetical
- 0007914: MQ-1C #2579 adjustments
- 0007907: Brimstone 2
- 0007906: RAF Tornado upgrades
- 0007905: No GBU-24 RAF Eurofighter (and possibly all other users also)
- 0007904: ESM on submarines do not detect anything
- 0007879: DB3k Hypothetical: Arsenal Class Warship
- 0007886: DB3k Update:Buk M3 Fixes
- 0007956: Milas should be BOL capable
- 0007955: Add loiter throttle setting for torps with Circle Search pattern
- 0007944: DB3k: AIM-120D loadouts for F-35
- 0007939: DB3k: Baseline Kilo's don't have ASuW Torps
- 0007937: Type 054A++ FFG
- 0007935: Increase firing delay for nuke bombs
- 0007931: DB3k: Knox class errors and updates
- 0007927: British Army not Royal Army

- 0007964: Barak 8 not launching from SAAR 4.5
- 0007962: Hkp 16 minor mod
- 0007961: C-17 self-defence systems
- 0007958: F-22 and F-35 updates
- 0008007: DB3k Update: DB requests for Tomcat (2018+ Aircraft)
- 0008001: No Helicopters in Australian Cold War FFG-7 frigates
- 0007982: Aircraft plotting course to the other side of the planet
- 0007981: Cruise missile altitudes
- 0007978: B-58 Hustler fuel consumption rate oddity
- 0007968: DB3K: Add Storm Shadow Loadouts to UK Typhoons 2016 +
- 0008023: CWDB: Mark 3 nuclear bomb may have incorrect yield
- 0008016: 2016 Typhoon AMSAR Radar air to ground capability
- 0008015: DB3k Update: DDG-1000 Armament Change
- 0008014: Italian Fremm Issues (or not)
- 0008027: E-3G IOC'd 2014
- 0008031: B2 Fuel issue
- 0008042: Need to give #2524 Ulanyovsk Mags to support all versions of Yak-141
- 0008046: S-3B LANTIRN mod (2007-2009)
- 0008056: Amend M4A3E8's 12.7mm/50 M2 MG has AirPOK 65%.
- 0008055: Add USS Sealion APSS
- 0008054: Unable to Unassign to attack aircraft from RTB or Refuel
- 0008050: DB3k: Add F-20 Tigershark (Hypothetical)

- 0008047: CWDB Update: B-58 Hustler too fast
- 0008076: DB3k Update: FA/18-EFGC update info
- 0008082: CWDB Update: DD 161 Akizuki has 5 hours fuel
- 0008083: CWDB Update: USS Maddox
- 0008084: CWDB: Suggested corrections for existing CWDB platforms - North-Vietnamese /Soviet/Chicom Ships:
- 0008130: Iraqi Mi-28NE
- 0008116: DB3k Update: Canadian EW Updates from Canadian Navy Guy
- 0008111: CWDB: Add Skate class SSN
- 0008110: PLAN ASW platforms & systems
- 0008106: #2280 MC-130H DB adj request
- 0008154: DB3k: Add Italian F-35
- 0008152: CWDB Update: Polaris warhead issue
- 0008150: A-6B: combined Shrike and Standard ARMs.
- 0008147: Mark-3 Strategic Bomb
- 0008145: 85mm D-44 should NOT be able to attack aircraft.
- 0008140: J-15 buddy tanker loadout
- 0008176: ES-3A Shadow carrier capability
- 0008168: Quick Turnaround-> Ready AC dialog not working correctly
- 0008159: M109 corrections
- 0008158: 40mm gun DB errors
- 0008155: Add 'F-14A Tomcat [Crazy Bob]' database entry

- 0008183: Side ROE Dialog: Air Tempo and Quicktime Values and Player Editable Checkboxes aren't retained after first setting
- 0008179: SY-400 TEL can also fire BP-12A SRBM
- 0008177: DB3k Update: #258 ES-3A Shadow needs to be carrier capable
- 0008191: DB3k: Indian Mirage 2000 Updates
- 0008192: DB3k: Indian TU-142MK-E Upgrades
- 0008193: [555.6] Army Lynx RTB immediately after takeoff
- 0008194: DB3k Update: Spanish AV-8B Loadout Update
- 0008196: DB3k: Spanish EF-18 Loadout Update
- 0008209: DB3k: Add Romanian IAR-93 Vultur
- 0008206: db3k Update: US Coastguard Hu-25's retire
- 0008205: DB3k: Canada retiring all Iroquois and Protector class ships by 2015
- 0008201: SM-3 & SM-2 Blk IV issues in ABM mode
- 0008214: DB3k: GBU-48 Loadouts for German Typhoon
- 0008219: FB-111 CBU Loadout
- 0008220: B570 Shamal: Tomcats running out of fuel in the pattern
- 0008221: THAAD: Various corrections
- 0008225: Under African Skies crash bug
- 0008239: Helicopters will not land
- 0008238: [Build 570] Wargasm Exception Error
- 0008236: [B569] bombers running out of fuel
- 0008235: [B569 or DB3000 418] no attack altitude for LR loadout
- 0008243: Database Viewer: Minimum weapons range displayed

- 0008250: F12 start/pause hotkey takes screenshot on steam - add alternative (Ctrl + Enter)
- 0008255: 572 Upgrading scenario/shallow error
- 0008266: Add option for daylight saving time
- 0004629: Event Editor: "Move units to mission" action
- 0003551: Activation time for Unit Enters Area trigger should be optional.
- 0003635: Event Editor: UnitEnters Area Trigger Dialog needs some work
- Manual Altitude Issue - Iron Hand
- Small UI request: "Unit enters area" trig
- Chocking Halifax
- Helos on patrol missions are not using dipping sonar
- 0008233: [B569] strange ASW patrol behaviour
- 0008165: GMTI radars (e.g. JSTARS) should be able to detect only moving targets
- 0008320: ROE Change button mission from Unit Status drop ROE drop Down
- 0008353: Subs Circling Whales
- 0006125: Cargo ship attacked and sunk by SSK, but other friendly units do not go looking for the sub
- 0008156: "Submarine datum" contact for torps appearing out of the blue
- 0008271: SA-2 unable to shoot down U-2
- 0008278: SA-5 can't engage 747
- Fixed: Scenario Durations of old scenarios now 1 day

- 0008381: Minor Text Fix
- 0004628: Event Editor: Change Weather Action
- 0008371: UI Crash- System out of memory error
- 0008378: Crash during heavy engagement
- 0008171: Database Viewer Dialog: Possible on click when dialog is up action
- 0008186: Database viewer should update to a new platform from the right menu without closing the dialog.
- 0008275: Command crash (Caribbean Task Force Ruby)
- 0008343: Match Lua Lat and Longitude Notation with whats in the datablock
- 0008144: UI addition: Satellite prediction.
- 0008399: Sat Pass Prediction Crash
- 0008401: Difficulty closing Satellite Pass Prediction
- 0003628: Event action type: Side changes posture
- 0003584: Need a Mine Contact Popup and message log event
- 0007126: Helicopters carrying out Maritime patrol at 12k
- 0003476: Select New Homebase Function for Boats
- 0008433: Lua: [B585] "Flip-of-the world" effect when using DEG coordinates
- 0008424: 'N03' at north pole
- 0007999: If your a/c is designating/lasing a target, it will lose lock with its last round
- 0004926: "Active Emissions only on station" check box for Support Missions

- 0008456: Ability to define custom transit & on-station altitude for support mission
- 0008452: Navigator/AI does not recognize course leg goes right through exclusion zone
- 0005458: [422] Helo keeps targeting a contact even on the deck
- 0008006: EE action: change EMCON
- 0008267: 572 Remains in Area trigger error
- 0008318: CTD
- 0008342: Crash when sonobouy clicked
- 0008430: Game crash
- 0008397: GBU 31 destroys entire SAM sites
- 0008398: Unit Detecting a JDAM's contrail
- 0008319: 576 Mixed ready Loadout Selection Error
- 0007369: Strike Planner issues: waypoints and refueling
- 0008440: Carribean Task Force Ruby - A/C Abort not working
- 0008313: [B577 & B576] Missing side selection dialog
- 0008473: [B597] Surface ships given Patrol Mission keep resetting their course
- * FIXED: Pilot proficiency was having an effect on minimum safe height only overwater
- 0004170: Additional factors for ship gunnery
- 0002472: Hovercraft should always have VLarge wakes
- 0005479: Sonbouy dropped too close to shoreline
- 0008481: 599 : Patrol Mission Dialog: Try to Keep Dialog Issue
- 0008498: [599] allied can change manual speed/altitude checkbox

- 0007033: [409] Pod/Mine Equipment dialog label is incomplete. Need Pods.
- 0008500: 599 Crash
- 0004962: Random starting locations
- 0004777: Variable starting location event should be launchable upon load
- 0007194: [508] Airplanes Always on "Engaged Offensive"
- 0008439: Hot Link Refresh Issue
- 0008458: Ability to define custom altitude for patrol mission
- 0008452: Navigator/AI does not recognize course leg goes right through exclusion zone
- Support mission transit and loop altitude
- 0005720: Grouping planes on a (patrol) mission removes them from the mission
- 0007911: Odd Mission Nav Problem
- 0008455: Allied units should not be considered Unfriendly/Hostile if they violate Exclusion Zone
- FIXED: Major problems with multiple pathfinding tracks
- 0008260: [B572] SS at flank submerged with dead batteries
- 0008423: Lua: If you add aircraft that are grouped to a mission you get an error
- 592 Ground patrol stalks contact out of area
- 592 Mission editor altitude override exception
- Groups on patrol ignore altitude override
- 0008467: Lua error (Sandbox initialization order problem)

- 0008464: Scenario Crash
- 0008470: 597 crash
- Fixed: ScenEdit_AddSubmarine adds ship instead of submarine
- Fixed: SetEMCON Lua function Inherit setting
- 0008496: Strike Missions Broken: 1 AC launches and the rest RTB immediately
- 0007373: [518] Some aircraft RTB (mission over) immediately after take-off
- 0006812: Shallow water & bottom clutter modifiers for active sonar
- 0008501: Sea Control Missions Ignoring Transit Over rides and then after weapons release patrol zone override
- 0008507: ASuW Ground Mission: Recon aircraft twirling over aircraft
- 0008504: New MPA Logic Issue: If there are contacts in a defined patrol zone aircraft will fly past their current waypoints
- 0007899: 514 No “form-up” air group
- 0007898: [554] Strange behavior of MiG-25P
- error message when opening boat window
- [B603] auto planner doesnt seem to work
- 0007899: 514 No “form-up” air group
- 0008141: Wake-homing torps should be immune to normal decoys (Nixie etc.)
- FIXED: Assigning a unit to a mission may instantly set its status to RTB-MissionOver (this was the root cause of the “AC teleport to 0,0” bug)

- 0008511: [603] Aircraft follow LGB’s all the way to target
- Altitude & Throttle Settings not reported correctly
- Weapons and Proficiency levels
- FIXED: Strike Auto-planner for single aircraft
- 0003551: Activation time for Unit Enters Area trigger should be optional.
- 0003635: Event Editor: UnitEnters Area Trigger Dialog nees some work
- [FIXED B617] 607 Manual Altitude Issue - Iron Hand
- [ADDED B617] [613] Small UI request: “Unit enters area” trig
- [FIXED B617] Chocking Halifax [607]
- [FIXED B617] [615] Helos on patrol missions are not using dipping sonar
- 0008592: UNREP infinite loop
- 0008588: [616] Display issue in unit sidebar
- 0008587: [616] ScenEdit_AddUnit -> Altitude Missing
- 0008614: Lua Unit death detection
- 0008592: UNREP infinite loop
- 0008609: 617 Strange UNREP
- 0008607: 617 ship fleeing from phantom threat
- 0008590: [617] multi selection bug
- 0008608: 617 Goblin radarcontact under CAP
- 0008632: UNREP Issues- Master Ticket
- 0008624: UNREP/extra weapon transferred

- 0008631: UNREP - keeps refueling
- 0008628: UNREP/next in line to UNREP stuck
- 0008625: Unrep: Fuel not being transferred
- 0008648: US Bomarc installation files
- 0008655: UNREP/first to hookup
- 0008650: Graphics deformation in the Unit Status panel
- 0008647: [Build 620] Pulse times went up and game sluggish->refueling test scenario
- 0008657: [Build 620] Raven 21 Repeatedly Crashing
- 0008656: [Build 620] Duelist Crash Right After Launch
- 0008635: Formations not surviving save game
- 0007655: Formation Editor: Formation Changes aren't surviving save game
- 0008576: patrol waypoint issue (2 point patrol zone)
- 0008666: B622 Helo bouncing between 2 reference points
- 0008663: 621 UNREP/non-lead T-AOE
- 0008664: Formation Editor: Can't change
- 0008514: 605 Twirl over unfriendlys in ASuW (ground) patrol
- 0008513: 604 DB 419 Mk41 VLS cells
- FIXED: Aircraft/airgroups sometimes appear to pass "under" buildings (most evident when overflying dense building concentrations, e.g. cities, airbases etc.).
- FIXED: If a held contact decoys an incoming weapon (as part of point defence) it is auto-marked as hostile
- [606] AI has trouble using the Gun in tail chases

- 0008499: ASuW Ground Missions ignoring winchester logic
- 0007238: [509] Strike Editor: Unit not obeying orders after bombing run
- 0003674: [Weapons Modelling] DB3K: 5" HE-ET and KE-ET rounds
- 0007686: Shemar's Issues with Canary Cage
- 0008128: Updated Operation Lingkod Timog for 1.05
- 0007963: Event errors and weirdness in scens (scens need fixing)
- 0007947: Cloud issue with Fighter Weapons School - Ground
- 0008139: Updated scenairo for 1.05
- 0008224: CWDB: Issues with Cold War Radars
- 0008360: Zumwalt 155mm can't engage ship targets
- 0008167: CW Scenarios Issues: Check these over
- 0008409: CWDB: YF-17 fuel consumption
- 0008428: Cold War US Mainland Radars
- 0008460: mig-17F Changes
- 0008471: Hunter T.7 Rocket fitted
- 0008448: Update official scens with new Random Starting Location event
- 0008472: KC-135F Stratotanker Drogue and Boom AAR
- 0008508: Various scen corrections for 1.06
- 0006333: DB3k: Request for Bangladesh(ian?) Navy
- 0003767: DB3k: Add Fleet Class USV
- 0003454: DB3k: Implement Chinese MANPADS
- 0006200: Cigarette Powerboat

- 0005618: CIM-10B Bomarc
- 0007712: DB3k: Bangladesh Durjoy Corvette
- 0006641: Mine equipment issue n German MCM and Seehund remote
- 0006816: DB3k; Add AI Ofouq class patrol vessels
- 0006929: DB3k: Add New Nigerian OPV F 91 (Chinese P18N OPV)
- 0006672: DB3k Update: Checking Singapore F-15SG Radar
- 0008247: DB3k: Canberra Fix
- 0008104: DB3k Update; Update Liaoings mags to support the aircraft
- 0008226: DPRK M-1985 & M-1991 MRL-240 MLRS
- 0008253: CWDB: Nuke issue
- 0008256: CWDB: Israel Platforms
- 0008268: CWDB Update: E-1B detecting sub on surface
- 0008274: CWDB: Petya Updates
- 0008261: CWDB: A-6A EW Suite
- 0008263: CWDB: Israeli Sub Updates
- 0008317: DB3k: CommercialPassenger aircraft designated as tankers
- 0008420: Lightning F6 loadout
- 0008419: A-7E Corsair Weapons
- 0008418: HU-16 Albatross Sensors and Weapons
- 0008310: DB3k: Update for SA Warrior Class boats
- 0008372: CWDB Update; Be-6 Madge
- 0006429: SLAM-ER BDA & SAM malfunction

- 0005208: Print function is disabled in Side Briefing Dialog in game mode
- 0005625: Sub in Persian Gulf has CZ rings drawn around it although due to depth there are no cz
- 0008525: ASW Mission: Sub Depth Behaviors
- 0008524: Repetative Mine Contact Messages
- 0008518: When switching from a patrol mission to something else original plot to 1st waypoint remains
- 0008521: Active sonar detection range vs aspect
- 0008307: [B575] Bombers running out of fuel v2 (autoplanner)
- 0001377: Improved fuel planning model
- 0007335: Auto-planner must validate plotted course for fuel if no tankers present
- 0008535: "Unit Remains in Area" trigger does not work with hi-fi mode on
- 0008523: Mission Activation time precision
- 0008539: Crash
- 0008556: Depth Indicating arrows flickering
- 0008545: AI plots away from patrol zones
- 0008515: Get Lat and Longitude tool (Ctrl - X)
- 0008557: Weather value rounding issues
- 0008564: New imports (Updates for Ukraine, Russia South, Russia Central, Belarus, US, Puerto Rico etc)
- 0008567: Order of Battle window numbering
- 0008571: ScenEdit_SetKeyValue initialization

- 0008570: Can't manually allocate weapons for units on a patrol mission
- 0008563: Groups of aircraft don't show clouds on Throttle and Altitude setting window
- DB viewer shows unknown unit
- 0008574: Exit BVR attack mode cleanly
- 0008575: Document arguments for lua functions

SINGLE USE SOFTWARE LICENSE AGREEMENT

READ THIS SOFTWARE LICENSE AGREEMENT ("LICENSE") CAREFULLY BEFORE PROCEEDING TO INSTALL THE SOFTWARE. BY PRESSING "AGREE," YOU AGREE TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, PRESS "DISAGREE". THIS LICENSE AGREEMENT IS A LEGALLY BINDING CONTRACT BETWEEN YOU AND MATRIX GAMES LTD. AND/OR ITS SUBSIDIARIES, AFFILIATES OR SUB LICENSEES.

1. **General.** This software product in its entirety is copyrighted and is protected by international law. The software and any accompanying documentation or media including this License whether on disk, in read only memory, or in any other form is licensed, not sold, to you by Matrix Games Ltd. and is for use only under the terms of this License. Matrix Games reserve all rights not expressly granted to you. The rights granted herein are limited and do not include any patents or intellectual property rights. Matrix Games expressly retains ownership of the Software itself.
2. **Permitted License Uses and Restrictions.** This License allows you to install and use one copy of the Software on a single computer at any time. This License does not allow the Software to exist on more than one computer at a time, and you may not make the Software available over a network where it could be used by multiple computers at the same time. You may not copy, reproduce, translate, decompile, reverse engineer, disassemble, modify, or create derivative works from the assembled code or any part thereof. The software may contain an Editor that allows purchaser to create new assets, modify existing assets or files or create custom levels, scenarios or other materials for use solely in connection with the existing software ("new materials"). Purchaser is not permitted to use, or allow third parties to use the Editor and/or any new materials created, for any commercial purposes whatsoever, or in any other software, without the express prior written permission of Matrix Games Ltd. Any persons so doing is committing an offence and or a copyright violation and will be subject to appropriate civil or criminal action at the discretion Matrix Games Ltd.
3. **Game Servers.** Use of the software by purchaser on Slitherine's servers is allowed entirely at the discretion of Slitherine, who at their sole discretion reserve the right to remove, deny or prevent any purchaser from using the Companies servers for any reason whatsoever including unreasonable, abusive or offensive language or behaviour and without consultation or notice.
4. **Support & Multiplayer.** In certain situations and at their sole discretion Matrix Games Ltd. may refuse technical support and/or access to multiplayer or online functionality, including but not limited to the following; the user attempts or assist other to bypass security measures on the software, or the user is abusive to Matrix Games staff and or it's community, or Matrix Games has reason to suspect the user is attempting to cheat or assisting others to cheat, or Matrix Games suspect that the person or entity is not the original purchaser of the software or Matrix Games at its sole discretion has terminated the Licence.
5. **Transfer.** Purchaser may not rent, lease, lend or sublicense the Software to any person or entity.
6. **Termination.** This License is effective until terminated. Your rights under this License will terminate automatically without notice from Matrix Games if you fail to comply with any term(s) of this License. Upon the termination of this License, you shall cease all use of the Software.
7. **Warranty.** This Software is provided without warranty of any kind, whether express or implied, including warranties of merchantability and fitness for a particular purpose, which are hereby disclaimed. In no event will Matrix Games Ltd be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this software product.
8. **Disclaimer.** You expressly acknowledge and agree that use of the software is at your sole risk and that the entire risk as to satisfactory quality, performance, accuracy and effort rests with you. The software is provided "as is"; with all faults and without warranty of any kind, and Matrix Games Ltd or their licensors, subsidiaries, affiliates or sub licensees hereby disclaim all warranties and conditions with respect to the software, express, implied or statutory. Matrix Games do not warrant against interference of your enjoyment of the software, nor that the functions contained in the software will meet your requirements, nor that the operation of the software will be uninterrupted or error-free, or

that defects in the software will be corrected. No oral or written information or advice given by Matrix Games or any authorized representative shall create a warranty. Should the software prove defective, you assume the entire cost of all necessary servicing, repair or correction.

9. **Limitation of Liability.** Is restricted to the full extent not prohibited by law, in no event will Matrix Games be liable for personal injury, or any incidental, special, indirect or consequential damages whatsoever, including, without limitation, damages for loss of profits, loss of data, business interruption or any other commercial damages or losses, arising out of or related to your use or inability to use the software, however caused, regardless of the theory of liability (contract, tort or otherwise) and even if Matrix Games has been advised of the possibility of such damages. In no event shall Matrix Games Ltd's total liability to you for all damages (other than as may be required by applicable law in cases involving personal injury) exceed the amount which the purchaser paid for the software or Fifty US Dollars (\$50) whichever is less. The foregoing limitations will apply even if the above stated remedy fails in its essential purpose.
10. **Controlling Law and Severability.** This License will be governed by and construed in accordance with the laws of England and Wales. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this License shall continue in full force and effect.
11. **Complete Agreement; Governing Language.** This License constitutes the entire agreement between the parties with respect to the use of the Software licensed herein and supersedes all prior or contemporaneous understandings regarding such subject matter. No amendment to or modification of this License will be binding unless in writing and signed by Matrix Games Ltd. Any translation of this License is done for local requirements only in the event of a dispute between the English and any non-English versions; the English version of this License shall govern.

