

## New features

1. Reworked ground element upgrade, swap and replacement formulas (including training, sending back damaged or excess elements, converting support squads and adjusting morale and experience) from the ground up. It should result in better utilization of ground pools and choosing better models on upgrade or swap, prioritizing units in the rear over those on the front. Also, it should prevent units on the front from being starved of replacements, by reserving part of manpower, armaments and equipment pools for their use. Refit replacement segment was split into two parts, A and B. In part A only combat units on refit and support units attached to them get replacements. They have a chance to use more manpower, armaments and equipment than their numbers suggest. In part B the units that are considered to be always on refit (like HQs with support units attached to them, airbases and rail construction units) get replacements. This allows the player to better control the units that get replacements, where previously most of the available manpower was used on keeping the HQs up to strength, while combat units were sucked dry. The logistics phase log now gives a much better overview of replacements process.
2. When a new game is started, MAX TOE of human player's HQs, airbases and construction units is set to their current TOE percentage plus 1. Players are free to adjust the numbers as they see fit. This is to prevent sucking nearly all available manpower and armaments to understrength HQ units, as defined by the scenario designers, which is especially important for the player going second, who had no control over MAX TOEs before his first full logistics phase.
3. Unit slot matching to TOE slots was vastly improved, and is now able to cope with certain variants of historical unit composition that differ from TOE composition, without immediately sending unmatched elements back to the pool. Please note that in time the unit will slowly transform to match TOE, this is inevitable. The improvement is in the fact that units will be quicker to request newly introduced elements and will not send back unmatched elements if some other elements of the same type are understrength.
4. Changed what the Hiwi number means. It now represents the number of core elements using Hiwi manpower, instead of representing additional elements using Hiwi manpower. Surplus Hiwis will be returned to pool whenever detected, for example when loading saves started under older version of the game.
5. Reworked aircraft upgrade and swap procedure from the ground up. It should result in better utilization of air pools and choose better models on upgrade or swap, prioritizing groups in reserve or the rear over those on the front.
6. It is now possible to import ground elements and aircraft from the same country's pool (this is called a conversion). This is enabled for both sides, Axis and Soviet. It may be used to represent the process of upgrading older tanks with extra armor plates or new guns, or the process of adding (or even removing) a few weapons to rifle squads, without having to build them again from scratch and pay full cost. It is also possible to use this function to convert captured equipment to its native equivalent to better fit historical unit OBs, wherever such equivalents exist. Most of the Soviet anti-tank guns, common artillery, mortars and some tanks have their equivalent in each of the Axis countries' equipment databases. This feature helps to reduce huge armament pool drain at certain dates, which caused problems with reinforcing units. Convertible infantry squads can be upgraded "in place", that is immediately in the unit without sending old elements to the pool, and taking new elements from the pool or building them.
7. Added editable "import cost" attribute to ground elements and aircraft. It may be positive or negative and represents the cost (when positive) or returns (when negative) in armament points to import or convert one ground element or aircraft. Positive values may be used to simulate adding new weapons or upgrading structure of an existing item (like fitting a tank with armor plates). Negative

values may be used to simulate removing some weapons of an existing item (like when reducing 12-man rifle squads to 10-man rifle squads).

8. Added editable “minimum imports” attribute to ground elements and aircraft. It may be used to force the import of at least the specified number of elements or aircraft, provided they exist in the source pool, overriding import percentage (for example 5% from 10 is 0, but with minimum imports set to 1, one element or aircraft would be imported anyway).
9. Added editable “import percentage” attribute to ground elements and aircraft. It may be used to override default values of 5% for imports and 10% for conversions by any value in range from 1% to 100%. Import percentage determines how many % of the source pool are imported or converted each turn.
10. Added editable “build flags” attribute to ground elements and aircraft. It may be used to specify elements as “no auto-build” (when set to 1) or “lend-lease” (when set to 2). “No auto-build” is designed to replace using build cost of 9999 to disable building of auto-produced equipment. “Lend-lease” is designed to replace using build cost of 0 to prevent paying for production of lend-lease equipment. Both of these values allow specifying proper build cost for those elements and getting proper gains from scrapping. Lend-lease aircraft also have slightly better dynamic reliability.
11. Added editable “scrap type” attribute to ground elements and aircraft. It may be used to change the default scrap policy of scrapping ground elements 1 year after their end date, and no scrapping at all for aircraft. Scrap type 255 means no scrapping at all. Scrap type 254 means instant scrapping, immediately after end date. Scrap type in range from 1 to 253 means scrapping that many years after end date. This value allows specifying proper end dates for older equipment, which in turn affects upgrade and swapping procedures, as the routines are able to determine that given equipment should not be used.
12. Added editable “factory upgrade” attribute to ground elements and aircraft. It may be used to specify different upgrade path for factories that produce given equipment, from equipment “field” upgrades, which are now reserved for telling the upgrade and swap procedures what successor given equipment should have. If not specified (like in case of games started under older versions of the game), the default value of factory upgrade is its normal upgrade for vehicles and aircraft and no upgrade for auto-produced elements.
13. Added editable “TOE update” attribute to ground elements. If set to “yes”, each occurrence of given element in TOEs will be replaced by its upgrade element after this element’s end date and the upgrade element’s start date. It may be used to help with upgrading certain elements that change their type or class.
14. Added editable “initial build” attribute to ground elements. It may be used to force the game to build a number of auto-produced elements, even if there is no demand yet. This helps to kick start upgrades.
15. Added editable “turn build limit” and “turn build percentage” attributes to ground elements. They may be used to put a hard and a soft cap on the number of elements built to replace missing elements in units. It’s safer to use “percentage” rather than “limit”, because it adjusts to greater need. Some elements like artillery or cavalry squads by default have some percentage set, lower than 100% that depends on their build cost. Build limits cause slower replacement rate for certain elements, even if there is enough manpower and armaments in the pool, to represent limited training capacity or limited resources (like horses) for auto-build elements without actual amount of production per turn defined.
16. Added editable “change from modifier” and “change to modifier” attributes to aircraft. They may be used to affect chances to upgrade or swap given aircraft to another model. “From” is used when given aircraft is current air group’s model. “To” is used when given aircraft is considered to become

new air group's model.

17. Whenever ground element weapons are listed (except in the editor), modified rate of fire and accuracy is now shown instead of element modifiers to rate of fire and accuracy, which more useful information to the player.
18. More information about ground elements and aircraft is now visible on certain screens, including start and end dates, factory upgrade, type and some other parameters.
19. Germany will now export 1% of its armament pool, but no more than 4000 points, to every allied country that has less than a certain amount of armament points (20000 for Rumania and Hungary, 15000 for Finland and Italy, 5000 for Slovakia). In addition, information about armament exports is now visible in the Event Log. Previously it was always 1000 points and only when Germany had over 100000 armament points.
20. Added "Super Heavy Gun" ground element type, to be used for guns with a caliber of 210mm and above. In games started under previous version, "Heavy Artillery" elements were not swappable. In games started under this version, "Super Heavy Gun" elements will have that restriction instead. "Super Heavy Guns" require trucks to move, have a supply requirement of 90 (vs 30 of "Heavy Artillery") and have double the effect on fort destruction compared with "Heavy Artillery".
21. Added the ability to set custom Command Points (CP) limit for HQ TOEs and individual units in the editor. The limit remains constant and does not change with time, as do the hardcoded CP limits. This feature is intended to be used in smaller scenarios, where some elite armies (especially Soviet) were double the size of normal armies allowed by the game, without incurring leader skill roll penalties on them (which actually prevented them from functioning as elite formations).
22. Added the ability to set default motorization for TOEs in the editor. This allows to force the game to consider some units as motorized (or non-motorized) independently of the hardcoded rules that use TOE's type, suffix and unit's name to determine motorization. Non-motorized support units attached to motorized combat units will still be forcibly motorized.
23. Added the ability to set custom colors for any ground unit. This can be done by opening unit detail's window and clicking "SET COLOR". Color has to be specified as a combination of red, green and blue values, each of them in range from 0 to 255. Specifying a color of (0,0,0) returns to default (hardcoded) paint scheme. All units without a custom color specified, inherit the custom color of the first unit in their attachment chain that has such color specified.
24. Made leaders more visible across the interface. Leader name and his average skill will be visible in the unit info box below the counter image. Leader rank, full name, his average skill and victory:defeat ratio will be visible in hex tooltip. Average skill is equal to the average of morale, admin, initiative, mech and infantry skills for land leaders, and to the average of morale, admin, initiative and air skills for air leaders. Also, leader rank will be visible in HQ unit detail screen. And finally, the names of leaders commanding in land battles (leaders assigned to the commanding HQs, one for each side) will now be visible in battle reports.
25. Hiwis return via transfer pool instead of immediately going to the active pool. This can be seen in the production window. There are now also pools for disabled and captured Hiwis (invisible, but included in total losses). Disabled Hiwis return to the active pool at a rate of 0.5% per turn, with another 0.5% being permanently lost.
26. Improved tracking of vehicle movement between pool and units. Additional vehicle information is now visible in the losses window: "Vehicles Spent On Production" (2 for every mechanized infantry element built), "Vehicles Withdrawn With Units", "Vehicles Arrived With Units", "Vehicles Captured From Enemy" and "Vehicles Damaged To All Causes". Information about vehicles in the logistics phase log was also expanded to contain information about repairs per country and vehicles lost/damaged due to unit movement.
27. Scenarios and games saved under this version will not load under older versions of the game.

28. Unit load costs will no longer be reduced by half when rail difficulty modifier is above 109, and by another half when it is above 119.
29. Changed experience formula for new ground elements. It is tied to national morale and higher for the Germans than for the other countries.
30. Added safety checks to make sure city, light urban and heavy urban terrain is always considered dense and gives a reduced (by 1) defensive CV bonus, even when there is not enough population. Population value does not change during the game (only the manpower "factories" are reduced during population evacuation), so this should be an issue only in case of bad scenario data.
31. Towns with a population of at least 3 in clear terrain will now give a defensive CV bonus, like the light woods (+1).
32. Reworked strength of anti-air fire formula. Morale and ammo level of the unit, experience and fatigue of the ground element slots, as well as accuracy, range of fire and blast of the weapon are now included in it, rather than only the anti-air strength of the weapon. This change will result in significantly lower Axis aircraft losses and higher Soviet aircraft losses. The procedure selecting which units on the aircraft path to target get to fire and the modifier to their strength of anti-air fire was also improved, as was the code that lists the number and type of firing ground elements.
33. Slightly adjusted aircraft reliability formula, especially for lend-lease aircraft (aircraft reliability is not constant; it fluctuates over time, being decreased for fresh models and older models).
34. Reworked leader death, dismissal, promotion and skill increase messages to follow a common pattern, with full rank and command name (where possible) listed.
35. Aircraft factories in Polish and Czech territory will now also send 25% of their production "to the other front" (lost), as do the factories in Germany and Italy.
36. Reworked unit engineer strength formula (used to destroy forts), to take morale, experience and ammo level into account. Previously only fatigue counted.
37. Reworked unit construction strength formula (used to build forts), to take morale and experience into account. Previously only fatigue counted (and morale for elements other than engineers). However, Soviet units will have an additional bonus to construction strength, as they were renowned for their entrenchment speed.
38. Reworked how HQs and their support units assist in construction of forts. Only engineer and construction support units will be now allowed to help.
39. Changed fort construction rules. Fort level 5 can be built only in cities with large port containing a fort unit. Fort level 4 can be built only in big cities (city, light urban or heavy urban terrain) or towns with port containing a fort unit. Fort level 3 can be built only in big cities, towns with port, in hexes with a fort unit or adjacent to an enemy. Fort level 2 can be built only next to a fort unit, in coastal zones or up to 3 hexes from a supplied enemy unit. Fort level 1 can be built only up to 20 hexes from a supplied enemy unit. In swamp terrain the fort cannot be larger than 2.
40. Forts level 3 and above will count as dense terrain.
41. Improved the way units and population build forts. They can now build a part of the fort if not enough supplies are available, with proper costs being incurred when fort size changes during build. City population will build forts more often now, the biggest change being unlocking fort building by cities with population smaller than 6.
42. Newly created night-fighter groups will be automatically set to night missions.
43. Adjusted fort defensive CV bonus formula, so that partially built forts will increase defensive CV proportionally to their size. For example a fort with level 1 and 50% completion towards next level will give 1.5 the bonus of a level 1 fort. Other effects of forts are still tied to finished fort level.
44. Changed how the fort difficulty modifier works. Values above 100 speed up fort building as before, but values under 100 (down to 1) reduce fort defensive CV bonus, instead of slowing down fort building. Those who want to play a more dynamic game, where prepared positions are less

powerful, can now do so. Other effects of forts are not affected by this modifier.

45. Added the ability to adjust national morale for each country (Germany, Finland, Italy, Rumania, Hungary, Slovakia, and Soviet Union) in the editor. A bonus (or malus) to morale can be specified separately for each year.
46. Added the ability to alter "Soviet Combat Odds" special rule (see 15.8) in the game options screen. Besides remaining as is, it can be now reversed to give defensive odds shift or turned off completely.
47. Added the ability to change how the CV is calculated and what base CV values are used in the editor. Under "Alternate Values A" CV of artillery elements is 1 (up from 0), and CV of "Labor" and "Support" elements is 0 (down from 1). Under "Alternate Values B" CV of artillery elements is 1 (up from 0). "Improved Calculation" means using proper math for determining the impact of morale and experience as well as leader skills to get a better approximation of unit CV in combat. Expect to see higher CV on the counters, especially the offensive CV. On the other hand the CV in combat will no longer go up as much as before, so make sure you have clear superiority when attacking. Alternate base values allow to better see the growth of intrinsic artillery and the higher proportion of fighting elements vs the logistical tail in Soviet units. The idea behind this rule is to close the gap between displayed CV and actual combat performance. Under default rules, late war Soviet units are usually perfectly safe attacking at 1:1 ratio, whereas Axis units must use 2:1 to achieve the same rate of success. The parameter (called "CV Mode") can be set to any of the 6 combinations of default or alternate values and default or improved calculations. There is a variant of 1941 Campaign scenario with "Improved Calculation" turned on, called "1941-45 Campaign - Alt CV". Unfortunately, "Improved Calculation" requires more computing power, and thus may slow down the game, especially when played against the AI. The suggestion is to use this scenario only for multiplayer games.
48. National morale and "CV Mode" are listed at the end of logistics phase log, to make sure players know under which rules they play.
49. Adjusted morale difficulty CV modifier, so it is affected only once (for example at morale difficulty 50 final CV will be half of the original value, instead of quarter). This allows scaling the difficulty linearly.
50. Adjusted AI build limits for on-map units (static limit) and support units (dynamic limit, connected to the number of armies present and following historical pattern with monthly changes).
51. Added the ability to Soviet AI to disband unwanted units and to build needed units (all support and some rare on-map units as well).
52. Added or enhanced logging of imports, conversions, scrapping, upgrades, swaps and armaments export.
53. Added the ability to repair damaged ground elements immediately after moving (at start of enemy's logistics phase, just like building forts). Repair rate depends on country, weather, experience, fatigue, element class, type and reliability.
54. Changed the formula that determines how many damaged elements are lost during replacements, slightly increasing the ratio of lost elements and allowing all types of elements to be lost that way, instead of only vehicles.
55. Improved the code that detects and fixes broken unit assignments, which often happened for the AI.
56. Added code to disband AA units from one side being present in cities owned by the other side (scenario data error).
57. Reduced leader death rate to 5% (15% during land battle) of previous rate from air attacks, to 80% (20% before their end date) of previous rate from regular attrition, and to 5% (10% when not in supply) of previous rate from HQ displacement. No more than one leader may be lost to attrition per turn and Army Group/Front/Axis Army leaders have smaller chance to die this way (High Command leaders were already protected).

58. Increased chances to capture equipment.
59. Removed hardcoded modifiers for flamethrowers (non-HEAT penetration reduction) and German 88mm AA guns (AP ammo).
60. Medium and heavy AA guns with penetration/HVAP values higher than anti-armor/HEAT values will be considered to have AP ammo on hand (like the German 88mm AA gun was).
61. Slightly reworked the list of support units built with new Soviet armies.
62. Added a hard limit of 150 fort units, with an increasing cost in AP after 50 fort units (+1 for each unit over 50), for human players. These fort limits are modified by German/Soviet production usage percentages.
63. Self-propelled artillery is no longer included in AFV numbers. Before 1.07.12 assault guns and tank destroyers were SPA, so that made sense. Since that version SPA is reserved for only a handful of tracked artillery vehicles like Wespe, which have more in common with towed artillery than fighting vehicles.
64. Self-propelled artillery, self-propelled weapons and armored cars now have their own loss totals in the loss window. In battle reports and strength reports self-propelled artillery is included in artillery numbers, while self-propelled weapons and armored cars are included in AFV numbers.
65. Changed on-map unit reassignment costs. For combat units, the cost is based on the number of men in the unit (1 AP per 10 000 men). For land HQ units, the cost is based on double their command points limit. For air HQ units, the cost is based on command points limit of a land HQ of similar size (corps, army). For airbases and rail repair units it is equal to 1. For any reassignment a "root HQ" is determined, which is the first HQ unit that both the reassigned unit and its new HQ have in common. If the current HQ of the reassigned unit is the "root HQ", then the cost will be always 0, with the exception of nationality mismatch penalty. Otherwise the cost will be equal to the base cost plus any penalties that apply. If the nationality of the reassigned unit and its new HQ is different, this results in a penalty equal to the base cost. If the leader of the "root HQ" has lower political rating than the leader of the current HQ, this results in a penalty equal to the difference between their political ratings times 0.1 of the base cost. For each intermediate HQ between the current HQ and "root HQ" there is another penalty equal to 0.5 of the base cost. The total cost (base cost plus penalties) cannot be greater than 3 times the base cost. This cost can be no longer reduced by 50% because of an admin roll. Instead of always reassigning units to High Command and then somewhere else for free, players are encouraged to reassign units within the same armies, army groups or fronts, which should be cheaper now. Units can also be kept assigned to armies or army groups, not only to High Command, because all reassignments to subordinate HQs will be for free.
66. Ground elements of "mechanized infantry" class will now cost 2 vehicles to produce. Those vehicles will be never returned to the vehicle pool. Previously, every time a mechanized infantry element was added from pool to unit it costed 2 vehicles. They were supposed to be returned to the vehicle pool when the element was returning from unit to pool, but that was not always the case.
67. Soviet Rumanian units will use Rumanian national morale (usually 45) instead of Soviet national morale (usually 60 at this stage of the war).
68. Units will no longer unload automatically when changing game mode from rail transport to normal movement using the toolbar button.
69. Non-elite SS units will give an additional +1 bonus to the surrender threshold when stationed in Axis Ally's capital. Elite SS units still give +2.
70. Regiments from a split German division no longer give bonus to the surrender threshold. Full divisions must be stationed in Axis Ally's capital to get the bonus.
71. Hungarian surrender will be tested before Rumanian surrender, so when Arad will not be garrisoned, the player will not lose Hungary on the same turn as Rumania.

72. Soviet Rumanian units will be reassigned to Soviet Rumanian Army HQs upon Rumanian surrender, instead of going directly to STAVKA. Each HQ will get a similar number of combat units and support units assigned.
73. All fortifications will be deleted upon conversion of hexes during nation's surrender. They are assumed to be facing wrong direction.
74. Upon Finnish surrender only the hexes in Finland will be converted to neutral, the rest will be left as is (possibly changing to Soviet control as they will be unconnected to an Axis supply source). Please note that a minor issue remains, where a few hexes in Finland, directly on the border, will convert Soviet control.
75. Units lost when resolving stack conflicts upon Rumanian surrender and surrendering Axis Minor's units will be completely wiped out from the game including attached support units and air groups assigned to air bases.
76. Element list on the production screen with "Show Types" enabled is ordered in a better way.
77. Improved disband and destruction function concerning unit's elements.
78. Unit strength comparison to TOE strength now takes split units and MAX TOE setting into account.
79. Improved fogged CV calculations.
80. Newly built Soviet Army HQ units will not be populated with support units for human player.
81. Made sure AA at night will be weaker. It has 10% of the original power.
82. Made HEAT ammo less reliable. Previously the penetration strength was randomly determined in 50%-100% range, now it's 25%-100%.
83. Reduced losses of damaged vehicles (ground elements of class AFV, SPA, AC and SPW) by 50% and of labor squads by 100% for an attacker that fails to win a battle.
84. Added code to switch Rumanian TOEs and ground elements to Soviet nationality (including moving Rumanian ground pools to Soviet pools) upon new game start, to allow using generic data while properly handling cases when Rumania is marked as having surrendered (like in the Operation Konrad scenario).
85. Fighter-bomber load impact on airbase support need reduced to 50% of previous value.
86. Aircraft support need reduced to 75% of previous value.
87. Each airbase will try to keep at least 500 tons of fuel, 100 tons of ammo and 50 tons of supplies (reduced proportionally by MAX TOE setting) to limit the movement of supplies back and forth (which increased vehicle usage and vehicle damage) when aircraft are moved in or out the airbase. For level bombers and transport aircraft this will be not enough, so players are advise to move them slowly, rather than en masse.
88. Added ability to proportionally reduce the amount of supply or fuel taken from a city to resupply units, in case the city didn't get all required supplies or fuel. This should prevent starving some units in case of shortages.
89. Shock and Guards armies will have 21 CP, in the period when regular armies have 18 CP. Guards Tank Armies will have 16 CP.
90. Movement reductions from failed leader rolls will be no longer affected by morale settings above 110 and 120.
91. Certain Rumanian elements (captured Soviet or imported/licensed German) will be no longer produced or imported/converted upon Rumanian surrender, and some will try to upgrade to their Soviet equivalent.
92. HQ build up was changed to become part of the normal supply system, instead of being a separate entity. It caused many problems in the past (like units on build up losing morale due to being counted as unsupplied or missing supply details) and was quite overpowered in that the supplies were drawn from any owned city that had them, even if it was 1000 miles away from the unit or in that only the HQ had to be stationary, while the units did not (which led to some gamey tactics of

changing HQ attachment for build up). The new build up rules work in the following way: any normal HQ (not air HQ, airbase or construction unit) is able to initiate build up, if it has some movement points left and is within 25 hexes from the rail grid. The cost to be paid in AP depends on the number of men in units doing build up and distance to railhead. There is no immediate cost to be paid in damaged vehicles. If the cost is paid, the HQ (with all support units attached to that HQ) and all non-static combat units (with all support units attached to them) attached directly to that HQ, in range of 5 hexes, and having some movement points left, start building up. The percentage of movement left is recorded as their build up bonus, and then their movement points are reduced to 0. Support units inherit the build up bonus of their parent unit. During supply phase those units are eligible to replenish their stocks over the usual 100% by 25% plus the amount of their build up bonus multiplied by 0.75 (rounding up). The supply procedure remains the same as for all other units and is subject to the same costs, restrictions and penalties with the exception that costs in vehicles and fuel are doubled and the penalties (range to rail, MP to rail, Axis rail modifier, global vehicle shortage and unit vehicle shortage) are halved. It's important to remember that the HQ must be in range to the rail grid (at most 25 hexes and 100 MP away), otherwise the resupply process will fail. For example: when one unit had 20 MP left (out of 50) and the other had 50 MP left (out of 50) at the moment of initiating the build up procedure, the first one will try to restock to 155% of normal levels, while the other to 200%. Current and previous build up bonuses are visible in the supply details window.

93. To help Axis AI, Soviet garrison in Hanko will be severely weakened by reducing it's fort level when starting a new '41 game and by performing badly in combat during June and July 1941 (just like the garrison of Brest Litovsk performs badly on June 22nd turn).
94. Improved country selection and production percentage information on production screen. Yugoslavia is now visible for Axis player and "All Areas" is now visible for Soviet player (includes Soviet Uniton and captured areas). Air production percentage going to the East is now visible for Germany (this includes production in Czech and Polish cities). It's equal to 75% of the standard value, thus it will be 64% in 1941, 60% in 1942, 53% in 1943, 45% in 1944 and 38% in 1945. "All Areas" will now include captured factories as well. Added information about total fuel required by cities.
95. Added the ability to check using the "Scenario Check Utility" in the editor whether there exist air bases that contain supply and/or fuel dumps and whether there exist nationality conflicts in aircraft, ground elements, TOEs, units and air groups. Another function checks for conflicts between unit HQ type and TOE type, as well as between TOE class and TOE type. Yet another new function checks for air groups without type or with country/player mismatch.
96. Partisan units won't get support squad help from the HQ.
97. Axis countries will now lose 0.05% of disabled men each turn, 0.95% will return to the active manpower pool (Soviet side remains unchanged at 0.50%/0.50%).
98. Soviet national morale changed to the following: January 1941 to June 1941 - 40, July 1941 to March 1942 - 45, April 1942 to September 1942 - 40, October 1942 to December 1942 - 45, January 1943 to June 1943 - 50, July 1943 to December 1943 - 55, January 1944 to December 1945 - 60.
99. Axis Allies morale increased by 5 points (except Finland). Rumanian and Hungarian will be increased by 5 points after 1942 (to 45 and 50, respectively).
100. German manpower production multiplier was changed from 7 to 6 for 1944 and from 6 to 7 for 1945. Axis Ally manpower production multiplier was separated from German multiplier and set to 9 between 1941 and 1943, and to 10 between 1944 and 1945.
101. Added individual pools of disabled men for each country, from which men return directly to those countries. Men from the global Axis disabled pool will return according to the old rules, but will be affected by Axis Allies production usage percentage. Number of men returned to duty (total for all countries) will be presented on the losses screen.



102. There is now a minimum Surrender Threshold value for Hungary (10), Finland (7) and Rumania (5), when the AI plays the Axis.
103. German armaments production multiplier changed from 220 to 210 in 1943, from 380 to 360 in 1944, and from 280 to 265 in 1945. Soviet supply production multiplier changed from 130 to 100 in 1942, from 155 to 120 in 1943, from 170 to 130 in 1944, and from 180 to 135 in 1945.
104. The base cost to dismiss leaders is now based on double the square root of HQ command points limit (0 for High Command). For air HQ units, the cost is equal to the cost for a land HQ of similar size (corps, army). This cost is doubled for Axis Allies during the entire war, and increased by 50% for Soviet Union corps and army leaders in 1941. Political rating of the dismissed leader will be added to this value, and political rating of his superior leader (High Command has no superior leader) will be subtracted from this value. The final cost cannot be less than 1.
105. Evacuation of Soviet factories may only start in July 1941, that is one turn later than before.
106. Soviet support units of brigade size will now cost 3 AP to form. Soviet support units of regiment size will now cost 2 AP to form.
107. There was a random 10% chance for combat casualties to become disabled rather than killed. This chance is now 40%.
108. Changed the percentage of disabled men in damaged elements during the logistics phase resolution and when disbanding units from 40% to 30% (rest of the men are considered unharmed and return to the manpower pool).
109. Forts may be built by units in newly captured territory, albeit at 25% speed and with full penalty from spent movement points (normally only up to half of construction points are lost when the unit has spent all of its movement allowance).
110. Increased the limit of fort points built per hex, unit or population group from 50 to 55 points per turn (so the forts may be built with a proper buffer of 10%).
111. Updated elements recon values (Mech-Engr Squad from 4 to 2, Special Forces from 0 to 4, Marine Commando from 0 to 4, Airborne Engineer from 0 to 1, DD Tank from 0 to 1, Airborne Squad from 0 to 2, Carrier-Inf Squad from 0 to 4, Air Landing Section from 0 to 2, Airborne Tank from 0 to 1, Recon Jeep from 0 to 1, Naval Rifle Squad from 0 to 1, CS Cavalry Tank from 0 to 1, Light Armored Car from 0 to 2, Recon Halftrack from 0 to 2). Support units will be now included in the calculation of on-map unit recon value. Recon value will be now affected by element's experience, fatigue and unit's morale. Recon value is used to determine detection level of enemy units during logistics phase (automated recon).
112. Axis vehicle repair rate changed from 10% to 15%.
113. Added "Bicycle Squad" ground element type. It's similar to "Rifle Squad", but has a recon value of 2 (instead of 1) and belongs to the recon elements family (instead of line infantry), which affects what elements it can replace in unit OB.
114. The game will now display the sum of Combat Values of the attacker and defender as a level 2 combat message (press "2" to see them), each time a new such value is determined during battle.
115. Improved the way odds are displayed. For example, instead of showing "0.6 : 1" the odds will be shown as "1: 1.67". In some cases the odds were wrong, so this is also a bug fix. Final CV value will be displayed with greater precision (one decimal digit).
116. Removed odds restriction on reserve commitment, for both the attacker (over 4:1) and defender (outside 1:10 and 10:1). The odds were based on randomly determined CV, thus not very representative of the actual combat. This may also mitigate the problems with attacking strong positions being impossible due to low stack limit - just provide the reserves in the rear. In a way this may also help the return of the soaking attacks tactics, since it will be easier to exhaust defender's reserves. In a way this allows for a more mobile warfare (easier breakthrough) and bloodier combat (more units engaged).

117. CR will display total kills for air groups, instead of air kills only. The sum of all ground kills will be visible at the bottom of the CR screen.
118. All sound files were transcoded using a much more compatible version and settings of the WAV codec, so that the game will not crash on certain Windows setups. The only downside is that files got bigger, by up to 3 times.
119. Ground elements of "infantry" or "mechanized infantry" class will have their CV affected by the number of men in the squad (where 10 is the norm).
120. Greatly improved layout of the Logistics Phase Log by separating various events and placing them under distinct headers. Log area on screen was expanded by moving the scrollbar to the right, so that longer lines of text will fit without problems.
121. Added popups with information about leader skill decrease when promoted during owner's turn. Added information about leader changes (and units destroyed and rebuilding under different name) during enemy turn to the logistics phase log. Leaders killed "in an air attack", "in battle" or "during retreat" are those killed during enemy turn. Leaders killed "in an accident" are those killed during your logistics phase.
122. Changed date format in various places from month/day/year to year-month-day.
123. Improved tooltips for frozen units, especially HQs - the displayed text is now identical to the one displayed for unfrozen units, with the exception that turns of freeze are displayed instead of MP.
124. According to the rulebook all elements inside Soviet infantry units (and Axis infantry units after 1941) shouldn't be able to take replacements above 60% TOE (80% in case of Axis) when not on refit. Previously only elements of type "Rifle Squad" were so affected, and only in Soviet units with "Rifle" in name (and in Axis units with "Infantry" in name). Now all units with TOE(OB) of type Infantry will be affected (and all element slots in those units). AI will not be subject to this limitation.
125. Added information about men killed, captured and disabled to the "Recent" and "Current Turn" columns in the loss screen. The information is no longer calculated from the numbers of destroyed and damaged elements and their crew size (which was only an approximation), but are based on the same values that are shown in the "Total" column value.
126. Added separate rank names for each nationality, for both the ground and air forces (and in case of Germany, the SS). The ranks of some leaders may still be incorrect, because air ranks are used for air only leaders, SS ranks are used for SS only leaders, and in other cases ground ranks are used.
127. When selecting a new HQ for a unit, all HQs in it's current HQ chain (except the first) will be presented first on the list of available HQs. This will allow to move units to O.K.H. or STAVKA without the need to micromanage by moving those HQs using rail and guessing at which range to the target they will show up on the list.
128. Upon city capture, between 50% and 100% of current stocks (resource, oil, fuel, supply) in that city will be lost. Ports will be damaged to 100%.
129. For production purposes cities in Karelia will be treated as Finnish, and cities in Bessarabia and North Bukovina will be treated as Rumanian. There will be no garrison requirements in these cities (and thus no partisan generation), and no population evacuation upon capture by Axis forces.
130. Added information about the number of squads airdropped to partisan units, partisan units supplied from VVS and non-VVS airbases, and detailed information about partisan unit creation and merges to the logistics phase log. Each displacement of a partisan unit will be recorded as a loss for that unit.
131. The penalty for units smaller than divisions when entering pending friendly hexes will be reduced from +2 to +1, starting from July 1941. Hostile hex entry cost reduction for Soviet units during First Winter will be smaller, by using rounding up when dividing the cost by two.
132. Units isolated or in beach/air supply at start of turn will have their strategic movement points set

to 0.

133. Reworked the rules for Interception Air Doctrine. Previously it was impossible to scramble more than 50-70 fighters, whether there were 100, or 200, or 300 incoming aircraft, regardless of doctrine settings. Sometimes higher doctrine setting could result in worse CAP than lower value. Under new rules, the game will try to scramble as much as 50% of the number of incoming aircraft when set to 100, 100% when set to 200, etc. However it will be getting progressively harder to scramble more than 25%, 50% and 75% of the desired number of aircraft, with each step requiring to pass one leader air skill test.
134. Requirements for Soviet airbases getting Guards status reduced by half (200 in 1941, 300 in 1942, and 600 in 1943+). PVO, SAD and VVS airbases may not become Guards.
135. Changed mild winter base defender bonus from +4 to +3, and snow/march/april defender bonus from +5 to +3.
136. Soviet Military District, Front, Air Command and Air Army renames will be shown in logistics phase log.
137. It will be now impossible to recombine division or corps from units assigned to different HQs. Thanks to this, Axis players won't be forced to pay AP cost for a full division when reassigning a single regiment, and Soviet players won't be forced to reattach all corps divisions together.
138. Reduced chances to disband NKVD Border Regiments to 25%, and only if they are below 50% TOE. They still don't get replacements, so this will eventually happen. They can also be disbanded when routed with 20% chance. This was made to allow limited use for these units in some scenarios, like "Moscow 41-42", in which their contribution may be important during the first two turns. Actually, some of these units fought until 1945.
139. It is now possible to assign cavalry units of any size and independent units of brigade size or smaller to German RHG Command HQs.
140. The same AP cost rules will be applied to support units, when they are reassigned, as to on-map units. This means movement down the chain of command will be free, including moving through the "ASSIGN/FORM" function (of course one must still pay to form completely new units). On the other hand moving up the chain will usually cost 1 AP, including moving back to HQ from divided Soviet Rifle/Mountain/Cavalry corps.
141. Added the ability to specify leaders as "SS and Ground" and "Ground and SS". Both restrictions allow leaders to command regular and SS land HQs. First restriction makes the leader use SS rank names, while second restriction makes the leader use regular rank names.
142. After a leader is appointed to lead an unit manually, a turn must pass before he can be replaced.
143. Reduced the chances for leader skill decrease when forcibly promoted. No more than 2 skills can be reduced at one time, and the first tested for reduction will be political skill.
144. Updated German translation.

### **Bug fixes**

1. Fixed a bug with German morale being stuck at 70 from 1942 until the end of the war. It will properly decrease now to 55 in 1945, as described in the manual.
2. Fixed a bug where too large supply or fuel requests from units resulted in reporting no needs at all, which resulted in shortages for all units drawing supplies from the same city. This mostly happened for empty airbases that received a lot of bomber or transport aircraft during previous turn.
3. Fixed a bug where the AI built over a thousand of Sapper Regiments.
4. Fixed a bug where it was possible to form a Soviet rifle corps from one rifle division and two rifle brigades.

5. Fixed a bug with supply of mountain units in mountain terrain. Please note that the displayed MP to rail value will still be wrong, but supply will work properly during the logistics phase.
6. Fixed a bug where inserting or deleting ground elements in the editor was breaking import id, photo id and symbol id, by not updating them to new values, after the elements were shifted up or down the list.
7. Fixed a bug where it was possible to use level bombers to drop fuel in some not so rare circumstances.
8. Fixed a bug where level bombers and transport aircraft with load less than 2000 were used for unit transport missions.
9. Fixed a bug where fighters were not able to escort recon aircraft.
10. Fixed a bug where escorts (of any type) for recon aircraft were not marked as performing escort mission.
11. Fixed a bug with wrong number of damaged and reserve planes lost, when an airbase was displaced.
12. Fixed a bug where ice level in retreat a minor river target hex across was compared with an invalid value.
13. Fixed a bug where certain hexes were not recognized as being behind "Finnish No Attack Line" (notably 83,14).
14. Fixed a bug in anti-air fire formula, when instead of support unit's anti-air strength the anti-air strength of the unit receiving support was used again.
15. Fixed a bug where countries that have surrendered would still have a chance to capture ground elements.
16. Fixed a bug where it was possible to build fort units from countries that have surrendered.
17. Fixed a bug where Soviet Rumanian corps HQs were forcibly disbanded.
18. Fixed a bug where stack conflicts in hexes containing 2 or more Rumanian units were improperly resolved, when one unit was converted to Soviet nationality, but the rest weren't yet.
19. Fixed a bug where support units attached to HQs lost when resolving stack conflicts upon Rumanian surrender were not lost, but reassigned to another HQ.
20. Fixed a bug where all Soviet AA units attached to cities were reassigned to STAVKA upon Rumanian surrender.
21. Fixed a bug where rail was automatically repaired upon conversion of hexes during nation's surrender.
22. Fixed a bug where Rumanian pools were improperly added to Soviet pool upon Rumanian surrender. Captured equipment, armaments, manpower, vehicles in repair and transfer pools will now be properly transferred.
23. Fixed a bug with split unit withdrawals, where second and third sub-unit wasn't properly marked for withdrawal.
24. Fixed a bug where a factory with damage over 1 would be immediately reduced to 1 damage upon upgrade.
25. Fixed a bug where automatic expansion of a 0-size factory to 1-size factory for 0-expansion rate aircraft was checking an undetermined value instead of that aircraft's expansion rate.
26. Fixed a number of bugs in vehicle management routines that may have resulted in vehicles going missing or receiving free vehicles in some rare circumstances. Please note that it is still possible to get extra vehicles, whenever vehicles are to be taken from the vehicle pool, but there are not enough of them.
27. Fixed a bug where support units attached to a combat units would be detached before a failed split. Now those units will be detached only when the split will actually happen.
28. Fixed a cosmetic bug in initial CVs calculations for hasty attacks, where individual unit's CV didn't

add up to the total initial CV.

29. Fixed a cosmetic bug, where fogged CVs were not updated correctly after each logistics phase. For example, when the weather will change to mud, offensive CVs will go down on every visible unit counter.
30. Fixed a cosmetic bug where captured equipment lost in combat was not visible in loss window and not included in loss totals in that window. Because of lack of nationality information, such captured equipment lost by any Axis country (including all Rumanian equipment lost before their surrender) will be listed as German.
31. Fixed a cosmetic bug where Commander's Report counted only the last slot using given ground element instead of all slots in a given unit, when using ground element filter.
32. Fixed a cosmetic bug where production screen counted slots using given ground element, instead of actual units in the UNITS column.
33. Fixed a cosmetic bug where Lost Battles expansion's scenarios were not marked as such in the new multiplayer game scenario selection screen.
34. Fixed a bug with all destroyed and withdrawn German Infantry Divisions being converted to Volksgrenadier Divisions. Now only destroyed divisions will convert, with a 20% chance to do so.
35. Fixed a bug where Czech and Polish manower was reduced to 8% after applying "other fronts" reduction. It will be now reduced to 10% before applying "other fronts" reduction.
36. Fixed a bug where it was possible for surrendered countries to transfer items from their pool to German pool.
37. Fixed a bug where Italian production percentage going to the East in 1943 was 20 instead of 30 as documented.
38. Fixed a bug where some captured factories (oil, resources and ports) were included in other areas on production screen.
39. Fixed a bug where industry in occupied Yugoslavia and friendly Bulgaria was not working for the Axis. They will now work, using Axis Allies production modifiers, with the exception that manpower won't be produced. Items that gather in national pool will be transferred to German pool.
40. Fixed a bug where German synthetic oil production was not reduced to 25% in 1945.
41. Fixed a bug with fragments of tooltips left on the screen in the CR editor functions by disabling them (engine limitation).
42. Fixed a bug where slightly different than specified in the manual percentage of disabled men returned to Axis Allies in case some countries surrendered.
43. Fixed a bug where 0.5% of Soviet disabled men disappeared each turn, without logging them as permanent casualties.
44. Fixed a bug where lost Hiwis were not included in the totals on the Victory Screen and in VP calculations.
45. Fixed a bug where units with "Fort" in name would be recognized as forts in some circumstances. Now forts are mostly recognized by TOE type and sometimes by "Fortified" in name.
46. Fixed "SET ALL CITY SUPPLY REQUIREMENTS" function in the editor, to take into account all special rules and production multipliers for various resources.
47. Fixed bugs and significantly improved Soviet air unit renaming procedures. Units in or moving to national reserve will now also be eligible for renames and resizes. Air battalions will no longer require "/" in their name to be able to upgrade to air regiments. SAP regiments will be correctly renamed after 1943-03-01 rather than before that date, and with 80% chance instead of 30% chance. Added reversed renames for all the obligatory renames to ShAP, LBAP, NBAP and LTAP (when aircraft is no longer of the required type). Night-fighter regiments will be properly set to night fly by the AI.
48. Fixed a bug where leader hidden win/loss count (used for promotions) was not properly reset during

automated promotion.

49. Fixed some minor bugs in the function calculating AP penalty for too low rank on appointment.
50. Fixed a bug where support units of Brigade size were reported twice in the logistics phase log on arrival.
51. Fixed bugs with sorting saved games and scenarios by name and by date. By default, scenarios will be sorted by name, while saved games by date.
52. Fixed a bug with "Non-Random Weather" and "Reduced Blizzard" game option headers having no effect when clicked on, unlike the other game option headers.
53. Fixed a bug where one or more elements were added for free (including manpower) to newly formed fort units, Soviet on-map units or airdropped to partisan units. The game will now attempt to take an existing element from active or transfer pool (or build it paying the armaments cost) first, before adding it for free. Manpower will be also taken from active or transfer pool first, before recruiting it for free. Newly built elements or recruited manpower will be properly recorded in "Built" stats (even if for free). The only exception to this rule are partisan squads recruited from cities or the countryside, which are always added for free (but now they will be recorded in "Built" stats).
54. Fixed a bug where daily Interception Air Doctrine setting of 0 would prevent nightly interception, even with nightly Interception Air Doctrine setting greater than 0.
55. Fixed bugs related to some units and leaders getting credits/blame more than once from winning/losing a single land combat or air mission (or not getting credits/blame at all).
56. Fixed a bug where the chance for Axis leaders to count a loss for dismissal purposes was 99% during First Winter instead of the intended 20%.
57. Fixed bugs related to incorrect AI front HQ unit selection for Finnish and Soviet HQs.
58. Fixed bugs related to Soviet air HQ assignment, where some fronts ended up with many air HQs, and some with none.
59. Fixed a bug where the area in which NKVD units were protected from being disbanded (near Finland) was incorrectly specified.
60. Fixed a bug where NKVD units didn't get +5 bonus to morale.
61. Fixed a bug where it was possible to reassign support units detached from cities (or from divided Soviet Rifle/Mountain/Cavalry corps) once more in the same turn.
62. Fixed a bug with three leader attributes missing from csv export/import: photo, hidden victory counter, and hidden loss counter.
63. Fixed a bug with delayed units being shown as present on the city screen.

## Scenario changes

1. Factory setup changed to match new generic data, in campaigns factories moved to historic locations whenever possible.
2. Multiple units had some ground elements changed from far outdated or future versions to elements matching scenario date. This is usually limited to certain squad types but also wrong date version of 251/1 and 251/2 halftrack.
3. Schlesien/Jutborg Panzer divisions have been disabled - existed for about one month, then merged into other Panzer divisions.
4. All air units have been reloaded to use standard aircraft equipment, ensures any change to aircraft data arrives in units.
5. In all campaigns and relevant scenarios the SET 7K factory in Bucharest and the IAR 39 factory in Brasov have been removed. SET 7K was not in production and IAR 39 were only produced by SET in Bucharest, IAR was focussing on production of SM.79 and IAR 80/81.
6. The 43 campaign, Operation Typhoon and Moscow 41-42 had multiple airbases with misplaced

supply and fuel dumps instead of AAA.

7. In certain scenarios Luftwaffenkommando Ost HQ renamed to Luftflotte 6, change to Luftwaffe unit and disable the later arriving Luftflotte 6 unit (LwKdo Ost was renamed to Luftflotte 6 in 1943).
8. In certain scenarios Luftflotte 2 and II. Fliegerkorps withdraw in 12/41 and/or Luftflotte 6 arrival moved forward by one year to 4/42.
9. In certain scenarios Expeditionary Ital. Corps will not withdraw and XXXV Ital. Corps will not arrive (was renamed in 42).
10. In certain scenarios 14/36 motorized division changed to new OB to ensure historic demotorization. Remove withdrawal date, disable reborn infantry division variants, transfer an existing withdrawal date from infantry division variant to parent unit.
11. Renamed locations (typically only in larger scenarios/campaigns): 0286 Kottbus to Cottbus, 0354 Olmutz to Olmuetz, 0359 Frankfurt an der Oder to Frankfurt/Oder, 0368 Elberswalde to Eberswalde, 0372 Lubben to Luebben, 0454 Cologne to Koeln, 0457 Frankfurt to Frankfurt/Main, 1125 Avgustov to Augustow, 1126 Grajevo - Grajewo, 1127 Kolmo to Kolno, 1128 Lomzha to Lomza, 1134 Osovets to Osowiec, 1155 Zaremby to Zambrow, 1191 Wlodava to Wlodawa, 1858 Koeniggratz to Koniggraetz, 1870 Dieblin to Deblin, 1871 Zelenchow to Zelechow, 1876 Kamienna Skarzsko to Skarzysko Kamienna, 1895 Lowiecz to Lowicz, 1920 Dzialozyce to Dzialoszyce, 1925 Nowy Targ to Nowy Targ, 1931 Unlejew to Uniejow, 1932 Kosolerzyna to Koscierzyna.
12. 1941 campaigns/scenarios: 100/101 Flammpanzer Battalions withdrawal set to last turn of December (to ensure new OB with reduced equipment comes into effect, units were disbanded or reformed into Panzer Battalions in reality).
13. 1941 campaigns/scenarios: 102nd Flammpanzer Btl withdraws on first turn of August 41, changed to new OB with French tanks (matches historical setup).
14. 1941 campaigns/scenarios: The Romanian 2nd Security division has been disabled, the 2nd Fortress infantry Brigade will now be reformed into the 2nd Security Division.
15. 1941 campaigns/scenarios: Armored cars in 7/20 Panzer divisions changed to Panhard 178, add 100 more to pool (only in 1941 campaigns).
16. 1941 campaigns/scenarios: 1st Fortress Rum. Infantry Brigade changed to other OB to reform it into a division in 1942.
17. 1942 campaigns/scenarios: Disable land unit 1241, duplicate of unit 172.
18. 1942 campaigns/scenarios: Fortress Rum. Security division reformed into a full infantry division.
19. Smolensk 1941, Road to Minsk, Road to Moscow, Road to Smolensk, Road to Leningrad, Road to Kiev, Road to Dnepopetrovsk, Operation Barbarossa: had 3 Soviet air units without player and/or nationality.
20. Drama on the Danube, 1942 campaign, 1943 campaign: had Rumanian MG in 1 Hungarian unit.
21. Stalingrad to Berlin, Winter 42-43: had Rumanian MG in 2 Hungarian units and 1 Rumanian air unit with German aircraft.
22. Decision in the Ukraine: had 1 German air unit with Italian aircraft.
23. Operation Uranus: had 1 Rumanian air unit with German aircraft.
24. Battle for Kharkov: had 1 Rumanian air unit with Finnish aircraft.
25. 1943 campaign: had Pe-2 in recon air units.
26. Updated city requirements in all scenarios.
27. Operation Konrad: Resolve OB type mismatch 6th Army and Flieger Fuhrer Hungary. 3x Flieger Division Air HQ changed to new OB 0708.
28. Smolensk 1941: HQ type fixed in 3x SAD airbases.
29. Red Army Resurgent: German aircraft in Romanian air unit. CSIR Ital. Air Bde set to proper Corps OB, reduce support to 500.
30. Decision in the Ukraine: HQ type fixed in Army Group Antonescu.

31. Road to Kiev: Carpathian Army Group set to proper Army OB, reduce support to 500, adjust available supply/fuel/vehicles. CSIR Ital. Air Bde set to proper Corps OB, reduce support to 500.
32. Road to Dnepropetrovsk: Carpathian Army Group set to proper Army OB, reduce support to 500, adjust available supply/fuel/vehicles. CSIR Ital. Air Bde set to proper Corps OB, reduce support to 500.
33. Winter 42/43: Romanian Air Command set to proper OB, reduce support to reasonable level, adjust available supply/fuel/vehicles. CSIR Ital. Air Bde set to proper Corps OB, reduce support to reasonable level, adjust available supply/fuel/vehicles. 4x Soviet Air Command HQs set to new Corps HQ version of their OB, reduce support and available supply/fuel/vehicles.
34. Stalingrad to Berlin: Romanian Air Command set to proper OB, reduce support to reasonable level, adjust available supply/fuel/vehicles. CSIR Ital. Air Bde set to proper Corps OB, reduce support to reasonable level, adjust available supply/fuel/vehicles. 4x Soviet Air Command HQs set to new Corps HQ version of their OB, reduce support and available supply/fuel/vehicles.
35. Operation Uranus: CSIR Ital. Air Bde set to proper Corps OB, reduce support to reasonable level, adjust available supply/fuel/vehicles.
36. Operation Kutuzov-Rumyantsev: 7x Soviet Air Command HQs set to new Corps HQ version of their OB, reduce support and available supply/fuel/vehicles.
37. Operation Blue: CSIR Ital. Air Bde set to proper Corps OB, reduce support to reasonable level, adjust available supply/fuel/vehicles. Romanian Air Command set to proper OB, reduce support to reasonable level, adjust available supply/fuel/vehicles. 8 IAK PVO Air Command set to proper OB, reduce support to reasonable level, adjust available supply/fuel/vehicles.
38. Operation Barbarossa: Carpathian Army Group set to proper Army OB, reduce support to 500, adjust available supply/fuel/vehicles. Rum. Combat Air Command changed from Army to Corps HQ type.
39. Operation Bagration: 2x soviet HQ set to new Corps HQ (modeled as Army HQ, may need CP restrictions).
40. 1944 campaign: 2x soviet HQ set to new Corps HQ (modeled as Army HQ, may need CP restrictions).
41. 1943 campaign: Rum. Combat Air Command changed from Army to Corps HQ type. 7x soviet Air HQ set to new Corps HQ OB.
42. 1942 campaign: Romanian Air Command set to proper OB, reduce support to reasonable level, adjust available supply/fuel/vehicles. 5x soviet Air HQ set to new Corps HQ OB.
43. 1941 campaigns: Rum. Combat Air Command changed from Army to Corps HQ type. Carpathian Army Group set to proper Army OB, reduce support to 500, adjust available supply/fuel/vehicles.
44. A bug introduced long ago caused 5 Soviet Military Districts to be already renamed and upgraded to Fronts in all scenarios starting in 1941. Those units are again Military Districts during German June 22nd turn.
45. Several scenarios had three Soviet air groups specified without proper type set. This caused a crash during Soviet logistics phase.

### **General device changes**

1. Recalculation of aircraft gun data to match realworld rate-of-fire and muzzle velocity, some range reduction for known low-velocity guns.
2. Aircraft gun effects changed: 8mm class to 1 (from 2 for most), 12.7-13mm class to 2 (from 3), 15mm class to 3 (from 4), 20mm class to 4 (from 5); no changes to aircraft guns with 23mm or larger.
3. Aircraft drop tank values recalculated to a common base purely based on fuel content.



4. Several Flak and AA guns had their rate-of-fire and accuracy changed a bit to better match historic performance.
5. Several 7.9mm guns renamed to 7.92mm and some other minor name changes.

### **Specific device changes**

1. [1] .303 Vickers 'K' MG, accuracy changed from 30 to 34, antiArmor changed from 4 to 3, rof changed from 23 to 30.
2. [2] .303 Vickers V MG, accuracy changed from 32 to 18, antiArmor changed from 4 to 3, rof changed from 24 to 18.
3. [3] .303 Vickers I MG, accuracy changed from 31 to 18, antiArmor changed from 4 to 3, rof changed from 25 to 18.
4. [4] .303 Lewis MG, accuracy changed from 31 to 17, antiArmor changed from 4 to 3, rof changed from 27 to 17.
5. [5] .303 Browning MG, effect changed from 2 to 1, accuracy changed from 34 to 35, antiArmor changed from 4 to 3, rof changed from 25 to 35.
6. [6] 7.5mm MAC-M39 MG, effect changed from 2 to 1, accuracy changed from 30 to 47, antiArmor changed from 4 to 3, rof changed from 25 to 42.
7. [7] 7.7mm SAFAT MG, effect changed from 2 to 1, accuracy changed from 24 to 27, antiArmor changed from 4 to 3, rof changed from 23 to 27.
8. [8] 7.92mm FN MG, effect changed from 2 to 1, accuracy changed from 33 to 38, antiArmor changed from 4 to 3, rof changed from 25 to 33.
9. [9] 7.9mm MG 17, name changed from 7.9mm MG 17 to 7.92mm MG 17, effect changed from 2 to 1, accuracy changed from 33 to 44, antiArmor changed from 4 to 3, rof changed from 32 to 36.
10. [10] 7.9mm MG 15, name changed from 7.9mm MG 15 to 7.92mm MG 15, effect changed from 2 to 1, accuracy changed from 33 to 31, antiArmor changed from 4 to 3, rof changed from 32 to 30.
11. [11] 7.9mm MG 81, name changed from 7.9mm MG 81 to 7.92mm MG 81, effect changed from 2 to 1, accuracy changed from 39 to 51, antiArmor changed from 4 to 3, antiAir changed from 59 to 57, rof changed from 42 to 48.
12. [12] 7.62mm PV-1 MG, effect changed from 2 to 1, accuracy changed from 45 to 24, antiArmor changed from 5 to 3, antiAir changed from 65 to 53, rof changed from 45 to 23.
13. [13] 7.62mm DA-1 MG, effect changed from 2 to 1, accuracy changed from 44 to 21, antiArmor changed from 5 to 3, antiAir changed from 64 to 53, rof changed from 44 to 18.
14. [14] 7.9mm Gebauer MG, name changed from 7.9mm Gebauer MG to 7.92mm Gebauer MG, effect changed from 2 to 1, accuracy changed from 32 to 30, antiArmor changed from 4 to 3, rof changed from 31 to 30.
15. [15] 7.7mm KM.Wz MG, effect changed from 2 to 1, accuracy changed from 25 to 21, rof changed from 24 to 21.
16. [16] 7.62mm ShKAS MG, effect changed from 2 to 1, accuracy changed from 54 to 58, antiArmor changed from 6 to 3, antiAir changed from 74 to 60, rof changed from 53 to 54.
17. [17] 7.7mm Type 89 MG, effect changed from 2 to 1, accuracy changed from 27 to 23, rof changed from 26 to 23.
18. [18] 7.7mm Type 97 MG, effect changed from 2 to 1, accuracy changed from 25 to 27, rof changed from 24 to 27.
19. [19] 7.7mm Type 92 MG, effect changed from 2 to 1, accuracy changed from 18 to 17, antiArmor changed from 2 to 3, rof changed from 20 to 17.
20. [20] 7.92mm Type 98 MG, effect changed from 2 to 1, accuracy changed from 33 to 31, antiArmor changed from 4 to 3, rof changed from 32 to 30.

21. [21] 13.2mm FN MG, effect changed from 3 to 2, accuracy changed from 24 to 26.
22. [22] 12.7mm SAFAT MG, effect changed from 3 to 2, accuracy changed from 24 to 22, rof changed from 24 to 21.
23. [23] .50 Browning MG, effect changed from 3 to 2, rof changed from 25 to 24.
24. [24] 13mm MG 131, effect changed from 3 to 2, accuracy changed from 29 to 27, rof changed from 25 to 27.
25. [25] 12.7mm BS MG, effect changed from 3 to 2, accuracy changed from 30 to 28, antiArmor changed from 5 to 4, rof changed from 26 to 24.
26. [26] 12.7mm UBS MG, effect changed from 3 to 2, accuracy changed from 30 to 34, antiArmor changed from 5 to 4, rof changed from 26 to 30.
27. [27] 12.7mm UBT MG, effect changed from 3 to 2, accuracy changed from 30 to 34, antiArmor changed from 5 to 4, rof changed from 26 to 30.
28. [28] 12.7mm Type 1 MG, effect changed from 3 to 2, accuracy changed from 27 to 29, rof changed from 24 to 27.
29. [29] 12.7mm Ho-103 MG, effect changed from 3 to 2, antiAir changed from 59 to 57, rof changed from 25 to 27.
30. [30] 15mm Cannon MG151, effect changed from 4 to 3, accuracy changed from 21 to 29, antiArmor changed from 4 to 5, rof changed from 30 to 21.
31. [31] 20mm HS404 Cannon, effect changed from 5 to 4, accuracy changed from 20 to 25, rof changed from 30 to 20.
32. [32] 20mm Cannon MG151, effect changed from 5 to 4, accuracy changed from 21 to 24, rof changed from 30 to 23.
33. [33] 20mm Cannon MG FF, name changed from 20mm Cannon MG FF to 20mm Cannon MG FF/M, effect changed from 5 to 4, accuracy changed from 16 to 15, range changed from 5000 to 4000, rof changed from 27 to 16.
34. [34] 20mm Hispano Cannon, effect changed from 5 to 4, accuracy changed from 26 to 25, rof changed from 32 to 21.
35. [35] 20mm Oerlikon Cannon, effect changed from 5 to 4, accuracy changed from 20 to 19, rof changed from 30 to 18.
36. [36] 20mm Solothurn Cannon, effect changed from 5 to 4, accuracy changed from 16 to 12, antiArmor changed from 4 to 5, rof changed from 27 to 11.
37. [37] 20mm ShVAK Cannon, effect changed from 5 to 4, accuracy changed from 24 to 26, rof changed from 31 to 24.
38. [38] 23mm VYa Cannon, accuracy changed from 18 to 24, antiArmor changed from 4 to 5, rof changed from 25 to 20.
39. [39] 20mm B-20 Cannon, effect changed from 5 to 4, accuracy changed from 24 to 25, rof changed from 31 to 24.
40. [40] 20mm Type 99 Cannon, name changed from 20mm Type 99 Cannon to 20mm Type 99-1 Cannon, effect changed from 5 to 4, accuracy changed from 22 to 13, antiArmor changed from 5 to 4, antiAir changed from 72 to 66, range changed from 5000 to 4000, rof changed from 30 to 16.
41. [41] 20mm Type 99 mod.2, name changed from 20mm Type 99 mod.2 to 20mm Type 99-2 Cannon, effect changed from 5 to 4, accuracy changed from 23 to 19, antiAir changed from 73 to 76, rof changed from 31 to 18.
42. [42] 20mm Cannon Ho-5, effect changed from 5 to 4, accuracy changed from 28 to 26, rof changed from 33 to 26.
43. [43] 20mm Cannon MG-FF, name changed from 20mm Cannon MG-FF to 20mm Cannon MG FF, effect changed from 5 to 4, accuracy changed from 16 to 13, range changed from 5000 to 4000, rof changed from 27 to 16.

44. [44] 20mm Hispano Cannon, effect changed from 5 to 4, accuracy changed from 26 to 25, rof changed from 32 to 21.
45. [45] 30mm Cannon MK108, accuracy changed from 18 to 15, range changed from 6000 to 5000, rof changed from 22 to 20.
46. [46] 30mm Cannon MK103, accuracy changed from 13 to 16, antiArmor changed from 5 to 6, antiAir changed from 73 to 78, rof changed from 21 to 13.
47. [47] 30mm Cannon Ho-105, name changed from 30mm Cannon Ho-105 to 30mm Cannon Ho-155, rof changed from 21 to 14.
48. [48] 37mm Cannon BK3.7, accuracy changed from 5 to 7, rof changed from 12 to 5.
49. [49] 37mm Cannon T9, accuracy changed from 5 to 4, rof changed from 12 to 4.
50. [50] 37mm M4 Cannon, accuracy changed from 5 to 4, rof changed from 12 to 4.
51. [51] 37mm Cannon Ho-203, accuracy changed from 4 to 3, rof changed from 12 to 4.
52. [52] WGr 210, effect changed from 10 to 15, range changed from 500 to 3000, blast changed from 0 to 5.
53. [53] 75mm Cannon, load cost changed from 0 to 500, effect changed from 0 to 10, range changed from 1500 to 5000.
54. [76] 100 litre Drop Tank, load cost changed from 150 to 176, effect changed from 10 to 12.
55. [77] 300 litre Drop Tank, load cost changed from 450 to 528, effect changed from 30 to 37.
56. [79] 300 litre Drop Tank, load cost changed from 450 to 528.
57. [82] 110 gal Drop Tank, effect changed from 50 to 52.
58. [84] 200 gal Drop Tank, effect changed from 90 to 94.
59. [85] 198 Gal Drop Tank, name changed from 198 Gal Drop Tank to 900 litre Drop Tank, load cost changed from 1500 to 1585.
60. [121] 20mm Flak38 AA Gun, rof changed from 90 to 110.
61. [122] 37mm Flak36 AA Gun, penetration changed from 46 to 47, rof changed from 60 to 50.
62. [123] 37mm Flak43 AA Gun, penetration changed from 46 to 47, rof changed from 60 to 75.
63. [124] 37mm 61-K AA Gun, rof changed from 50 to 34.
64. [126] 20mm Quad Flak38 AA Gun , accuracy changed from 750 to 600, blast changed from 1 to 0.
65. [129] Molotov Cocktail, accuracy changed from 600 to 10.
66. [130] Anti-Tank Grenade, accuracy changed from 600 to 5.
67. [131] Flamethrower, accuracy changed from 1250 to 20, antiArmor changed from 100 to 0, heat changed from 0 to 100.
68. [135] 7.9mm Gew 41/43 Rifle, name changed from 7.9mm Gew 41/43 Rifle to 7.92mm Gew 41/43 Rifle.
69. [174] 50mm Type 89 Grenade Launcher, accuracy changed from 1 to 20.
70. [175] Rifle-Grenade, accuracy changed from 100 to 15.
71. [176] Hand Grenade, accuracy changed from 50 to 5.
72. [178] 20mm Solothurn AT-Rifle, penetration changed from 30 to 38.
73. [180] 7.92mm PzB 39 AT-Rifle, range changed from 750 to 500, rof changed from 5 to 3.
74. [183] 50mm Type 89 Grenade Launcher, accuracy changed from 1 to 20.
75. [185] .55in Boys AT-Rifle, range changed from 750 to 500.
76. [187] 7.92mm wz 35 AT-Rifle, range changed from 750 to 500, rof changed from 10 to 7.
77. [190] 14.5mm PTRD AT-Rifle, range changed from 1000 to 500, rof changed from 4 to 2.
78. [195] Satchel Charge, accuracy changed from 50 to 5.
79. [235] 7.9mm Quad MG34 AAMG, name changed from 7.9mm Quad MG34 AAMG to 7.92mm Quad MG34 AAMG.
80. [239] 25mm AA-Gun, name changed from 25mm AA-Gun to 25mm AA Gun.
81. [240] 25mm Hotchkiss M39 AA-Gun, name changed from 25mm Hotchkiss M39 AA-Gun to 25mm

- Hotchkiss M39 AA Gun, rof changed from 60 to 80, blast changed from 1 to 0.
82. [241] 20mm vz.36 AA-Gun, name changed from 20mm vz.36 AA-Gun to 20mm vz.36 AA Gun.
  83. [242] 20mm Oerlikon AA-Gun, name changed from 20mm Oerlikon AA-Gun to 20mm Oerlikon AA Gun, rof changed from 60 to 120.
  84. [243] 20mm Flak38 AA-Gun, name changed from 20mm Flak38 AA-Gun to 20mm Flak38 AA Gun, rof changed from 90 to 110.
  85. [244] 20mm Quad Flak38 AA Gun, accuracy changed from 750 to 600, blast changed from 1 to 0.
  86. [245] 37mm Flak36 AA-Gun, name changed from 37mm Flak36 AA-Gun to 37mm Flak36 AA Gun, penetration changed from 46 to 47, rof changed from 60 to 50.
  87. [246] 37mm Flak43 AA-Gun, name changed from 37mm Flak43 AA-Gun to 37mm Flak43 AA Gun, penetration changed from 46 to 47, rof changed from 60 to 75.
  88. [247] 37mm 61-K AA-Gun, name changed from 37mm 61-K AA-Gun to 37mm 61-K AA Gun, rof changed from 50 to 60.
  89. [249] 40mm Bofors AA-Gun, name changed from 40mm Bofors AA-Gun to 40mm Bofors AA Gun.
  90. [250] 40mm Twin Bofors AA Gun, accuracy changed from 600 to 625, ceiling changed from 18000 to 16500, rof changed from 80 to 75, blast changed from 2 to 1.
  91. [251] 25mm Twin AA-Gun, name changed from 25mm Twin AA-Gun to 25mm Twin AA Gun, ceiling changed from 7000 to 6500, rof changed from 120 to 110.
  92. [252] 20mm Twin Flak38 AA-Gun, name changed from 20mm Twin Flak38 AA-Gun to 20mm Twin Flak38 AA Gun, accuracy changed from 600 to 500, rof changed from 180 to 210.
  93. [284] 7.9mm Besa BMG, name changed from 7.9mm Besa BMG to 7.92mm Besa BMG.
  94. [295] 7.9mm Besa CMG, name changed from 7.9mm Besa CMG to 7.92mm Besa CMG.
  95. [299] 20mm M35 Gun, penetration changed from 34 to 36.
  96. [301] 20mm TNSH Gun, rof changed from 30 to 60.
  97. [308] 37mm 37/40 Gun, penetration changed from 50 to 55.
  98. [324] 47mm 47/40 Gun, penetration changed from 60 to 78.
  99. [336] 75mm StuK37 L/24 Gun, rof changed from 10 to 12.
  100. [338] 75mm StuK40 L/43 Gun, rof changed from 10 to 12.
  101. [351] 76.2mm KT-28 Gun, antiSoft changed from 71 to 74.
  102. [352] 76.2mm ZiS-3 Gun, antiSoft changed from 71 to 74, range changed from 2500 to 2250, heat changed from 75 to 73, hvap changed from 0 to 135.
  103. [353] 76.2mm ZiS-3 Field Gun, heat changed from 75 to 73.
  104. [355] 65mm L17 Gun, penetration changed from 0 to 37.
  105. [367] 76.2mm F-34 Gun, antiSoft changed from 71 to 74, heat changed from 75 to 73.
  106. [368] 76.2mm ZiS-5 Gun, antiArmor changed from 20 to 18, antiSoft changed from 80 to 74, heat changed from 75 to 73.
  107. [369] 76.2mm PS-3 Gun, antiSoft changed from 71 to 74.
  108. [370] 76mm M27/39 Gun, antiSoft changed from 71 to 74.
  109. [371] 75mm Skoda L/48 AA Gun, effect changed from 26 to 5.
  110. [372] 85mm KS-12 AA Gun, effect changed from 26 to 6.
  111. [373] 83.5mm vz.22 AA Gun, effect changed from 26 to 6.
  112. [374] 76mm M31/38 AA Gun, effect changed from 26 to 5, antiSoft changed from 71 to 74, antiAir changed from 71 to 74.
  113. [375] 75mm AA Gun, effect changed from 26 to 5.
  114. [383] 90mm M41 L/53 Gun, name changed from 90mm M41 L/53 Gun to 90mm 90/53 AA Gun, penetration changed from 150 to 206.
  115. [391] 105mm 105/25 Gun, penetration changed from 0 to 76.
  116. [574] 37mm Cannon NS-37, accuracy changed from 4 to 10, range changed from 3000 to 6000,

rof changed from 15 to 8.

117. [577] 80mm Bofors AA-Gun, name changed from 80mm Bofors AA-Gun to 80mm Bofors AA Gun, effect changed from 26 to 6.
118. [578] 76.2mm F-22-USV Field Gun, range changed from 14900 to 14500.
119. [624] 40mm Cannon Vickers S, accuracy changed from 6 to 3, rof changed from 15 to 3.
120. New: [120] 1800kg GP Bomb
121. New: [610] 20mm Triple MG151 AA Gun - former Luftwaffe aircraft guns used in triple-mount as AAA.
122. New: [630] 20mm M35 AA Gun - Italian Flak.
123. New: [631] 47mm M35 Gun - Italian Pak.
124. New: [648] .30 Browning MG - Browning-MG in US .30 caliber.
125. New: [649] 7.7mm Type 89-2 MG - improved version of the 88-1 MG.
126. New: [650] 7.92mm MG 81Z - dual-barrel version of MG 81.
127. New: [651] 20mm Flak30 AA Gun - older version of Flak38.
128. New: [652] 8mm 35M Rifle.
129. New: [653] 7.92mm ZB 53 HMG.
130. New: [654] 8mm 31M Rifle.

### General ground element changes

1. Some minor name changes, certain vehicles in foreign use have a country designator added behind element name.
2. Most squad types are converted to the next higher model at a small arm cost. Squad types with a conversion path have scrapping set to disabled. The upgrade speed is 10% of active pool per turn.
3. Czech LT-38 based vehicles have their reliability value decreased by 5 or 10 points (= better), they were praised for simple/robust mechanics, easy repair and high reliability.
4. All armored cars, SP Flak, SP Art, SP Inf, half-tracks have scrapping disabled.
5. New elements available for production within the timeframe of a campaign get a certain amount of initial builds.
6. Finnish elements imported from Germany have an end date of 8/44 set, Romanian elements imported from Germany have an end date of 7/44 set.
7. Some unit icon changes, especially artillery. Same class artillery uses the same icon on both sides, just pointing into opposite direction.
8. German-based Romanian equipment has the end date extended to 9/45, production will be disabled if Romania changes sides.
9. Romanian combat squads and 1943/1944 gun/MG secondary armament changed to 7.92mm vz.34 rifle, all other retain the old 6.5mm Mannlicher rifle.
10. Hungarian combat squads and 1942-1944 guns/MG MG secondary armament changed to new 8mm 35M rifle, all other changed from (wrong) Italian 7.35mm Mannlicher-Carcano rifle to a new 8mm 31M rifle.
11. Armament cost of mechanized Infantry and Engineers reduced to 20% of original value, the halftrack costs are already paid for by two vehicles per squad (0098, Panzer Grenadier Squad 41, from 83 to 17, 0099, Panzer Grenadier Squad 43, from 84 to 17, 0100, Panzer Grenadier Squad (-), from 85 to 17, 0101, Panzer Pioneer Squad 41, from 86 to 17, 0102, Panzer Pioneer Squad 43, from 88 to 18, 0103, Panzer Pioneer Squad, from 88 to 18, 0104, Panzer Pioneer Squad 44, from 88 to 18, 0776, Recon Squad, from 85 to 17).
12. Armament cost of cavalry squads reduced to 60% of original value, cost for horses way too high causing lots of problems, production is already limited per turn (0080, Cavalry Squad, Germany,

from 65 to 39, 0118, Cavalry Squad (-), Germany, from 64 to 38, 0161, Cavalry Squad, Finland, from 58 to 35, 0202, Cavalry Squad, Italy, from 69 to 41, 0257, Cavalry Squad, Romania, from 57 to 34, 0301, Cavalry Squad, Hungary, from 57 to 34, 0801, Cavalry Squad, Soviet Union, from 69 to 41, 0802, Cavalry Squad 41, Soviet Union, from 69 to 41, 0803, Cavalry Squad 43, Soviet Union, from 70 to 42).

13. Infantry squads date overlap removed, with the exception of the early Soviet Cavalry Squad.

### Specific ground element changes

1. [1] Panzer Ib, upgrade changed from 0 to [2] Panzer IIc.
2. [2] Panzer IIc, upgrade changed from 0 to [3] Panzer IIf, factory upgrade changed from 0 to [3] Panzer IIf, scrap policy changed from DEFAULT (1 YEAR) to NONE.
3. [3] Panzer IIf, last year changed from 1943 to 1942, last month changed from 2 to 6, build limit changed from 3 to 2, upgrade changed from [45] Wespe to [4] Panzer III Lynx, expansion rate changed from 0 to 1, factory upgrade changed from 0 to [35] Marder II, scrap policy changed from DEFAULT (1 YEAR) to NONE.
4. [4] Panzer III Lynx, build limit changed from 2 to 3, expansion rate changed from 0 to 1, scrap policy changed from DEFAULT (1 YEAR) to NONE.
5. [5] Flamm Panzer II, name changed from Flamm Panzer II to Flammpanzer II, upgrade changed from [34] Marder II (SdKfz-132) to [12] Flamm Panzer III, expansion rate changed from 0 to 1, weapon 0 changed from [264] 7.92mm MG34 TMG to [131] Flamethrower, weapon 1 changed from 0 to [264] 7.92mm MG34 TMG, weapon 2 changed from [131] Flamethrower to 0, weapon 3 changed from [131] Flamethrower to 0, weapon 0 number changed from 1 to 2, weapon 1 number changed from 0 to 1, weapon 2 number changed from 1 to 0, weapon 3 number changed from 1 to 0, weapon 0 ammo changed from 1800 to 80, weapon 1 ammo changed from 0 to 1800, weapon 2 ammo changed from 80 to 0, weapon 3 ammo changed from 80 to 0, weapon 0 face changed from TURRET to FWD, weapon 1 face changed from FWD to TURRET, factory upgrade changed from 0 to [12] Flamm Panzer III, scrap policy changed from DEFAULT (1 YEAR) to NONE.
6. [6] Panzer IIIe, upgrade changed from 0 to [9] Panzer IIIj L/60, factory upgrade changed from 0 to [7] Panzer IIIg, scrap policy changed from DEFAULT (1 YEAR) to NONE.
7. [7] Panzer IIIg, upgrade changed from 0 to [219] Panzer IIIj L/42, max import changed from 0 to ALL, import from changed from 0 to [6] Panzer IIIe, weapon 2 changed from 0 to [265] 7.92mm MG34 BMG, weapon 3 changed from [265] 7.92mm MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1200, weapon 3 ammo changed from 1200 to 0, import cost changed from 0 to 30, minimum import changed from 0 to 1, import % changed from DEFAULT to 3%, factory upgrade changed from 0 to [8] Panzer IIIh, scrap policy changed from DEFAULT (1 YEAR) to NONE.
8. [8] Panzer IIIh, upgrade changed from [219] Panzer IIIj to [9] Panzer IIIj L/60, max import changed from 0 to ALL, import from changed from 0 to [7] Panzer IIIg, weapon 2 changed from 0 to [265] 7.92mm MG34 BMG, weapon 3 changed from [265] 7.92mm MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1200, weapon 3 ammo changed from 1200 to 0, import cost changed from 0 to 10, minimum import changed from 0 to 1, import % changed from DEFAULT to 20%, factory upgrade changed from 0 to [219] Panzer IIIj L/42, scrap policy changed from DEFAULT (1 YEAR) to 3 YEARS.
9. [9] Panzer IIIj L/60, name changed from Panzer IIIj L/60 to Panzer IIII, last month changed from 6 to 4, front armor changed from 49 to 52, build limit changed from 23 to 8, max import changed from 0 to 800, import from changed from 0 to [219] Panzer IIIj L/42, expansion rate changed from 2 to 1, weapon 2 changed from 0 to [265] 7.92mm MG34 BMG, weapon 3 changed from [265] 7.92mm

MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1200, weapon 3 ammo changed from 1200 to 0, import cost changed from 0 to 20, minimum import changed from 0 to 2, import % changed from DEFAULT to 1%, factory upgrade changed from 0 to [10] Panzer III m, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.

10. [10] Panzer III m, first month changed from 7 to 5, build limit changed from 8 to 13, upgrade changed from 0 to [22] Panther D, max import changed from 0 to ALL, import from changed from 0 to [9] Panzer III j L/60, expansion rate changed from 0 to 1, weapon 2 changed from 0 to [265] 7.92mm MG34 BMG, weapon 3 changed from [265] 7.92mm MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1500, weapon 3 ammo changed from 1500 to 0, import cost changed from 0 to 10, minimum import changed from 0 to 1, import % changed from DEFAULT to 20%, factory upgrade changed from 0 to [22] Panther D, scrap policy changed from DEFAULT (1 YEAR) to NONE.
11. [11] Panzer III n, weapon 2 changed from m MG34 BMG, weapon 3 changed from [265] 7.92mm MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1500, weapon 3 ammo changed from 1500 to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE.
12. [12] Flamm Panzer III, name changed from Flamm Panzer III to Flammpanzer III, weapon 2 changed from 0 to [265] 7.92mm MG34 BMG, weapon 3 changed from [265] 7.92mm MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1500, weapon 3 ammo changed from 1500 to 0, factory upgrade changed from 0 to [26] King Tiger, scrap policy changed from DEFAULT (1 YEAR) to NONE.
13. [13] Panzer 35(t), upgrade changed from 0 to [9] Panzer III j L/60, weapon 2 changed from 0 to [269] 7.92mm MG37 BMG, weapon 3 changed from [269] 7.92mm MG37 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 700, weapon 3 ammo changed from 700 to 0, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
14. [14] Panzer 38(t), reliability changed from 25 to 15, upgrade changed from 0 to [15] Panzer 38(t)E, weapon 2 changed from 0 to [269] 7.92mm MG37 BMG, weapon 3 changed from [269] 7.92mm MG37 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 900, weapon 3 ammo changed from 900 to 0, factory upgrade changed from 0 to [15] Panzer 38(t)E, scrap policy changed from DEFAULT (1 YEAR) to NONE.
15. [15] Panzer 38(t)E, reliability changed from 25 to 15, upgrade changed from [37] Panzerjager 38 to [221] Panzer IV g L/48, supply use changed from 156 to 216, max import changed from 0 to ALL, import from changed from 0 to [14] Panzer 38(t), weapon 2 changed from 0 to [269] 7.92mm MG37 BMG, weapon 3 changed from [269] 7.92mm MG37 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 0 ammo changed from 42 to 72, weapon 2 ammo changed from 0 to 900, weapon 3 ammo changed from 900 to 0, import cost changed from 0 to 10, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, factory upgrade changed from 0 to [37] Panzerjager 38(t), scrap policy changed from DEFAULT (1 YEAR) to NONE.
16. [16] Panzer IV c, upgrade changed from 0 to [18] Panzer IV f, factory upgrade changed from 0 to [17] Panzer IV e, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
17. [17] Panzer IV e, front armor changed from 51 to 48, side armor changed from 34 to 31, max import changed from 0 to ALL, import from changed from 0 to [16] Panzer IV c, import cost changed from 0 to 15, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, factory upgrade changed from 0 to [18] Panzer IV f, scrap policy changed from DEFAULT (1 YEAR) to NONE.

18. [18] Panzer IVf, build limit changed from 3 to 7, upgrade changed from [19] Panzer IVf2 to [11] Panzer IIIIn, max import changed from 0 to ALL, import from changed from 0 to [17] Panzer IVe, expansion rate changed from 0 to 1, import cost changed from 0 to 7, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, factory upgrade changed from 0 to [19] Panzer IVf2, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
19. [19] Panzer IVf2, build limit changed from 10 to 7, factory upgrade changed from 0 to [20] Panzer IVg L/43, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
20. [20] Panzer IVg L/43, name changed from Panzer IVg L/43 to Panzer IVg, load cost changed from 106 to 104, last year changed from 1943 to 1942, last month changed from 1 to 10, front armor changed from 74 to 51, build limit changed from 9 to 7, build cost changed from 292 to 287, max import changed from 0 to ALL, import from changed from 0 to [19] Panzer IVf2, expansion rate changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 50%, factory upgrade changed from 0 to [221] Panzer IVg L/48, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
21. [21] Panzer IVh, last year changed from 1945 to 1944, last month changed from 1 to 2, first month changed from 5 to 4, build limit changed from 14 to 13, max import changed from 0 to ALL, import from changed from 0 to [18] Panzer IVf, import cost changed from 0 to 30, minimum import changed from 0 to 1, import % changed from DEFAULT to 3%, factory upgrade changed from 0 to [125] Panzer IVj, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
22. [22] Panther D, reliability changed from 50 to 40, build limit changed from 5 to 6, factory upgrade changed from 0 to [23] Panther A, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
23. [23] Panther A, reliability changed from 40 to 35, max import changed from 0 to ALL, import from changed from 0 to [22] Panther D, import cost changed from 0 to 20, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, factory upgrade changed from 0 to [24] Panther G, update TOE changed from NO to YES.
24. [24] Panther G, build limit changed from 6 to 8, expansion rate changed from 0 to 1.
25. [25] Tiger, upgrade changed from 0 to [26] King Tiger, scrap policy changed from DEFAULT (1 YEAR) to NONE.
26. [28] Stug IIIb, build limit changed from 4 to 5, factory upgrade changed from 0 to [30] Stug IIIf, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
27. [29] StuH42, first year changed from 1942 to 1943, first month changed from 12 to 3, build limit changed from 9 to 10, expansion rate changed from 0 to 1.
28. [30] Stug IIIf, last month changed from 5 to 6, first month changed from 3 to 4, build limit changed from 5 to 8, upgrade changed from [31] Stug IIIg to 451, max import changed from 0 to ALL, import from changed from 0 to [28] Stug IIIb, import cost changed from 0 to 25, minimum import changed from 0 to 1, import % changed from DEFAULT to 3%, factory upgrade changed from 0 to 451, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
29. [31] Stug IIIg, first month changed from 6 to 12, build limit changed from 15 to 18, expansion rate changed from 2 to 1.
30. [32] Jagdpanzer IV (GE Assault Gun 1/44-1/45 -> [41] Jagdpanzer IV/70(V)), last year changed from 1945 to 1944, last month changed from 1 to 9, factory upgrade changed from 0 to [41] Jagdpanzer IV/70(V), scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
31. [33] Panzerjager I, upgrade changed from 0 to [37] Panzerjager 38(t), scrap policy changed from



DEFAULT (1 YEAR) to 2 YEARS.

32. [34] Marder II (SdKfz-132), last year changed from 1943 to 1942, last month changed from 9 to 5, build limit changed from 1 to 14, upgrade changed from 0 to [216] Panzerjager 38(t)H, max import changed from 0 to ALL, import from changed from 0 to [5] Flamm Panzer II, expansion rate changed from 0 to 1, import cost changed from 0 to 25, minimum import changed from 0 to 1, import % changed from DEFAULT to 3%, factory upgrade changed from 0 to [29] StuH42, scrap policy changed from DEFAULT (1 YEAR) to NONE.
33. [35] Marder II (SdKfz-131), last year changed from 1944 to 1943, last month changed from 3 to 2, first month changed from 6 to 7, upgrade changed from 0 to 348, max import changed from 0 to ALL, import from changed from 0 to [2] Panzer IIc, import cost changed from 0 to 25, minimum import changed from 0 to 1, import % changed from DEFAULT to 3%, factory upgrade changed from 0 to [45] Wespe, scrap policy changed from DEFAULT (1 YEAR) to NONE.
34. [36] Marder III, last year changed from 1945 to 1944, last month changed from 1 to 4, reliability changed from 25 to 15, front armor changed from 13 to 21, upgrade changed from [39] Jagdpanzer 38 to 0, expansion rate changed from 0 to 1, factory upgrade changed from 0 to [39] Jagdpanzer 38(t) Hetzer, scrap policy changed from DEFAULT (1 YEAR) to NONE.
35. [37] Panzerjager 38(t), name changed from Panzerjager 38(t) to Panzerjager 38, last year changed from 1943 to 1942, last month changed from 1 to 10, reliability changed from 25 to 15, weapon 1 changed from 0 to [269] 7.92mm MG37 BMG, weapon 3 changed from [269] 7.92mm MG37 BMG to 0, weapon 1 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 1 ammo changed from 0 to 1200, weapon 3 ammo changed from 1200 to 0, factory upgrade changed from 0 to [216] Panzerjager 38(t)H, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
36. [38] Nashorn, build limit changed from 3 to 2.
37. [39] Jagdpanzer 38(t) Hetzer, name changed from Jagdpanzer 38(t) Hetzer to Jagdpanzer 38, reliability changed from 25 to 20, build limit changed from 19 to 14.
38. [40] Flammpanzer 38(t), name changed from Flammpanzer 38(t) to Flammpanzer 38, reliability changed from 25 to 20.
39. [41] Jagdpanzer IV/70(V), build limit changed from 21 to 19, expansion rate changed from 2 to 3.
40. [43] Elefant, name changed from Elefant to Ferdinand, load cost changed from 290 to 287, last month changed from 5 to 11, upgrade changed from [42] Jagdpanther to 350, factory upgrade changed from 0 to 350, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
41. [44] Jagdtiger, build limit changed from 1 to 2, expansion rate changed from 0 to 1.
42. [45] Wespe, first month changed from 3 to 2, expansion rate changed from 0 to 1, scrap policy changed from DEFAULT (1 YEAR) to NONE.
43. [46] Hummel, scrap policy changed from DEFAULT (1 YEAR) to NONE.
44. [47] Lorraine, name changed from Lorraine to SdKfz-135/1 Lorraine, factory upgrade changed from 0 to [46] Hummel, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
45. [48] SdKfz-10/4 SP Flak, symbol changed from 0 to [127] SdKfz-6/2 SP Flak, last year changed from 1944 to 1942, last month changed from 1 to 3, upgrade changed from [90] SdKfz-251/17 SP Flak to 456, expansion rate changed from 0 to 1, weapon 0 changed from [243] 20mm Flak38 AA Gun to 651, factory upgrade changed from 0 to 456, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
46. [49] Flakpanzer 38(t), name changed from Flakpanzer 38(t) to Flakpanzer 38, last year changed from 1945 to 1944, last month changed from 1 to 2, reliability changed from 25 to 15, upgrade changed from [217] Aufklarungspanzer 38 to [51] Ostwind, factory upgrade changed from 0 to [217]

- Panzer 38(t) Aufklärer, scrap policy changed from DEFAULT (1 YEAR) to NONE.
47. [50] Wirbelwind, expansion rate changed from 0 to 1, factory upgrade changed from 0 to [51] Ostwind, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  48. [51] Ostwind, upgrade changed from [51] Ostwind to 0.
  49. [52] sIG33, name changed from sIG33 to sIG33 Pz I, upgrade changed from 0 to [218] sIG33, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  50. [53] sIG33 Grille, name changed from sIG33 Grille to sIG33 Grille K, last year changed from 1943 to 1944, last month changed from 6 to 9, reliability changed from 25 to 15, first month changed from 4 to 12, build limit changed from 8 to 5, upgrade changed from 0 to 410, photo changed from [218] sIG33 Grille H to 0, expansion rate changed from 0 to 1, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  51. [54] SdKfz-221 Armored Car, type changed from Light Armored Car to Armored Car, last month changed from 1 to 12, front armor changed from 10 to 18, build limit changed from 0 to 1, upgrade changed from 0 to 453, expansion rate changed from 0 to 1, factory upgrade changed from 0 to 453, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  52. [55] SdKfz-222 Armored Car, last year changed from 1943 to 1941, last month changed from 6 to 12, front armor changed from 10 to 18, build limit changed from 1 to 2, upgrade changed from [349] SdKfz-250/9 Halftrack to 454, expansion rate changed from 0 to 1, factory upgrade changed from 0 to 454, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  53. [56] SdKfz-231 Armored Car, last year changed from 1944 to 1942, last month changed from 1 to 3, front armor changed from 18 to 22, upgrade changed from [57] SdKfz-234/1 Armored Car to 455, expansion rate changed from 0 to 1, factory upgrade changed from 0 to 455, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  54. [57] SdKfz-234/1 Armored Car, last year changed from 1944 to 1945, last month changed from 10 to 2, build limit changed from 1 to 2, expansion rate changed from 0 to 1, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  55. [58] SdKfz-234/2 Armored Car, first year changed from 1944 to 1943, last month changed from 9 to 5, first month changed from 1 to 12, upgrade changed from 0 to [57] SdKfz-234/1 Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  56. [59] SdKfz-234/3 Armored Car, build limit changed from 3 to 2, weapon 1 changed from [227] 7.92mm MG34 AAMG to [229] 7.92mm MG42 AAMG, factory upgrade changed from 0 to [60] SdKfz-234/4 Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  57. [60] SdKfz-234/4 Armored Car, build limit changed from 6 to 4, upgrade changed from [60] SdKfz-234/4 Armored Car to 0, weapon 1 changed from [227] 7.92mm MG34 AAMG to [229] 7.92mm MG42 AAMG, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  58. [62] SdKfz-251/1 MG Carrier, symbol changed from 0 to [65] SdKfz-251/1 MG Carrier, factory upgrade changed from 0 to [65] SdKfz-251/1 MG Carrier, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  59. [63] SdKfz-251/10 Halftrack, upgrade changed from 0 to [107] SdKfz-251/22 Halftrack, expansion rate changed from 0 to 1, factory upgrade changed from 0 to [107] SdKfz-251/22 Halftrack, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  60. [64] SdKfz-251/2 Mortar Carrier, factory upgrade changed from 0 to [220] SdKfz-251/2 Mortar Carrier, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  61. [65] SdKfz-251/1 MG Carrier, max import changed from 0 to ALL, import from changed from 0 to

- [62] SdKfz-251/1 MG Carrier, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%.
62. [66] SdKfz-233 Armored Car, upgrade changed from 0 to [59] SdKfz-234/3 Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE.
63. [67] 37mm Anti-tank Gun, update TOE changed from NO to YES.
64. [68] 50mm Anti-tank Gun, scrap policy changed from DEFAULT (1 YEAR) to NONE.
65. [69] 75mm Anti-tank Gun, initial build number changed from 0 to 34.
66. [70] 76mm Anti-tank Gun, last year changed from 1942 to 1945, last month changed from 12 to 9, build cost changed from 9999 to 26, max import changed from 0 to ALL, import from changed from 0 to [817] 76mm Anti-tank Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, scrap policy changed from DEFAULT (1 YEAR) to NONE, build flags changed from NONE to NO AUTO-BUILD.
67. [71] 88mm Anti-tank Gun, initial build number changed from 0 to 27.
68. [73] 88mm Anti-aircraft Gun, max import changed from 0 to ALL, import from changed from 0 to [806] 85mm Anti-aircraft Gun, import cost changed from 0 to 10, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%.
69. [76] 50mm Mortar, last year changed from 1945 to 1943, last month changed from 9 to 12, scrap policy changed from DEFAULT (1 YEAR) to NONE.
70. [78] 120mm Mortar, max import changed from 0 to ALL, import from changed from 0 to [789] 120mm Mortar, photo changed from 0 to [77] 81mm Mortar, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, initial build number changed from 0 to 111.
71. [79] 7.92mm Machine Gun, name changed from 7.92mm Machine Gun to 7.92mm MG34 Machine Gun, last year changed from 1945 to 1943, last month changed from 9 to 12, scrap policy changed from DEFAULT (1 YEAR) to NONE.
72. [80] 7.92mm Machine Gun, name changed from 7.92mm Machine Gun to 7.92mm MG42 Machine Gun, first month changed from 5 to 9, initial build number changed from 0 to 250.
73. [81] Rifle Squad, name changed from Rifle Squad to Rifle Squad 39, last month changed from 6 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
74. [82] Rifle Squad, name changed from Rifle Squad to Rifle Squad 43, max import changed from 0 to ALL, import from changed from 0 to [81] Rifle Squad, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 111.
75. [83] Rifle Squad (-), max import changed from 0 to ALL, import from changed from 0 to [87] Submachine Gun Squad, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 100.
76. [84] Pioneer Squad, name changed from Pioneer Squad to Pioneer Squad 39, last month changed from 6 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
77. [85] Pioneer Squad, name changed from Pioneer Squad to Pioneer Squad 43, last month changed from 10 to 11, max import changed from 0 to ALL, import from changed from 0 to [84] Pioneer Squad, import cost changed from 0 to 1, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES, initial build number changed from 0 to 90.
78. [86] Pioneer Squad, name changed from Pioneer Squad to Pioneer Squad 44, max import changed from 0 to ALL, import from changed from 0 to [85] Pioneer Squad, import cost changed from 0 to 1, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 90.

79. [87] Submachine Gun Squad (GE SMG Squad 1/43-10/44 -> [83] Rifle Squad (-)), last month changed from 10 to 11, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES, initial build number changed from 0 to 111.
80. [88] Cavalry Squad, build cost changed from 65 to 39, turn build limit changed from NONE to 40 PER TURN.
81. [89] Motorcycle Squad, turn build limit changed from NONE to 25 PER TURN.
82. [90] SdKfz-251/17 SP Flak, symbol changed from 0 to [127] SdKfz-6/2 SP Flak, last year changed from 1945 to 1944, last month changed from 9 to 7, build limit changed from 3 to 4, upgrade changed from [90] SdKfz-251/17 SP Flak to 421, expansion rate changed from 0 to 1, scrap policy changed from DEFAULT (1 YEAR) to NONE.
83. [91] 7.92mm Anti-tank Rifle, last year changed from 1944 to 1943, last month changed from 12 to 6, upgrade changed from 0 to [92] Panzerschreck, scrap policy changed from DEFAULT (1 YEAR) to NONE.
84. [92] Panzerschreck, first month changed from 1 to 9, initial build number changed from 0 to 500.
85. [93] 28mm Anti-tank Gun, symbol changed from [76] 50mm Mortar to [67] 37mm Anti-tank Gun, scrap policy changed from DEFAULT (1 YEAR) to NONE.
86. [94] Motorized Rifle Squad, name changed from Motorized Rifle Squad to Motorized Rifle Squad 39, last month changed from 6 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
87. [95] Motorized Rifle Squad (+), upgrade changed from 0 to [96] Motorized Rifle Squad, scrap policy changed from DEFAULT (1 YEAR) to NONE.
88. [96] Motorized Rifle Squad, name changed from Motorized Rifle Squad to Motorized Rifle Squad 43, max import changed from 0 to ALL, import from changed from 0 to [94] Motorized Rifle Squad, import cost changed from 0 to 3, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 83.
89. [97] Motorized Rifle Squad (-), max import changed from 0 to ALL, import from changed from 0 to [95] Motorized Rifle Squad, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 80%, initial build number changed from 0 to 76.
90. [98] Panzer Grenadier Squad, name changed from Panzer Grenadier Squad to Panzer Grenadier Squad 41, last month changed from 6 to 7, build cost changed from 83 to 17, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
91. [99] Panzer Grenadier Squad, name changed from Panzer Grenadier Squad to Panzer Grenadier Squad 43, build cost changed from 84 to 17, max import changed from 0 to ALL, import from changed from 0 to [98] Panzer Grenadier Squad, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 11.
92. [100] Panzer Grenadier Squad (-), build cost changed from 85 to 17, initial build number changed from 0 to 11.
93. [101] Panzer Pioneer Squad, name changed from Panzer Pioneer Squad to Panzer Pioneer Squad 39, last month changed from 6 to 7, build cost changed from 86 to 17, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
94. [102] Panzer Pioneer Squad, name changed from Panzer Pioneer Squad to Panzer Pioneer Squad 43, last month changed from 10 to 11, build cost changed from 88 to 18, max import changed from 0 to ALL, import from changed from 0 to [101] Panzer Pioneer Squad, import cost changed from 0 to 3, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES, initial build number changed from 0 to 11.
95. [103] Panzer Pioneer Squad, last year changed from 1944 to 1943, upgrade changed from [104]

- Panzer Pioneer Squad 44 to [102] Panzer Pioneer Squad, build cost changed from 88 to 18, scrap policy changed from DEFAULT (1 YEAR) to INSTANT, update TOE changed from NO to YES.
96. [104] Panzer Pioneer Squad, name changed from Panzer Pioneer Squad to Panzer Pioneer Squad 44, build cost changed from 88 to 18, max import changed from 0 to ALL, import from changed from 0 to [102] Panzer Pioneer Squad, import cost changed from 0 to 1, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 11.
  97. [105] 105mm Field Gun, symbol changed from [74] 75mm Infantry Gun to [109] 75mm Field Gun.
  98. [107] SdKfz-251/22 Halftrack, build limit changed from 6 to 3, expansion rate changed from 0 to 1.
  99. [109] 75mm Field Gun, symbol changed from [74] 75mm Infantry Gun to 0.
  100. [110] 105mm Howitzer, symbol changed from [74] 75mm Infantry Gun to [109] 75mm Field Gun.
  101. [111] 122mm Howitzer, symbol changed from [74] 75mm Infantry Gun to [109] 75mm Field Gun, first year changed from 1942 to 1938, first month changed from 0 to 1, upgrade changed from 0 to [110] 105mm Howitzer, build cost changed from 54 to 60, max import changed from 0 to ALL, import from changed from 0 to [786] 122mm Howitzer, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
  102. [112] 150mm Howitzer, symbol changed from [108] 150mm Field Gun to [109] 75mm Field Gun.
  103. [114] Fallschirmjager Squad, name changed from Fallschirmjager Squad to Fallschirmjager Squad 39, last month changed from 6 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  104. [115] Fallschirmjager Squad, name changed from Fallschirmjager Squad to Fallschirmjager Squad 43, last month changed from 10 to 11, max import changed from 0 to ALL, import from changed from 0 to [114] Fallschirmjager Squad, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES, initial build number changed from 0 to 83.
  105. [116] Fallschirmjager Squad, name changed from Fallschirmjager Squad to Fallschirmjager Squad 44, max import changed from 0 to ALL, import from changed from 0 to [115] Fallschirmjager Squad, import cost changed from 0 to 1, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 83.
  106. [117] Möbelwagen, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  107. [118] Cavalry Squad (-), build cost changed from 64 to 38, initial build number changed from 0 to 29, turn build limit changed from NONE to 30 PER TURN.
  108. [119] 240mm Howitzer, first month changed from 0 to 1.
  109. [121] 355mm Howitzer, type changed from Heavy Artillery to Super Heavy Gun, symbol changed from [108] 150mm Field Gun to 0, first month changed from 0 to 1, fuel use changed from 0 to 66, build flags changed from NONE to NO AUTO-BUILD.
  110. [122] 305mm Howitzer, type changed from Heavy Artillery to Super Heavy Gun, symbol changed from [108] 150mm Field Gun to [121] 355mm Howitzer, first month changed from 0 to 1, fuel use changed from 0 to 66, build flags changed from NONE to NO AUTO-BUILD.
  111. [124] 37mm Anti-aircraft Gun, last year changed from 1945 to 1944, last month changed from 9 to 3, upgrade changed from 0 to 450, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  112. [125] Panzer IVj, first month changed from 7 to 3, build limit changed from 15 to 9.
  113. [127] SdKfz-6/2 SP Flak, upgrade changed from 0 to [210] SdKfz-7/2 SP Flak, expansion rate changed from 0 to 1, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  114. [130] Karl 600mm Siege Mortar, type changed from Heavy Artillery to Super Heavy Gun,

- symbol changed from [108] 150mm Field Gun to [121] 355mm Howitzer, first month changed from 0 to 1, fuel use changed from 0 to 66, build flags changed from NONE to NO AUTO-BUILD.
115. [131] 240mm Siege Gun, type changed from Heavy Artillery to Super Heavy Gun, symbol changed from [108] 150mm Field Gun to [121] 355mm Howitzer, first month changed from 0 to 1, fuel use changed from 0 to 66, build flags changed from NONE to NO AUTO-BUILD.
116. [134] FT-17, name changed from FT-17 to FT-17(F), build cost changed from 9999 to 73, build flags changed from NONE to NO AUTO-BUILD.
117. [135] T-28 M1932, name changed from T-28 M1932 to T-28 M1932(F), supply use changed from 1218 to 1215, build cost changed from 9999 to 353, max import changed from 0 to ALL, import from changed from 0 to [385] T-28 M1932, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
118. [136] T-26(F), name changed from T-26(F) to T-26 M1933(F), supply use changed from 485 to 484, build cost changed from 9999 to 121, max import changed from 0 to ALL, import from changed from 0 to [382] T-26 M1933, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
119. [137] BT-7(F) (FI Light Tank 1/37-12/44 -> [136] T-26 M1933(F)), name changed from BT-7(F) to BT-7 M1937(F), upgrade changed from [136] T-26 M1933(F) to 0, supply use changed from 824 to 822, build cost changed from 9999 to 199, max import changed from 0 to ALL, import from changed from 0 to [735] BT-7 M1937, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
120. [138] T-34 M1940, name changed from T-34 M1940 to T-34 M1940(F), supply use changed from 1461 to 1189, build cost changed from 9999 to 339, max import changed from 0 to ALL, import from changed from 0 to [744] T-34 M1940, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
121. [139] T-28 M1940, name changed from T-28 M1940 to T-28 M1940(F), type changed from Heavy Tank to Medium Tank, fuel use changed from 75 to 91, supply use changed from 1463 to 1201, build cost changed from 9999 to 399, max import changed from 0 to ALL, import from changed from 0 to [753] T-28 M1940, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
122. [140] Stug IIIg(F), first year changed from 1942 to 1943, last year changed from 1945 to 1944, last month changed from 9 to 8, first month changed from 12 to 7, supply use changed from 891 to 909, weapon 1 changed from 0 to [234] 7.62mm DT AAMG, weapon 1 number changed from 0 to 1, weapon 1 ammo changed from 0 to 600, weapon 3 ammo changed from 470 to 0, weapon 1 face changed from FWD to SM, scrap policy changed from DEFAULT (1 YEAR) to NONE.
123. [141] Ski Jager Squad, initial build number changed from 0 to 55.
124. [142] Ski Sturm Squad, initial build number changed from 0 to 50.
125. [145] 75mm Anti-tank Gun, weapon 1 number changed from 6 to 8, initial build number changed from 0 to 17.
126. [148] 120mm Mortar, max import changed from 0 to ALL, import from changed from 0 to [789] 120mm Mortar, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, turn build % changed from DEFAULT to 41%.
127. [150] 7.62mm Machine Gun, first year changed from 1944 to 1943, build cost changed from 9999 to 3, max import changed from 0 to ALL, import from changed from 0 to [791] 7.62mm Machine Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
128. [151] Rifle Squad, name changed from Rifle Squad to Rifle Squad 44, max import changed from

- 0 to ALL, import from changed from 0 to [152] Rifle Squad, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 55.
129. [152] Rifle Squad, name changed from Rifle Squad to Rifle Squad 39, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
130. [156] Panzerschreck, initial build number changed from 0 to 50.
131. [158] 75mm Infantry Gun, symbol changed from [74] 75mm Infantry Gun to 0, max import changed from 0 to ALL, import from changed from 0 to [784] 76mm Infantry Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, initial build number changed from 0 to 45.
132. [159] 105mm Howitzer, symbol changed from [147] 81mm Mortar to 0.
133. [160] 122mm Howitzer, symbol changed from [147] 81mm Mortar to [159] 105mm Howitzer, first year changed from 1940 to 1939, first month changed from 1 to 12, upgrade changed from 0 to [159] 105mm Howitzer, build cost changed from 9999 to 60, max import changed from 0 to ALL, import from changed from 0 to [786] 122mm Howitzer, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
134. [161] Cavalry Squad, build cost changed from 58 to 35, turn build limit changed from NONE to 8 PER TURN.
135. [162] 75mm Anti-aircraft Gun, max import changed from 0 to ALL, import from changed from 0 to [811] 76mm Anti-aircraft Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%.
136. [164] 150mm Howitzer, symbol changed from [147] 81mm Mortar to [159] 105mm Howitzer, first year changed from 1939 to 1938, build flags changed from NONE to NO AUTO-BUILD.
137. [165] 152mm Howitzer, symbol changed from [147] 81mm Mortar to 0, first month changed from 0 to 12, upgrade changed from 0 to [223] 155mm Howitzer, build cost changed from 9999 to 62, max import changed from 0 to ALL, import from changed from 0 to [809] 152mm Howitzer, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
138. [166] Panzer IV(F), last year changed from 1945 to 1944, last month changed from 9 to 8, scrap policy changed from DEFAULT (1 YEAR) to NONE.
139. [167] 45mm Anti-tank Gun, first year changed from 1940 to 1939, last year changed from 1944 to 1945, last month changed from 12 to 9, first month changed from 1 to 12, upgrade changed from 0 to [168] 50mm Anti-tank Gun, build cost changed from 9999 to 16, max import changed from 0 to ALL, import from changed from 0 to [780] 45mm Anti-tank Gun, weapon 0 changed from [322] 45mm M32/34 Gun to [321] 45mm M37/38 Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
140. [168] 50mm Anti-tank Gun, initial build number changed from 0 to 26.
141. [169] 76mm Field Gun, symbol changed from [147] 81mm Mortar to [159] 105mm Howitzer, first year changed from 1940 to 1939, first month changed from 1 to 12, build cost changed from 9999 to 41, max import changed from 0 to ALL, import from changed from 0 to [785] 76mm Field Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
142. [171] 210mm Nebelwerfer, initial build number changed from 0 to 55.
143. [172] 280/320mm Nebelwerfer, last month changed from 12 to 6, upgrade changed from 0 to [173] 300mm Nebelwerfer, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.

144. [173] 300mm Nebelwerfer, max import changed from 0 to ALL, import from changed from 0 to [172] 280/320mm Nebelwerfer, import cost changed from 0 to 5, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, initial build number changed from 0 to 43.
145. [174] SdKfz-4 Panzerwerfer, type changed from Rocket to SP Rocket Launcher, scrap policy changed from DEFAULT (1 YEAR) to NONE.
146. [175] StuIG33B, symbol changed from [27] Sturmpanzer IV to 0.
147. [176] BA-10 Armored Car, name changed from BA-10 Armored Car to BA-10(F) Armored Car, symbol changed from [774] BA-10 Armored Car to 0, first year changed from 1944 to 1939, first month changed from 1 to 12, max import changed from 0 to ALL, import from changed from 0 to [774] BA-10 Armored Car, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, scrap policy changed from DEFAULT (1 YEAR) to NONE, build flags changed from NONE to NO AUTO-BUILD.
148. [177] CV-33, upgrade changed from 0 to [178] L6/40, weapon 0 changed from 0 to [274] 8mm Twin Breda BMG, weapon 3 changed from [274] 8mm Twin Breda BMG to 0, weapon 0 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 0 ammo changed from 0 to 2000, weapon 3 ammo changed from 2000 to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE.
149. [178] L6/40, upgrade changed from [183] Semovente L40 da 47 to 0, factory upgrade changed from 0 to [183] Semovente L40 da 47.
150. [179] M-11/39, factory upgrade changed from 0 to [180] M-13/40, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
151. [180] M-13/40, speed changed from 11 to 20, weapon 0 rate of fire changed from -8 to -5, factory upgrade changed from 0 to [181] M-15/42.
152. [183] Semovente L40 da 47, factory upgrade changed from 0 to [188] Semovente M42 da 75, update TOE changed from NO to YES.
153. [184] Semovente M40 da 75, factory upgrade changed from 0 to [185] Semovente M43 da 105, update TOE changed from NO to YES.
154. [186] Semovente M41M da 90, scrap policy changed from DEFAULT (1 YEAR) to NONE.
155. [187] Autoblinda Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE.
156. [189] 75mm Anti-tank Gun, initial build number changed from 0 to 19.
157. [190] 20mm Anti-tank Gun, symbol changed from [197] 8mm Machine Gun to [189] 75mm Anti-tank Gun.
158. [191] 37mm Anti-tank Gun, build flags changed from NONE to NO AUTO-BUILD.
159. [193] 20mm Anti-aircraft Gun, weapon 0 changed from [242] 20mm Oerlikon AA Gun to 630.
160. [202] Cavalry Squad, build cost changed from 69 to 41, turn build limit changed from NONE to 10 PER TURN.
161. [203] Motorcycle Squad, symbol changed from [89] Motorcycle Squad to 0, turn build limit changed from NONE to 11 PER TURN.
162. [204] 75mm Field Gun, symbol changed from [195] 65mm Infantry Gun to [109] 75mm Field Gun.
163. [205] 100mm Howitzer, symbol changed from [195] 65mm Infantry Gun to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE.
164. [206] 105mm Howitzer, symbol changed from [195] 65mm Infantry Gun to [205] 100mm Howitzer.
165. [207] 149mm Howitzer, symbol changed from [195] 65mm Infantry Gun to [205] 100mm Howitzer.
166. [208] 210mm Howitzer, symbol changed from [195] 65mm Infantry Gun to 0, photo changed from [207] 149mm Howitzer to 0.



167. [209] SdKfz-7/1 SP Flak, symbol changed from [48] SdKfz-10/4 SP Flak to [127] SdKfz-6/2 SP Flak, last year changed from 1944 to 1945, last month changed from 10 to 9, expansion rate changed from 0 to 1, weapon 0 changed from [126] 20mm Quad Flak38 AA Gun to [244] 20mm Quad Flak38 AA Gun.
168. [210] SdKfz-7/2 SP Flak, last year changed from 1945 to 1944, last month changed from 1 to 2, upgrade changed from 0 to 452, scrap policy changed from DEFAULT (1 YEAR) to NONE.
169. [211] CV-33 Flame Tank, upgrade changed from 0 to [212] L6/40 Flame Tank, weapon 0 changed from 0 to [131] Flamethrower, weapon 3 changed from [131] Flamethrower to 0, weapon 0 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 0 ammo changed from 0 to 100, weapon 3 ammo changed from 100 to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE.
170. [216] Panzerjager 38(t)H, name changed from Panzerjager 38(t)H to Panzerjager 38 H, reliability changed from 25 to 15, build limit changed from 24 to 14, max import changed from 0 to ALL, import from changed from 0 to [15] Panzer 38(t)E, weapon 1 changed from 0 to [269] 7.92mm MG37 BMG, weapon 3 changed from [269] 7.92mm MG37 BMG to 0, weapon 1 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 1 ammo changed from 0 to 600, weapon 3 ammo changed from 600 to 0, import cost changed from 0 to 25, minimum import changed from 0 to 1, import % changed from DEFAULT to 3%, factory upgrade changed from 0 to [36] Marder III, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
171. [217] Panzer 38(t) Aufklärer, name changed from Panzer 38(t) Aufklärer to Aufklärungspanzer 38, reliability changed from 25 to 15, upgrade changed from [39] Jagdpanzer 38 to 0, factory upgrade changed from 0 to [39] Jagdpanzer 38(t) Hetzer, scrap policy changed from DEFAULT (1 YEAR) to NONE.
172. [218] sIG33 (SdKfz-138), name changed from sIG33 (SdKfz-138) to sIG33 Grille H, symbol changed from [53] sIG33 Grille K to 0, last month changed from 3 to 6, reliability changed from 25 to 15, build limit changed from 12 to 6, photo changed from [53] sIG33 Grille K to 0, factory upgrade changed from 0 to [53] sIG33 Grille, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
173. [219] Panzer IIIj L/42, name changed from Panzer IIIj L/42 to Panzer IIIj, symbol changed from [8] Panzer IIIh to 0, last month changed from 6 to 4, front armor changed from 49 to 52, build limit changed from 13 to 8, weapon 2 changed from 0 to [265] 7.92mm MG34 BMG, weapon 3 changed from [265] 7.92mm MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1200, weapon 3 ammo changed from 1200 to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
174. [220] SdKfz-251/2 Mortar Carrier, max import changed from 0 to ALL, import from changed from 0 to [64] SdKfz-251/2 Mortar Carrier, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%.
175. [221] Panzer IVg L/48, name changed from Panzer IVg L/48 to Panzer IVg '1943', symbol changed from [20] Panzer IVg to 0, first year changed from 1943 to 1942, last year changed from 1944 to 1943, last month changed from 1 to 3, first month changed from 2 to 11, build limit changed from 11 to 12, max import changed from 0 to ALL, import from changed from 0 to [20] Panzer IVg L/43, weapon 0 changed from [339] 75mm KwK40 L/48 Gun to [337] 75mm KwK40 L/43 Gun, weapon 2 changed from 0 to [265] 7.92mm MG34 BMG, weapon 3 changed from [265] 7.92mm MG34 BMG to 0, weapon 2 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 2 ammo changed from 0 to 1500, weapon 3 ammo changed from 1500 to 0, weapon 0 accuracy changed from 350 to 300, import cost changed from 0 to 10, minimum import changed

- from 0 to 1, import % changed from DEFAULT to 20%, factory upgrade changed from 0 to [21] Panzer IVh, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
176. [223] 155mm Howitzer, symbol changed from [147] 81mm Mortar to [165] 152mm Howitzer, first month changed from 0 to 1, build cost changed from 9999 to 64, build flags changed from NONE to NO AUTO-BUILD.
177. [224] 8in Mk 7 Howitzer, symbol changed from [147] 81mm Mortar to [165] 152mm Howitzer, first month changed from 0 to 1, build cost changed from 9999 to 96, build flags changed from NONE to NO AUTO-BUILD.
178. [225] OA vz.30 Armored Car, name changed from OA vz.30 Armored Car to OA vz.30(R) Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE.
179. [226] CKD-R1, factory upgrade changed from 0 to [228] CKD-R2.
180. [227] FT-17, name changed from FT-17 to FT-17(R), build cost changed from 9999 to 73, factory upgrade changed from 0 to [226] CKD-R1, build flags changed from NONE to NO AUTO-BUILD.
181. [228] CKD-R2 (RU Light Tank 1/39-9/45 -> [231] T-38E(R)), factory upgrade changed from 0 to [231] T-38(t)E.
182. [229] R-35, build cost changed from 9999 to 68, factory upgrade changed from 0 to [230] Vanatorul de care R-35, scrap policy changed from DEFAULT (1 YEAR) to NONE, build flags changed from NONE to NO AUTO-BUILD, update TOE changed from NO to YES.
183. [230] Vanatorul de care R-35, last month changed from 7 to 3, supply use changed from 212 to 140, build cost changed from 68 to 66, max import changed from 0 to ALL, import from changed from 0 to [229] R-35, weapon 1 changed from [255] 7.5mm Chatellerault Mle 31 CMG to 0, weapon 1 number changed from 1 to 0, weapon 1 ammo changed from 2400 to 0, weapon 1 face changed from TURRET to FWD, import cost changed from 0 to 15, minimum import changed from 0 to 1, import % changed from DEFAULT to 10%, scrap policy changed from DEFAULT (1 YEAR) to NONE.
184. [231] T-38(t)E, name changed from T-38(t)E to T-38E(R), last month changed from 12 to 7, reliability changed from 25 to 15, supply use changed from 135 to 216, weapon 0 ammo changed from 42 to 72, scrap policy changed from DEFAULT (1 YEAR) to NONE.
185. [232] T-3(n) (RU Medium Tank 10/42-11/42 -> [233] T-4(g)), factory upgrade changed from 0 to [233] T-4(g), scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
186. [233] T-4(g) (RU Medium Tank 12/42-12/43 -> [234] T-4(h)), import from changed from [20] Panzer IVg to [221] Panzer IVg L/48, factory upgrade changed from 0 to [234] T-4(h), scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
187. [234] T-4(h), last year changed from 1945 to 1944, last month changed from 9 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE.
188. [236] TA(g), last year changed from 1945 to 1944, last month changed from 9 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE.
189. [237] TACAM T-60, last month changed from 9 to 5, upgrade changed from 0 to [238] TACAM R-2, max import changed from 0 to ALL, import from changed from 0 to [740] T-60 M1941, import cost changed from 0 to 25, minimum import changed from 0 to 1, import % changed from DEFAULT to 10%, factory upgrade changed from 0 to [238] TACAM R-2, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
190. [238] TACAM R-2, last month changed from 5 to 3, max import changed from 0 to ALL, import from changed from 0 to [228] CKD-R2, import cost changed from 0 to 25, minimum import changed from 0 to 1, import % changed from DEFAULT to 10%, scrap policy changed from DEFAULT (1 YEAR) to NONE.

191. [241] SdKfz-222(R) Armored Car, front armor changed from 10 to 18.
192. [243] 37mm Anti-tank Gun, upgrade changed from 0 to [245] 50mm Anti-tank Gun, turn build % changed from DEFAULT to 49%.
193. [244] 47mm Anti-tank Gun, weapon 0 changed from [324] 47mm 47/40 Gun to [323] 47mm 47/32 M35 Gun, weapon 0 accuracy changed from 250 to 100, turn build limit changed from NONE to 25 PER TURN.
194. [245] 50mm Anti-tank Gun, last year changed from 1944 to 1945, last month changed from 12 to 9, import from changed from 0 to [68] 50mm Anti-tank Gun, weapon 1 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, import % changed from DEFAULT to 1%, initial build number changed from 0 to 26, turn build limit changed from NONE to 20 PER TURN.
195. [246] 75mm Anti-tank Gun, weapon 1 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, initial build number changed from 0 to 18, turn build limit changed from NONE to 15 PER TURN.
196. [249] 120mm Mortar, max import changed from 0 to ALL, import from changed from 0 to [789] 120mm Mortar, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, turn build % changed from DEFAULT to 41%.
197. [251] 7.92mm Machine Gun, last year changed from 1944 to 1945, last month changed from 12 to 9, import from changed from 0 to [79] 7.92mm Machine Gun, weapon 1 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, import % changed from DEFAULT to 1%, initial build number changed from 0 to 125.
198. [252] 7.92mm Quad Anti-Aircraft MG, last year changed from 1944 to 1945, last month changed from 12 to 9, speed changed from 2 to 0, max import changed from 0 to ALL, import from changed from 0 to [814] 7.62mm Quad Anti-aircraft MG, weapon 1 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, initial build number changed from 0 to 50.
199. [253] Rifle Squad, name changed from Rifle Squad to Rifle Squad 44, last year changed from 1944 to 1945, last month changed from 12 to 9, import from changed from 0 to [82] Rifle Squad, weapon 0 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, import % changed from DEFAULT to 1%, initial build number changed from 0 to 62.
200. [254] Rifle Squad, name changed from Rifle Squad to Rifle Squad 42, max import changed from 0 to ALL, import from changed from 0 to [255] Rifle Squad, weapon 0 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, import cost changed from 0 to -4, minimum import changed from 0 to 5, import % changed from DEFAULT to 25%, initial build number changed from 0 to 71.
201. [255] Rifle Squad, name changed from Rifle Squad to Rifle Squad 39, weapon 0 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
202. [256] Assault Squad, symbol changed from [253] Rifle Squad 44 to 0, weapon 0 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle.
203. [257] Cavalry Squad, build cost changed from 57 to 34, weapon 0 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, turn build limit changed from NONE to 45 PER TURN.
204. [258] 37mm Anti-aircraft Gun, last year changed from 1944 to 1945, last month changed from 12 to 9, import from changed from 0 to [124] 37mm Anti-aircraft Gun, import % changed from DEFAULT to 1%.
205. [260] 14.5mm Anti-tank Rifle, build cost changed from 9999 to 1, max import changed from 0 to ALL, import from changed from 0 to [804] 14.5mm Anti-tank Rifle, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.

206. [261] 7.92mm Anti-tank Rifle, last year changed from 1942 to 1943, last month changed from 12 to 6, import from changed from 0 to [91] 7.92mm Anti-tank Rifle, import % changed from DEFAULT to 1%, scrap policy changed from DEFAULT (1 YEAR) to NONE.
207. [262] 75mm Field Gun, symbol changed from [248] 81mm Mortar to 0, turn build limit changed from NONE to 10 PER TURN.
208. [263] 100mm Howitzer, symbol changed from [248] 81mm Mortar to [262] 75mm Field Gun, turn build limit changed from NONE to 10 PER TURN.
209. [264] 122mm Howitzer, symbol changed from [248] 81mm Mortar to [262] 75mm Field Gun, first year changed from 1944 to 1941, first month changed from 1 to 6, upgrade changed from 0 to [268] 105mm Howitzer, build cost changed from 9999 to 60, max import changed from 0 to ALL, import from changed from 0 to [786] 122mm Howitzer, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
210. [265] 13.2mm Anti-aircraft MG, speed changed from 2 to 4, weapon 1 ammo changed from 15 to 20.
211. [266] Motor Squad, name changed from Motor Squad to Motor Squad 44, last year changed from 1944 to 1945, last month changed from 12 to 9, import from changed from 0 to [96] Motorized Rifle Squad, weapon 0 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, import % changed from DEFAULT to 1%, initial build number changed from 0 to 55.
212. [267] Motor Squad, name changed from Motor Squad to Motor Squad 39, weapon 0 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle.
213. [268] 105mm Howitzer, symbol changed from [248] 81mm Mortar to [262] 75mm Field Gun, import from changed from 0 to [110] 105mm Howitzer, import % changed from DEFAULT to 1%, turn build limit changed from NONE to 10 PER TURN.
214. [269] 149mm Howitzer, symbol changed from [248] 81mm Mortar to [262] 75mm Field Gun, turn build limit changed from NONE to 10 PER TURN.
215. [271] 45mm Anti-tank Gun, first year changed from 1942 to 1941, first month changed from 1 to 6, upgrade changed from 0 to [245] 50mm Anti-tank Gun, build cost changed from 9999 to 16, max import changed from 0 to ALL, import from changed from 0 to [780] 45mm Anti-tank Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
216. [272] Labor Squad, weapon 1 changed from [176] Hand Grenade to 0.
217. [274] Hetzer(H), name changed from Hetzer(H) to Jagdpanzer 38(H), symbol changed from [39] Jagdpanzer 38 to 0, reliability changed from 25 to 20, first month changed from 4 to 8.
218. [276] 150mm Nebelwerfer, symbol changed from [113] 150mm Nebelwerfer to 0, first year changed from 1941 to 1943, first month changed from 6 to 1, supply use changed from 905 to 906, weapon 1 changed from [141] 7.35mm M1938 Rifle to 652, weapon 1 ammo changed from 15 to 20.
219. [277] CV-33, name changed from CV-33 to CV-33(H), weapon 0 changed from 0 to [274] 8mm Twin Breda BMG, weapon 3 changed from [274] 8mm Twin Breda BMG to 0, weapon 0 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 0 ammo changed from 0 to 2000, weapon 3 ammo changed from 2000 to 0, factory upgrade changed from 0 to [278] Toldi II, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS, update TOE changed from NO to YES.
220. [278] Toldi II, factory upgrade changed from 0 to [303] Toldi IIa, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
221. [279] Turan-I, build limit changed from 2 to 1, expansion rate changed from 0 to 1, factory upgrade changed from 0 to [280] Turan-II, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.

222. [280] Turan-II, expansion rate changed from 0 to 1, scrap policy changed from DEFAULT (1 YEAR) to NONE.
223. [281] Panzer 38(t)E (HU Medium Tank 1/42-12/43 -> [283] Panzer IVf(H)), name changed from Panzer 38(t)E to T-38E(H), reliability changed from 25 to 15, men changed from 5 to 4, supply use changed from 135 to 216, weapon 0 ammo changed from 42 to 72, factory upgrade changed from 0 to [283] Panzer IVf(H), scrap policy changed from DEFAULT (1 YEAR) to NONE.
224. [282] Panzer IIIh (HU Medium Tank 10/42-12/43 -> [283] Panzer IVf(H)), name changed from Panzer IIIh to Panzer IIIh(H), factory upgrade changed from 0 to [283] Panzer IVf(H), scrap policy changed from DEFAULT (1 YEAR) to NONE.
225. [283] Panzer IVf(H) (HU Medium Tank 1/43-12/44 -> [284] Panzer IVh(H)), speed changed from 25 to 26, build cost changed from 292 to 278, factory upgrade changed from 0 to [284] Panzer IVh(H), scrap policy changed from DEFAULT (1 YEAR) to NONE.
226. [285] Tiger(H), max import changed from 12 to 0, import from changed from [25] Tiger to 0.
227. [286] Stug IIIg(H), last year changed from 1945 to 1944, last month changed from 9 to 10, first month changed from 1 to 6, scrap policy changed from DEFAULT (1 YEAR) to NONE.
228. [287] Nimrod, scrap policy changed from DEFAULT (1 YEAR) to NONE.
229. [288] 39M CSABA Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE.
230. [289] 37mm Anti-tank Gun, upgrade changed from 0 to [359] 40mm Anti-tank Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
231. [290] 47mm Anti-tank Gun, upgrade changed from 0 to [291] 75mm Anti-tank Gun, supply use changed from 206 to 228, weapon 0 changed from [324] 47mm 47/40 Gun to [323] 47mm 47/32 M35 Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
232. [291] 75mm Anti-tank Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 652, initial build number changed from 0 to 17.
233. [292] 40mm Anti-aircraft Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
234. [293] 50mm Mortar, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
235. [294] 81mm Mortar, symbol changed from [294] 81mm Mortar to 0, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
236. [295] 120mm Mortar, max import changed from 0 to ALL, import from changed from 0 to [789] 120mm Mortar, weapon 1 changed from [141] 7.35mm M1938 Rifle to 652, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, turn build % changed from DEFAULT to 41%.
237. [296] 8mm Machine Gun, last year changed from 1943 to 1945, last month changed from 12 to 9, weapon 1 changed from [141] 7.35mm M1938 Rifle to 652.
238. [297] 7.92mm Machine Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 652, initial build number changed from 0 to 125.
239. [298] Rifle Squad, name changed from Rifle Squad to Rifle Squad 44, max import changed from 0 to ALL, import from changed from 0 to [299] Rifle Squad, weapon 0 changed from [141] 7.35mm M1938 Rifle to 652, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 25%, initial build number changed from 0 to 62.
240. [299] Rifle Squad, name changed from Rifle Squad to Rifle Squad 39, last year changed from 1943 to 1944, last month changed from 12 to 1, weapon 0 changed from [141] 7.35mm M1938 Rifle to 652, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
241. [300] Combat Engineer Squad, weapon 0 changed from [141] 7.35mm M1938 Rifle to 652.
242. [301] Cavalry Squad, build cost changed from 57 to 34, weapon 0 changed from [141] 7.35mm M1938 Rifle to 652, turn build limit changed from NONE to 45 PER TURN.
243. [303] Toldi IIa, scrap policy changed from DEFAULT (1 YEAR) to NONE.

244. [304] 100mm Howitzer, symbol changed from [294] 81mm Mortar to 0, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
245. [305] 122mm Howitzer, symbol changed from [294] 81mm Mortar to [304] 100mm Howitzer, first year changed from 1943 to 1941, first month changed from 7 to 6, upgrade changed from 0 to [311] 105mm Howitzer, supply use changed from 1553 to 1554, build cost changed from 9999 to 60, max import changed from 0 to ALL, import from changed from 0 to [786] 122mm Howitzer, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654, weapon 1 ammo changed from 15 to 20, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
246. [306] 13.2mm Anti-aircraft MG, speed changed from 5 to 4, supply use changed from 112 to 114, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654, weapon 1 ammo changed from 0 to 20.
247. [308] 80mm Anti-Aircraft Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
248. [309] 149mm Howitzer, symbol changed from [294] 81mm Mortar to [304] 100mm Howitzer, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
249. [310] 240mm Howitzer, symbol changed from [108] 150mm Field Gun to 0, first month changed from 0 to 1, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
250. [311] 105mm Howitzer, symbol changed from [294] 81mm Mortar to [304] 100mm Howitzer, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
251. [312] 75mm Field Gun, symbol changed from [294] 81mm Mortar to [304] 100mm Howitzer, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
252. [313] 75mm Howitzer, symbol changed from [294] 81mm Mortar to [304] 100mm Howitzer, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
253. [314] Labor Squad, weapon 0 changed from [141] 7.35mm M1938 Rifle to 654, weapon 1 changed from [176] Hand Grenade to 0.
254. [315] Rifle Squad, name changed from Rifle Squad to Rifle Squad 43, max import changed from 0 to ALL, import from changed from 0 to [316] Rifle Squad, import cost changed from 0 to 3, minimum import changed from 0 to 5, import % changed from DEFAULT to 25%, initial build number changed from 0 to 27.
255. [316] Rifle Squad, name changed from Rifle Squad to Rifle Squad 39, last month changed from 6 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
256. [321] 45mm Anti-tank Gun, first year changed from 1943 to 1941, first month changed from 1 to 6, upgrade changed from 0 to [322] 50mm Anti-tank Gun, build cost changed from 9999 to 16, max import changed from 0 to ALL, import from changed from 0 to [780] 45mm Anti-tank Gun, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
257. [322] 50mm Anti-tank Gun, initial build number changed from 0 to 13.
258. [323] 75mm Mountain Gun, symbol changed from [319] 81mm Mortar to 0.
259. [324] 80mm Field Gun, symbol changed from [319] 81mm Mortar to [323] 75mm Mountain Gun.
260. [325] 100mm Howitzer, symbol changed from [319] 81mm Mortar to [323] 75mm Mountain Gun.
261. [326] 100mm Howitzer, symbol changed from [319] 81mm Mortar to [323] 75mm Mountain Gun.
262. [327] 105mm Field Gun, symbol changed from [319] 81mm Mortar to [323] 75mm Mountain Gun.
263. [328] 149mm Howitzer, symbol changed from [319] 81mm Mortar to [323] 75mm Mountain Gun.

264. [331] OA vz.30 Armored Car, name changed from OA vz.30 Armored Car to OA vz.30(S) Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE.
265. [332] LT vz.35, factory upgrade changed from 0 to [333] LT-38.
266. [333] LT-38, reliability changed from 25 to 15, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
267. [334] LT-40 - MG, reliability changed from 25 to 15, weapon 0 changed from 0 to [266] 7.92mm vz.37 CMG, weapon 1 changed from [266] 7.92mm vz.37 CMG to [268] 7.92mm vz.37 BMG, weapon 3 changed from [268] 7.92mm vz.37 BMG to 0, weapon 0 number changed from 0 to 1, weapon 3 number changed from 1 to 0, weapon 0 ammo changed from 0 to 2000, weapon 1 ammo changed from 2000 to 1000, weapon 3 ammo changed from 1000 to 0, weapon 3 rate of fire changed from -20 to 0, weapon 1 face changed from TURRET to FWD, factory upgrade changed from 0 to [335] LT-40, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
268. [335] LT-40, last year changed from 1942 to 1941, last month changed from 4 to 12, reliability changed from 25 to 15, max import changed from 0 to ALL, import from changed from 0 to [334] LT-40 - MG, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 40%, scrap policy changed from DEFAULT (1 YEAR) to 3 YEARS.
269. [336] Marder III(S), symbol changed from [36] Marder III to 0, reliability changed from 25 to 15, front armor changed from 13 to 21.
270. [338] Theodore 240mm Gun, name changed from Theodore 240mm Gun to Theodor 240mm Gun, type changed from Heavy Artillery to Super Heavy Gun, symbol changed from [108] 150mm Field Gun to [121] 355mm Howitzer, first month changed from 0 to 1, fuel use changed from 0 to 66, build flags changed from NONE to NO AUTO-BUILD.
271. [353] Toldi I, factory upgrade changed from 0 to [278] Toldi II, scrap policy changed from DEFAULT (1 YEAR) to NONE.
272. [354] Motorcycle Squad, symbol changed from [89] Motorcycle Squad to 0, weapon 0 changed from [141] 7.35mm M1938 Rifle to 652, turn build limit changed from NONE to 11 PER TURN.
273. [355] 80mm Field Gun, symbol changed from [294] 81mm Mortar to [304] 100mm Howitzer, weapon 1 changed from [141] 7.35mm M1938 Rifle to 654.
274. [356] 45mm Anti-tank Gun, first year changed from 1942 to 1941, last year changed from 1945 to 1942, last month changed from 9 to 12, first month changed from 1 to 6, upgrade changed from 0 to [69] 75mm Anti-tank Gun, supply use changed from 306 to 307, build cost changed from 9999 to 16, max import changed from 0 to ALL, import from changed from 0 to [780] 45mm Anti-tank Gun, weapon 1 ammo changed from 30 to 35, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, scrap policy changed from DEFAULT (1 YEAR) to NONE, build flags changed from NONE to NO AUTO-BUILD.
275. [357] 47mm Anti-tank Gun, last year changed from 1945 to 1942, last month changed from 9 to 12, supply use changed from 319 to 320, build cost changed from 9999 to 18, weapon 1 ammo changed from 30 to 35, scrap policy changed from DEFAULT (1 YEAR) to NONE, build flags changed from NONE to NO AUTO-BUILD.
276. [358] 50mm Anti-tank Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 652, initial build number changed from 0 to 26.
277. [359] 40mm Anti-tank Gun, weapon 1 changed from [141] 7.35mm M1938 Rifle to 652, initial build number changed from 0 to 31.
278. [360] 75mm Anti-tank Gun, import from changed from 0 to [69] 75mm Anti-tank Gun, weapon 1 changed from [142] 6.5mm M1893 Rifle to [132] 7.92mm vz.24 Rifle, weapon 0 accuracy changed from 350 to 250, import % changed from DEFAULT to 1%, update TOE changed from NO to YES, initial build number changed from 0 to 17, turn build limit changed from NONE to 15 PER TURN.

279. [369] 76mm Field Gun, symbol changed from [74] 75mm Infantry Gun to [109] 75mm Field Gun, first year changed from 1942 to 1941, first month changed from 1 to 6, upgrade changed from 0 to [109] 75mm Field Gun, supply use changed from 1126 to 1127, build cost changed from 9999 to 41, max import changed from 0 to ALL, import from changed from 0 to [785] 76mm Field Gun, weapon 1 ammo changed from 30 to 35, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
280. [370] 122mm Field Gun, symbol changed from [74] 75mm Infantry Gun to [109] 75mm Field Gun, first year changed from 1942 to 1941, first month changed from 1 to 6, upgrade changed from 0 to [105] 105mm Field Gun, supply use changed from 1598 to 1599, build cost changed from 9999 to 75, max import changed from 0 to ALL, import from changed from 0 to [824] 122mm Field Gun, weapon 1 ammo changed from 30 to 35, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, build flags changed from NONE to NO AUTO-BUILD.
281. [381] T-26 M1931, upgrade changed from 0 to [382] T-26 M1933, factory upgrade changed from 0 to [382] T-26 M1933, scrap policy changed from DEFAULT (1 YEAR) to 8 YEARS.
282. [382] T-26 M1933, upgrade changed from 0 to [737] T-26 M1937, factory upgrade changed from 0 to [737] T-26 M1937, scrap policy changed from DEFAULT (1 YEAR) to 5 YEARS.
283. [383] BT-2 M1932, upgrade changed from 0 to [734] BT-5 M1934, factory upgrade changed from 0 to [734] BT-5 M1934, scrap policy changed from DEFAULT (1 YEAR) to 9 YEARS.
284. [384] BT-2 M1931, upgrade changed from 0 to [734] BT-5 M1934, factory upgrade changed from 0 to [734] BT-5 M1934, scrap policy changed from DEFAULT (1 YEAR) to 10 YEARS.
285. [385] T-28 M1932, upgrade changed from 0 to [753] T-28 M1940, factory upgrade changed from 0 to [753] T-28 M1940, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
286. [386] BT-7M M1939, upgrade changed from 0 to [740] T-60 M1941.
287. [662] Matilda II, build cost changed from 0 to 275, build flags changed from NONE to LEND-LEASE.
288. [726] SU-57, build cost changed from 0 to 105, build flags changed from NONE to LEND-LEASE.
289. [727] 76mm Field Gun, name changed from 76mm Field Gun to 76mm Field Gun ZiS, symbol changed from [784] 76mm Infantry Gun to 0, max import changed from 0 to ALL, import from changed from 0 to [785] 76mm Field Gun, import cost changed from 0 to 5, minimum import changed from 0 to 5, import % changed from DEFAULT to 5%, initial build number changed from 0 to 25.
290. [729] 107mm Mortar, symbol changed from [784] 76mm Infantry Gun to 0, weapon 1 changed from [139] 7.62mm Mosin-Nagant Rifle to [157] 7.62mm M1938 Carbine, initial build number changed from 0 to 142.
291. [730] Flamethrower Squad, type changed from Engineer Squad to Flamethrower, initial build number changed from 0 to 100.
292. [731] SU-76M, weapon 0 changed from [368] 76.2mm ZiS-5 Gun to [352] 76.2mm ZiS-3 Gun.
293. [732] Partisan Squad, build flags changed from NONE to NO AUTO-BUILD.
294. [734] BT-5 M1934, upgrade changed from 0 to [735] BT-7 M1937, factory upgrade changed from 0 to [735] BT-7 M1937, scrap policy changed from DEFAULT (1 YEAR) to 6 YEARS.
295. [735] BT-7 M1937, upgrade changed from 0 to [386] BT-7M M1939, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
296. [736] BT-Artillery, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
297. [737] T-26 M1937, last year changed from 1940 to 1941, last month changed from 12 to 2, upgrade changed from 0 to [741] T-70 M1942, factory upgrade changed from 0 to [826] T-50 M1941.



298. [738] T-38 M1937, upgrade changed from 0 to [739] T-40 M1941, scrap policy changed from DEFAULT (1 YEAR) to 3 YEARS.
299. [739] T-40 M1941, factory upgrade changed from 0 to [740] T-60 M1941, update TOE changed from NO to YES.
300. [740] T-60 M1941, last month changed from 10 to 9, build limit changed from 36 to 50, upgrade changed from [765] SU-76 to [741] T-70 M1942, expansion rate changed from 3 to 1, weapon 0 rate of fire changed from -20 to -40, factory upgrade changed from 0 to [765] SU-76, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
301. [741] T-70 M1942, build limit changed from 50 to 30.
302. [742] M3 Stuart, fuel use changed from 55 to 46, build cost changed from 0 to 162, weapon 0 rate of fire changed from -5 to -8, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS, build flags changed from NONE to LEND-LEASE.
303. [743] OT-130/133, upgrade changed from 0 to [748] OT-34, factory upgrade changed from 0 to [748] OT-34, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
304. [744] T-34 M1940, last month changed from 12 to 1, factory upgrade changed from 0 to [745] T-34 M1941.
305. [745] T-34 M1941, last month changed from 12 to 7, build limit changed from 75 to 70, fuel use changed from 41 to 42, factory upgrade changed from 0 to [746] T-34 M1942, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
306. [746] T-34 M1942, last month changed from 12 to 1, build limit changed from 62 to 50, fuel use changed from 44 to 45, max import changed from 0 to ALL, import from changed from 0 to 840, expansion rate changed from 1 to 2, minimum import changed from 0 to 1, import % changed from DEFAULT to 100%, factory upgrade changed from 0 to [747] T-34/85 M1944, scrap policy changed from DEFAULT (1 YEAR) to NONE.
307. [748] OT-34, factory upgrade changed from 0 to [728] OT-34/85 M1944, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
308. [749] M3 Lee, upgrade changed from 0 to [751] M4A2 Sherman, fuel use changed from 104 to 88, build cost changed from 0 to 297, build flags changed from NONE to LEND-LEASE.
309. [750] KV-1s M1942, last month changed from 8 to 3, build limit changed from 11 to 20, upgrade changed from [763] IS-1 M1943 to [829] IS-2 M1943, fuel use changed from 71 to 80, factory upgrade changed from 0 to [763] IS-1 M1943, update TOE changed from NO to YES.
310. [751] M4A2 Sherman (SU Medium Tank 11/43-12/43 -> [752] M4A2(76)W Sherman), last year changed from 1943 to 1944, last month changed from 12 to 7, build limit changed from 17 to 25, fuel use changed from 123 to 69, build cost changed from 0 to 334, expansion rate changed from 1 to 2, factory upgrade changed from 0 to [752] M4A2(76)W Sherman, scrap policy changed from DEFAULT (1 YEAR) to NONE, build flags changed from NONE to LEND-LEASE, update TOE changed from NO to YES.
311. [752] M4A2(76)W Sherman, first month changed from 1 to 8, build limit changed from 12 to 22, fuel use changed from 123 to 75, build cost changed from 0 to 334, build flags changed from NONE to LEND-LEASE.
312. [753] T-28 M1940, factory upgrade changed from 0 to [745] T-34 M1941.
313. [754] T-35 M1935, upgrade changed from 0 to [756] KV-1 M1941, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
314. [755] KV-1 M1940, last month changed from 12 to 4, fuel use changed from 71 to 81, factory upgrade changed from 0 to [756] KV-1 M1941.
315. [756] KV-1 M1941, last month changed from 12 to 7, build limit changed from 32 to 28, fuel use changed from 71 to 87, factory upgrade changed from 0 to [750] KV-1s M1942, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.

316. [757] KV-85, speed changed from 26 to 23, men changed from 5 to 4, upgrade changed from 0 to [829] IS-2 M1943, fuel use changed from 65 to 85, supply use changed from 1516 to 1485, weapon 3 changed from [273] 7.62mm DT BMG to 0, weapon 3 number changed from 1 to 0, weapon 3 ammo changed from 1000 to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE.
317. [758] KV-2 M1940, last month changed from 12 to 4, fuel use changed from 71 to 100, factory upgrade changed from 0 to [756] KV-1 M1941, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
318. [759] IS-2 M1944, factory upgrade changed from 0 to [760] IS-3 M1945, update TOE changed from NO to YES.
319. [761] Valentine III, build cost changed from 0 to 176, factory upgrade changed from 0 to [828] Valentine IX, build flags changed from NONE to LEND-LEASE, update TOE changed from NO to YES.
320. [762] Churchill IV, build cost changed from 0 to 424, build flags changed from NONE to LEND-LEASE.
321. [763] IS-1 M1943, symbol changed from [757] KV-85 to 0, factory upgrade changed from 0 to [829] IS-2 M1943, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
322. [764] ZiS-30, upgrade changed from 0 to [765] SU-76, factory upgrade changed from 0 to [741] T-70 M1942, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS.
323. [765] SU-76, last month changed from 12 to 4, weapon 0 changed from [368] 76.2mm ZiS-5 Gun to [352] 76.2mm ZiS-3 Gun, factory upgrade changed from 0 to [731] SU-76M, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
324. [766] SU-85, type changed from Tank Destroyer to Assault Gun, fuel use changed from 44 to 47, factory upgrade changed from 0 to [830] SU-85M, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
325. [767] SU-100, type changed from Tank Destroyer to Assault Gun.
326. [768] SU-122, first year changed from 1942 to 1943, first month changed from 12 to 1, build limit changed from 20 to 22, factory upgrade changed from 0 to [766] SU-85, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
327. [770] SU-152, last month changed from 12 to 11, build limit changed from 18 to 21, factory upgrade changed from 0 to [771] ISU-152, update TOE changed from NO to YES.
328. [772] GAZ-AAMG, factory upgrade changed from 0 to [773] GAZ-AA-37, scrap policy changed from DEFAULT (1 YEAR) to NONE.
329. [773] GAZ-AA-37, max import changed from 0 to ALL, import from changed from 0 to [772] GAZ-AAMG, import cost changed from 0 to 15, minimum import changed from 0 to 1, import % changed from DEFAULT to 2%.
330. [774] BA-10 Armored Car, upgrade changed from 0 to [775] BA-64 Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
331. [775] BA-64 Armored Car, build limit changed from 30 to 25.
332. [776] Reconnaissance Squad, build cost changed from 85 to 17, initial build number changed from 0 to 11.
333. [779] BA-20 Armored Car, upgrade changed from 0 to [775] BA-64 Armored Car, factory upgrade changed from 0 to [775] BA-64 Armored Car, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
334. [780] 45mm Anti-tank Gun, name changed from 45mm Anti-tank Gun to 45mm Anti-tank Gun M37, upgrade changed from [781] 45mm Anti-tank Gun M42 to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE.
335. [781] 45mm Anti-tank Gun, name changed from 45mm Anti-tank Gun to 45mm Anti-tank Gun

- M42, initial build number changed from 0 to 62, turn build limit changed from NONE to 100 PER TURN.
336. [782] 57mm Anti-tank Gun, initial build number changed from 0 to 52, turn build limit changed from NONE to 100 PER TURN.
  337. [783] 76mm Anti-tank Gun, name changed from 76mm Anti-tank Gun to 76mm Anti-tank Gun ZiS, max import changed from 0 to ALL, import from changed from 0 to [817] 76mm Anti-tank Gun, import cost changed from 0 to 5, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, initial build number changed from 0 to 38.
  338. [784] 76mm Infantry Gun, symbol changed from 0 to [729] 107mm Mortar.
  339. [785] 76mm Field Gun, name changed from 76mm Field Gun to 76mm Field Gun F-22, symbol changed from [784] 76mm Infantry Gun to [727] 76mm Field Gun, upgrade changed from [727] 76mm Field Gun ZiS to 0, scrap policy changed from DEFAULT (1 YEAR) to NONE.
  340. [786] 122mm Howitzer, symbol changed from [784] 76mm Infantry Gun to [727] 76mm Field Gun.
  341. [788] 82mm Mortar, symbol changed from [784] 76mm Infantry Gun to [729] 107mm Mortar.
  342. [789] 120mm Mortar, symbol changed from [784] 76mm Infantry Gun to [729] 107mm Mortar.
  343. [790] 7.62mm Machine Gun, upgrade changed from 0 to [791] 7.62mm Machine Gun.
  344. [791] 7.62mm Machine Gun, initial build number changed from 0 to 333.
  345. [793] Rifle Squad, name changed from Rifle Squad to Rifle Squad 41, last month changed from 6 to 7, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
  346. [794] Rifle Squad (-), last month changed from 12 to 6, initial build number changed from 0 to 125.
  347. [795] Rifle Squad, name changed from Rifle Squad to Rifle Squad 42, last month changed from 8 to 9, max import changed from 0 to ALL, import from changed from 0 to [793] Rifle Squad, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES, initial build number changed from 0 to 142.
  348. [796] Rifle Squad (+), max import changed from 0 to ALL, import from changed from 0 to [794] Rifle Squad, import cost changed from 0 to 1, import % changed from DEFAULT to 10%, initial build number changed from 0 to 125.
  349. [797] Rifle Squad, name changed from Rifle Squad to Rifle Squad 43, max import changed from 0 to ALL, import from changed from 0 to [795] Rifle Squad, import cost changed from 0 to 2, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 125.
  350. [798] Submachine Gun Squad, initial build number changed from 0 to 111.
  351. [799] Sapper Squad, name changed from Sapper Squad to Sapper Squad 41, max import changed from 0 to ALL, import from changed from 0 to [800] Sapper Squad, import cost changed from 0 to 1, import % changed from DEFAULT to 10%.
  352. [800] Sapper Squad, name changed from Sapper Squad to Sapper Squad 39.
  353. [801] Cavalry Squad, last month changed from 6 to 7, build cost changed from 69 to 41, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES, turn build limit changed from NONE to 200 PER TURN.
  354. [802] Cavalry Squad, name changed from Cavalry Squad to Cavalry Squad 41, build cost changed from 69 to 41, max import changed from 0 to ALL, import from changed from 0 to [801] Cavalry Squad, import cost changed from 0 to 1, minimum import changed from 0 to 5, import % changed from DEFAULT to 10%, initial build number changed from 0 to 30, turn build limit changed from NONE to 200 PER TURN.

355. [803] Cavalry Squad, name changed from Cavalry Squad to Cavalry Squad 43, upgrade changed from [803] Cavalry Squad 43 to 0, build cost changed from 70 to 42, initial build number changed from 0 to 30, turn build limit changed from NONE to 200 PER TURN.
356. [804] 14.5mm Anti-tank Rifle, initial build number changed from 0 to 1000.
357. [805] 50mm Mortar, weapon 1 changed from [139] 7.62mm Mosin-Nagant Rifle to [157] 7.62mm M1938 Carbine.
358. [807] 107mm Field Gun, symbol changed from [784] 76mm Infantry Gun to [780] 45mm Anti-tank Gun, upgrade changed from 0 to [820] 100mm Anti-tank Gun, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS, update TOE changed from NO to YES.
359. [809] 152mm Howitzer, symbol changed from [784] 76mm Infantry Gun to [727] 76mm Field Gun, last year changed from 1941 to 1945, last month changed from 7 to 9, scrap policy changed from DEFAULT (1 YEAR) to NONE, build flags changed from NONE to NO AUTO-BUILD.
360. [810] BM-13-16 Rocket Launcher, initial build number changed from 0 to 15.
361. [811] 76mm Anti-aircraft Gun, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS, update TOE changed from NO to YES.
362. [812] 85mm Anti-tank Gun, weapon 0 face changed from SM to FWD, scrap policy changed from DEFAULT (1 YEAR) to 2 YEARS, update TOE changed from NO to YES.
363. [813] Motorcycle Squad, turn build limit changed from NONE to 37 PER TURN.
364. [815] Submachine Gun Squad (+), initial build number changed from 0 to 100.
365. [816] BM-30-4 Rocket Launcher, initial build number changed from 0 to 20.
366. [817] 76mm Anti-tank Gun, name changed from 76mm Anti-tank Gun to 76mm Anti-tank Gun F-22, scrap policy changed from DEFAULT (1 YEAR) to NONE.
367. [819] 160mm Mortar, initial build number changed from 0 to 66.
368. [820] 100mm Anti-tank Gun, type changed from AT Gun to Heavy AT Gun, fuel use changed from 6 to 22, initial build number changed from 0 to 27.
369. [823] 280mm Siege Mortar, type changed from Heavy Artillery to Super Heavy Gun, symbol changed from [808] 152mm Gun-Howitzer to 0.
370. [824] 122mm Field Gun, type changed from Heavy Artillery to Artillery, symbol changed from [784] 76mm Infantry Gun to [727] 76mm Field Gun.
371. [825] BM-31-12 Rocket Launcher, initial build number changed from 0 to 11.
372. [826] T-50 M1941, upgrade changed from [746] T-34 M1942 to [741] T-70 M1942, factory upgrade changed from 0 to [746] T-34 M1942, scrap policy changed from DEFAULT (1 YEAR) to NONE, update TOE changed from NO to YES.
373. [827] 152mm Howitzer, symbol changed from [784] 76mm Infantry Gun to [727] 76mm Field Gun, initial build number changed from 0 to 16.
374. [828] Valentine IX, symbol changed from [761] Valentine III to 0, build cost changed from 0 to 187, build flags changed from NONE to LEND-LEASE.
375. [829] IS-2 M1943, symbol changed from [759] IS-2 M1944 to 0, max import changed from 0 to ALL, import from changed from 0 to [763] IS-1 M1943, import cost changed from 0 to 35, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, factory upgrade changed from 0 to [759] IS-2 M1944, update TOE changed from NO to YES.
376. [830] SU-85M, type changed from Tank Destroyer to Assault Gun, symbol changed from [766] SU-85 to 0, fuel use changed from 53 to 50, factory upgrade changed from 0 to [767] SU-100, update TOE changed from NO to YES.
377. New: [348] Marder II - conversion from Pz II f.
378. New: [350] Elefant - upgraded version of Ferdinand.
379. New: [390] Panzer B-2 740(f) - former French tank, for 102nd Flammpanzer Btl.
380. New: [391] Flammpanzer B-2(f) - rebuilt former French tank, for 102nd Flammpanz Btl.

- 381. New: [410] sIG33/2 Grille - Jagdpanzer 38 based SP Inf Gun.
- 382. New: [413] Panhard P204(f) Armored Car - former French armored car.
- 383. New: [421] SdKfz-251/21 SP Flak.
- 384. New: [450] 37mm Anti-aircraft Gun - 37mm Flak 43 with higher rate-of-fire.
- 385. New: [451] Stug III F/8 - summer/autumn 1942 production version.
- 386. New: [452] SdKfz-7/2 SP Flak - updated 44 version with Flak43.
- 387. New: [453] SdKfz-223 Armored Car - missing 42-44 armored car.
- 388. New: [454] SdKfz-222B Armored Car - 42-43 production version with more armor.
- 389. New: [455] SdKfz-232 Armored Car - 42-43 version of 231 with more armor.
- 390. New: [456] SdKfz-10/5 SP Flak - updated 10/4, also includes other vehicles with 20mm Flak previously not represented.
- 391. New: [840] T-34 M1943 - for Chelyabinsk production only, will be imported by standard T-34 M1942.
- 392. New: [841] M3A1 White Scout Car - about 3k received, but only ~2k used as recons (others as artillery tractor).

### **General aircraft changes**

- 1. Sortie Fuel recalculations to .75kg/l for standard fuel and .84kg/l for Jet/Diesel fuel, proper conversion to pounds.
- 2. Sortie Ammo recalculations: guns use a specific value per gun, 8mm class 20, 13mm class 30, 15mm and higher use 50; fighter-bombers use 75% of bomb/rocket load for Sortie Ammo.
- 3. Maneuver ratings (of mostly fighter or fighter-bomber types) have been changed/increased to match Spitfire with their Bf 109 counterparts and to better match historic aircraft performances.
- 4. Separate Ju 188E production from Ju 88A-4, He 177 from He 111H-6, Me 410A from Bf 110G-2, He 219 from Do 217N.
- 5. Bf 109 ranges increased, based on british endurance tests with and without drop tank.
- 6. Several German aircraft have their two MG 81 defensive guns replaced by dual-barrel MG 81Z were suitable.
- 7. Most recons and night fighters had their bombs removed.
- 8. Finnish aircraft to be imported from Germany end 8/44 now, Romanian import versions 7/44.
- 9. Multiple minor performance changes to aircraft.
- 10. Some minor name changes.
- 11. Review of reliability settings, standard settings for known reliable engine setups (1x liquid-cooled: 10, 2x liquid-cooled: 15 (turbo +4), 4x liquid-cooled: 22, 1x air-cooled: 5 (turbo +2), 2x air-cooled: 8, 3x air-cooled: 12, 4x air-cooled: 16 (turbo +4), 6x air-cooled: 20).
- 12. Deleted incomplete aircraft records 503-641.

### **Specific aircraft changes**

- 1. [3] Ar 234B, name changed from Ar 234B to Ar 234B-2, climb changed from 1500 to 4000, endurance changed from 130 to 120, range changed from 910 to 840.
- 2. [5] Bf 109E-3, cruise speed changed from 300 to 286, endurance changed from 80 to 90, range changed from 400 to 429, maneuver changed from 34 to 33, sortie ammo changed from 102 to 120, sortie fuel changed from 660 to 661, last year changed from 0 to 1940, last month changed from 0 to 7, weapon 0 changed from [33] 20mm Cannon MG FF/M to [43] 20mm Cannon MG-FF, factory upgrade changed from 0 to [7] Bf 109E-7, change to modifier changed from 0 to -20.
- 3. [6] Bf 109E-4B, max speed changed from 339 to 357, cruise speed changed from 280 to 276, range

changed from 373 to 368, first year changed from 1939 to 1940, maneuver changed from 34 to 33, first month changed from 9 to 3, sortie ammo changed from 652 to 532, sortie fuel changed from 660 to 661, max import changed from 0 to ALL, import from changed from 0 to [5] Bf 109E-3, last year changed from 0 to 1942, last month changed from 0 to 5, import cost changed from 0 to 5, minimum import changed from 0 to 1, import % changed from DEFAULT to 2%, factory upgrade changed from 0 to [40] FW 190A.

4. [7] Bf 109E-7, cruise speed changed from 290 to 286, endurance changed from 80 to 90, range changed from 531 to 605, maneuver changed from 34 to 33, sortie ammo changed from 102 to 120, sortie fuel changed from 1155 to 1156, last year changed from 0 to 1940, last month changed from 0 to 12, factory upgrade changed from 0 to [8] Bf 109F-2.
5. [8] Bf 109F-2, cruise speed changed from 311 to 305, climb changed from 3154 to 3021, endurance changed from 75 to 85, range changed from 544 to 620, first year changed from 1940 to 1941, maneuver changed from 35 to 34, first month changed from 8 to 1, sortie fuel changed from 1155 to 1156, last year changed from 0 to 1941, last month changed from 0 to 6, factory upgrade changed from 0 to [9] Bf 109F-4.
6. [9] Bf 109F-4, cruise speed changed from 317 to 316, endurance changed from 75 to 83, range changed from 554 to 632, maneuver changed from 35 to 34, sortie ammo changed from 100 to 90, sortie fuel changed from 1155 to 1156, last year changed from 0 to 1942, last month changed from 0 to 4, factory upgrade changed from 0 to [11] Bf 109G-2.
7. [10] Bf 109G-14, cruise speed changed from 325 to 314, climb changed from 4000 to 3938, endurance changed from 70 to 81, range changed from 541 to 617, sortie ammo changed from 120 to 110, sortie fuel changed from 1229 to 1227.
8. [11] Bf 109G-2, max speed changed from 404 to 407, cruise speed changed from 315 to 316, climb changed from 3500 to 3300, endurance changed from 70 to 81, range changed from 525 to 621, maneuver changed from 34 to 35, sortie ammo changed from 100 to 90, sortie fuel changed from 1155 to 1156, last year changed from 0 to 1943, last month changed from 0 to 2, factory upgrade changed from 0 to [12] Bf 109G-6.
9. [12] Bf 109G-6, cruise speed changed from 325 to 314, endurance changed from 70 to 81, range changed from 541 to 617, sortie ammo changed from 120 to 110, sortie fuel changed from 1155 to 1156, last year changed from 0 to 1944, last month changed from 0 to 5, factory upgrade changed from 0 to [10] Bf 109G-14.
10. [13] Bf 109G-6/R2, name changed from Bf 109G-6/R2 to Bf 109G-8, cruise speed changed from 325 to 314, endurance changed from 70 to 81, range changed from 541 to 617, upgrade changed from 0 to 442, sortie ammo changed from 120 to 110, sortie fuel changed from 1155 to 1156, build cost changed from 453 to 438, last year changed from 0 to 1944, last month changed from 0 to 7.
11. [14] Bf 109G-6/U4N, name changed from Bf 109G-6/U4N to Bf 109G-6/N, max altitude changed from 36748 to 38061, max speed changed from 385 to 400, cruise speed changed from 320 to 314, climb changed from 3000 to 3400, endurance changed from 70 to 81, range changed from 533 to 617, maneuver changed from 30 to 35, sortie ammo changed from 229 to 110, sortie fuel changed from 1155 to 1156, build cost changed from 473 to 433, last year changed from 0 to 1944, last month changed from 0 to 3, weapon 0 changed from [45] 30mm Cannon MK108 to [32] 20mm Cannon MG151, weapon 1 changed from [32] 20mm Cannon MG151 to [24] 13mm MG 131, weapon 2 changed from [24] 13mm MG 131 to [77] 300 litre Drop Tank, weapon 3 changed from [77] 300 litre Drop Tank to 0, weapon 2 number changed from 2 to 1, weapon 3 number changed from 1 to 0, weapon 2 face changed from FWD to EXT, weapon 3 face changed from EXT to FWD.
12. [15] Bf 109K-4, cruise speed changed from 350 to 330, endurance changed from 65 to 73, range changed from 554 to 605, maneuver changed from 40 to 38, sortie ammo changed from 92 to 110, sortie fuel changed from 1229 to 1227.

13. [17] Bf 110C, max speed changed from 336 to 342, cruise speed changed from 298 to 283, endurance changed from 120 to 135, range changed from 596 to 636, maneuver changed from 25 to 28, sortie ammo changed from 269 to 200, sortie fuel changed from 2096 to 2100, last year changed from 0 to 1940, last month changed from 0 to 7, weapon 0 changed from [33] 20mm Cannon MG FF/M to [43] 20mm Cannon MG-FF, factory upgrade changed from 0 to [22] Bf 110E-2.
14. [18] Bf 110C-4B, cruise speed changed from 275 to 273, range changed from 550 to 546, maneuver changed from 25 to 28, sortie ammo changed from 1369 to 1025, sortie fuel changed from 2096 to 2100, last year changed from 0 to 1940, last month changed from 0 to 7, factory upgrade changed from 0 to [22] Bf 110E-2.
15. [19] Bf 110C-5, max speed changed from 342 to 354, cruise speed changed from 305 to 292, climb changed from 2100 to 2299, endurance changed from 120 to 135, range changed from 610 to 657, first year changed from 1939 to 1940, maneuver changed from 26 to 29, first month changed from 9 to 6, upgrade changed from 0 to 445, sortie ammo changed from 143 to 100, sortie fuel changed from 2096 to 2100, build limit changed from 0 to 3, last year changed from 0 to 1941, last month changed from 0 to 1, expansion rate changed from 0 to 1, factory upgrade changed from 0 to 445.
16. [20] Bf 110D-1/R2, max speed changed from 336 to 342, endurance changed from 120 to 135, range changed from 1375 to 1443, maneuver changed from 25 to 28, sortie ammo changed from 269 to 200, sortie fuel changed from 5065 to 5076, last year changed from 0 to 1941, last month changed from 0 to 3, factory upgrade changed from 0 to [22] Bf 110E-2.
17. [21] Bf 110E-1/U1, max speed changed from 336 to 351, cruise speed changed from 285 to 283, endurance changed from 120 to 135, range changed from 570 to 636, maneuver changed from 25 to 28, sortie ammo changed from 269 to 200, sortie fuel changed from 2096 to 2100, last year changed from 0 to 1942, last month changed from 0 to 1, factory upgrade changed from 0 to [23] Bf 110F-4a.
18. [22] Bf 110E-2, max speed changed from 350 to 351, cruise speed changed from 280 to 273, endurance changed from 120 to 135, range changed from 560 to 614, first year changed from 1941 to 1940, maneuver changed from 25 to 28, first month changed from 4 to 8, upgrade changed from [24] Bf 110G-2 to 447, sortie ammo changed from 2469 to 1850, sortie fuel changed from 2096 to 2100, build limit changed from 5 to 3, max import changed from 0 to ALL, import from changed from 0 to [18] Bf 110C-4B, last year changed from 0 to 1941, last month changed from 0 to 12, import cost changed from 0 to 10, minimum import changed from 0 to 1, import % changed from DEFAULT to 2%, factory upgrade changed from 0 to 447.
19. [23] Bf 110F-4a, name changed from Bf 110F-4a to Bf 110F-4, max altitude changed from 32811 to 29530, symbol changed from 25 to 0, cruise speed changed from 264 to 266, endurance changed from 120 to 130, range changed from 792 to 842, maneuver changed from 24 to 28, sortie ammo changed from 269 to 200, sortie fuel changed from 3086 to 9092, last year changed from 0 to 1942, last month changed from 0 to 12, factory upgrade changed from 0 to [25] Bf 110G-4.
20. [24] Bf 110G-2, cruise speed changed from 285 to 282, endurance changed from 120 to 125, range changed from 570 to 587, maneuver changed from 25 to 29, first month changed from 10 to 12, sortie ammo changed from 2909 to 2400, sortie fuel changed from 2096 to 2100, build limit changed from 6 to 7, photo changed from [22] Bf 110E-2 to 0, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 2 number changed from 2 to 1.
21. [25] Bf 110G-4, max altitude changed from 32811 to 29530, max speed changed from 315 to 333, cruise speed changed from 270 to 280, endurance changed from 120 to 125, range changed from 810 to 863, maneuver changed from 24 to 28, sortie ammo changed from 269 to 220, sortie fuel changed from 3086 to 3092, last year changed from 0 to 1943, last month changed from 0 to 12, photo changed from [24] Bf 110G-2 to 0, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 3 changed from [79] 300 litre Drop Tank to [104] FuG 202, weapon 4 changed from [104]

- FuG 202 to [79] 300 litre Drop Tank, weapon 2 number changed from 2 to 1, weapon 3 number changed from 2 to 1, weapon 4 number changed from 1 to 2, weapon 3 face changed from EXT to INT, weapon 4 face changed from INT to EXT, factory upgrade changed from 0 to [26] Bf 110G-4/U8.
22. [26] Bf 110G-4/U8, name changed from Bf 110G-4/U8 to Bf 110G-4 '1944', max altitude changed from 34452 to 31171, max speed changed from 320 to 333, maneuver changed from 25 to 28, upgrade changed from 0 to 448, sortie ammo changed from 420 to 320, sortie fuel changed from 3086 to 3092, build cost changed from 873 to 823, build limit changed from 5 to 4, max import changed from 0 to ALL, import from changed from 0 to [25] Bf 110G-4, last year changed from 1945 to 1944, last month changed from 2 to 5, weapon 0 changed from [45] 30mm Cannon MK108 to [32] 20mm Cannon MG151, weapon 1 changed from [32] 20mm Cannon MG151 to [9] 7.9mm MG 17, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 3 changed from [33] 20mm Cannon MG FF/M to [104] FuG 202, weapon 4 changed from [109] FuG 220 SN-2 to [79] 300 litre Drop Tank, weapon 5 changed from [79] 300 litre Drop Tank to 0, weapon 1 number changed from 2 to 4, weapon 2 number changed from 2 to 1, weapon 3 number changed from 2 to 1, weapon 4 number changed from 1 to 2, weapon 5 number changed from 2 to 0, weapon 3 face changed from SM to INT, weapon 4 face changed from INT to EXT, weapon 5 face changed from EXT to FWD, minimum import changed from 0 to 1, import % changed from DEFAULT to 10%.
  23. [28] Do 17P-1, upgrade changed from 0 to [77] Ju 88D-1, sortie ammo changed from 150 to 60, sortie fuel changed from 2558 to 2546.
  24. [29] Do 17Z-2, cruise speed changed from 230 to 210, endurance changed from 140 to 230, range changed from 536 to 805, sortie ammo changed from 2400 to 2320, sortie fuel changed from 2558 to 2546, last year changed from 0 to 1941, last month changed from 0 to 2, factory upgrade changed from 0 to [32] Do 217E-2.
  25. [30] Do 215B-1, sortie ammo changed from 300 to 120, sortie fuel changed from 2454 to 2546, reliability changed from 10 to 15, factory upgrade changed from 0 to [77] Ju 88D-1.
  26. [31] Do 215B-5, sortie ammo changed from 1180 to 1080, sortie fuel changed from 2454 to 2546, last year changed from 0 to 1942, last month changed from 0 to 2, reliability changed from 10 to 15, factory upgrade changed from 0 to [33] Do 217J.
  27. [32] Do 217E-2, max speed changed from 317 to 320, cruise speed changed from 274 to 268, range changed from 1370 to 1340, upgrade changed from [93] Do 217K to 455, sortie ammo changed from 6850 to 6790, sortie fuel changed from 4884 to 4894, build limit changed from 5 to 4, last year changed from 0 to 1941, last month changed from 0 to 12, reliability changed from 13 to 8, factory upgrade changed from 0 to 455.
  28. [33] Do 217J, sortie ammo changed from 400 to 310, sortie fuel changed from 4884 to 4894, last year changed from 0 to 1942, last month changed from 0 to 12, reliability changed from 13 to 8, factory upgrade changed from 0 to [34] Do 217N.
  29. [34] Do 217N, max speed changed from 320 to 325, cruise speed changed from 264 to 267, endurance changed from 300 to 360, range changed from 1320 to 1602, sortie ammo changed from 400 to 280, sortie fuel changed from 4884 to 6812, last year changed from 0 to 1943, last month changed from 0 to 9.
  30. [35] Do 335A, max speed changed from 466 to 463.
  31. [37] Fi 156C, sortie ammo changed from 50 to 20, build limit changed from 8 to 6, last year changed from 0 to 1944, last month changed from 0 to 12.
  32. [39] FW 189A, name changed from FW 189A to Fw 189A, endurance changed from 135 to 145, range changed from 454 to 488, upgrade changed from 0 to [13] Bf 109G-6/R2, sortie ammo changed from 150 to 120, sortie fuel changed from 743 to 726, build limit changed from 4 to 5, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1, weapon 2 number changed from 2 to 1.



33. [40] FW 190A, name changed from FW 190A to Fw 190A-4, max speed changed from 400 to 405, cruise speed changed from 308 to 298, endurance changed from 90 to 95, range changed from 462 to 471, sortie ammo changed from 1308 to 1065, sortie fuel changed from 865 to 866, build limit changed from 8 to 9, last year changed from 0 to 1943, last month changed from 0 to 12, factory upgrade changed from 0 to [90] Fw 190A-8.
34. [41] FW 190A-5/U2, name changed from FW 190A-5/U2 to Fw 190A-5/U2, max speed changed from 400 to 407, cruise speed changed from 320 to 308, endurance changed from 90 to 95, range changed from 800 to 867, durability changed from 32 to 33, sortie ammo changed from 239 to 240, sortie fuel changed from 1856 to 1858, last year changed from 0 to 1944, last month changed from 0 to 3.
35. [42] FW 190A-8/R2, name changed from FW 190A-8/R2 to Fw 190A-8/R8, range changed from 704 to 739, first year changed from 1942 to 1943, maneuver changed from 19 to 30, durability changed from 32 to 33, first month changed from 12 to 9, sortie ammo changed from 269 to 200, sortie fuel changed from 1551 to 1554, reliability changed from 10 to 8.
36. [43] FW 190D, name changed from FW 190D to Fw 190D-9, max speed changed from 432 to 435, cruise speed changed from 325 to 333, climb changed from 3125 to 3700, range changed from 677 to 732, maneuver changed from 38 to 37, upgrade changed from [88] Ta 152H to 0, sortie ammo changed from 208 to 160, sortie fuel changed from 1474 to 1469.
37. [44] FW 190F, name changed from FW 190F to Fw 190F, max altitude changed from 31171 to 32810, max speed changed from 382 to 398, cruise speed changed from 295 to 292, endurance changed from 90 to 95, range changed from 442 to 462, maneuver changed from 26 to 31, durability changed from 32 to 35, sortie ammo changed from 1308 to 1240, sortie fuel changed from 865 to 866, build limit changed from 8 to 7, last year changed from 0 to 1943, last month changed from 0 to 12, reliability changed from 10 to 5, factory upgrade changed from 0 to [91] Fw 190F-8.
38. [45] FW 190G, name changed from FW 190G to Fw 190G, max speed changed from 388 to 407, cruise speed changed from 305 to 298, endurance changed from 90 to 95, range changed from 762 to 769, durability changed from 32 to 33, first month changed from 2 to 1, upgrade changed from [43] Fw 190D-9 to [90] Fw 190A-8, sortie ammo changed from 1240 to 925, sortie fuel changed from 1856 to 1858, build limit changed from 7 to 9, last month changed from 6 to 5, reliability changed from 8 to 5, factory upgrade changed from 0 to [88] Ta 152H.
39. [46] Fw 200C-3/U4, max speed changed from 252 to 251, cruise speed changed from 208 to 190, endurance changed from 330 to 450, range changed from 1144 to 1425, build cost changed from 0 to 1903, build limit changed from 0 to 1, last year changed from 0 to 1944, last month changed from 0 to 1, reliability changed from 15 to 16, expansion rate changed from 0 to 1, weapon 1 changed from [10] 7.92mm MG 15 to [32] 20mm Cannon MG151, weapon 3 number changed from 2 to 1, weapon 4 number changed from 1 to 2, weapon 3 face changed from SIDE to BR, weapon 4 face changed from BR to SIDE.
40. [48] Go 145C, sortie ammo changed from 160 to 130, sortie fuel changed from 297 to 298.
41. [49] Go 244, max altitude changed from 24937 to 24609, cruise speed changed from 121 to 127, max load changed from 3309 to 5514, endurance changed from 160 to 150, range changed from 322 to 317, first month changed from 7 to 3, sortie ammo changed from 120 to 80, sortie fuel changed from 1139 to 1141, build limit changed from 0 to 6, reliability changed from 10 to 8, expansion rate changed from 0 to 1.
42. [51] He 111H-20/R2, max altitude changed from 26248 to 27890, max speed changed from 258 to 270, cruise speed changed from 236 to 233, endurance changed from 350 to 370, range changed from 1376 to 1436, first month changed from 10 to 12, sortie ammo changed from 250 to 130, sortie fuel changed from 5693 to 5704, build limit changed from 10 to 12, last year changed from 0 to 1944, last month changed from 0 to 8, weapon 2 changed from [11] 7.92mm MG 81 to [24] 13mm

- MG 131, weapon 3 changed from [11] 7.92mm MG 81 to 650, weapon 2 number changed from 2 to 1, weapon 3 number changed from 2 to 1.
43. [52] He 111H-3, max speed changed from 258 to 261, cruise speed changed from 224 to 204, endurance changed from 340 to 385, range changed from 1269 to 1309, sortie ammo changed from 4650 to 4550, sortie fuel changed from 5335 to 5704, build limit changed from 30 to 23, last year changed from 0 to 1940, last month changed from 0 to 12, photo changed from [54] He 111P to 0, weapon 4 changed from [64] 250kg GP Bomb to [10] 7.9mm MG 15, weapon 5 changed from 0 to [64] 250kg GP Bomb, weapon 3 number changed from 2 to 1, weapon 4 number changed from 8 to 2, weapon 5 number changed from 0 to 8, weapon 1 face changed from TR to FWD, weapon 2 face changed from BR to TR, weapon 3 face changed from SIDE to BR, weapon 4 face changed from INT to SIDE, weapon 5 face changed from FWD to INT, factory upgrade changed from 0 to [53] He 111H-4, change to modifier changed from 0 to -20.
  44. [53] He 111H-4, max speed changed from 258 to 261, cruise speed changed from 224 to 204, endurance changed from 340 to 385, range changed from 1269 to 1309, sortie ammo changed from 4650 to 4550, sortie fuel changed from 5335 to 5704, build limit changed from 30 to 23, max import changed from 0 to ALL, import from changed from 0 to [52] He 111H-3, last year changed from 0 to 1941, last month changed from 0 to 12, photo changed from [54] He 111P to 0, weapon 4 changed from [64] 250kg GP Bomb to [10] 7.9mm MG 15, weapon 5 changed from 0 to [64] 250kg GP Bomb, weapon 3 number changed from 2 to 1, weapon 4 number changed from 8 to 2, weapon 5 number changed from 0 to 8, weapon 1 face changed from TR to FWD, weapon 2 face changed from BR to TR, weapon 3 face changed from SIDE to BR, weapon 4 face changed from INT to SIDE, weapon 5 face changed from FWD to INT, minimum import changed from 0 to 1, import % changed from DEFAULT to 2%, factory upgrade changed from 0 to [95] He 111H-6.
  45. [54] He 111P, sortie ammo changed from 150 to 100, sortie fuel changed from 5693 to 5704, photo changed from [53] He 111H-4 to 0, factory upgrade changed from 0 to [77] Ju 88D-1.
  46. [55] He 112B, endurance changed from 140 to 130, range changed from 623 to 578, first year changed from 1941 to 1940, upgrade changed from [5] Bf 109E-3 to [7] Bf 109E-7, sortie ammo changed from 200 to 140, sortie fuel changed from 520 to 529, last year changed from 0 to 1940, last month changed from 0 to 7, factory upgrade changed from 0 to [7] Bf 109E-7.
  47. [56] He 162A, climb changed from 1950 to 5000.
  48. [57] He 170A, name changed from He 170A to He 70F, max speed changed from 224 to 236, cruise speed changed from 208 to 183, endurance changed from 180 to 205, range changed from 624 to 625, first year changed from 1941 to 1937, upgrade changed from 0 to [39] FW 189A, crew changed from 3 to 2, sortie ammo changed from 25 to 20, sortie fuel changed from 825 to 694, last year changed from 0 to 1939, last month changed from 0 to 12.
  49. [58] He 177A-5, max altitude changed from 28874 to 29530, cruise speed changed from 258 to 216, endurance changed from 420 to 600, range changed from 1806 to 2160, first year changed from 1943 to 1944, first month changed from 7 to 1, sortie ammo changed from 9261 to 9040, sortie fuel changed from 17705 to 14551, build cost changed from 2296 to 2354, build limit changed from 10 to 7, last month changed from 9 to 8, reliability changed from 25 to 22, weapon 3 face changed from TURRET to TR.
  50. [59] He 219A, name changed from He 219A to He 219A-0, max speed changed from 360 to 370, cruise speed changed from 310 to 286, endurance changed from 265 to 250, range changed from 1369 to 1191, upgrade changed from 0 to 471, sortie ammo changed from 448 to 300, build limit changed from 4 to 2, last year changed from 0 to 1944, last month changed from 0 to 5, weapon 2 changed from [45] 30mm Cannon MK108 to [32] 20mm Cannon MG151, weapon 3 changed from [109] FuG 220 SN-2 to [105] FuG 212, weapon 2 face changed from SM to FWD.
  51. [60] He 46C, max speed changed from 161 to 162, endurance changed from 220 to 275, range

- changed from 502 to 627, first year changed from 1941 to 1936, upgrade changed from 0 to [63] Hs 126B, sortie ammo changed from 490 to 20, sortie fuel changed from 616 to 617, last year changed from 0 to 1939, last month changed from 0 to 12, weapon 1 changed from [60] 50kg GP Bomb to 0, weapon 1 number changed from 4 to 0, weapon 1 face changed from EXT to FWD.
52. [62] Hs 123A, max altitude changed from 26248 to 22969, max speed changed from 218 to 193, cruise speed changed from 187 to 169, endurance changed from 120 to 125, range changed from 374 to 352, armor changed from 0 to 1, sortie ammo changed from 540 to 480, last year changed from 0 to 1941, last month changed from 0 to 11, factory upgrade changed from 0 to [64] Hs 129B.
  53. [63] Hs 126B, name changed from Hs 126B to Hs 126B-1, first year changed from 1939 to 1938, first month changed from 9 to 1, upgrade changed from 0 to [39] FW 189A, sortie ammo changed from 320 to 40, last year changed from 0 to 1940, last month changed from 0 to 8, weapon 2 changed from [60] 50kg GP Bomb to 0, weapon 2 number changed from 2 to 0, weapon 2 face changed from EXT to FWD.
  54. [64] Hs 129B, max speed changed from 253 to 264, cruise speed changed from 211 to 208, range changed from 422 to 416, sortie ammo changed from 470 to 430, sortie fuel changed from 1007 to 1009, build limit changed from 5 to 6, reliability changed from 15 to 8.
  55. [66] Ju 188E, max speed changed from 323 to 330, cruise speed changed from 249 to 250, endurance changed from 300 to 280, range changed from 1245 to 1166, crew changed from 4 to 5, sortie ammo changed from 6850 to 6750, sortie fuel changed from 4785 to 4795, build limit changed from 3 to 5, weapon 0 changed from [32] 20mm Cannon MG151 to [24] 13mm MG 131, weapon 1 changed from [24] 13mm MG 131 to [32] 20mm Cannon MG151, weapon 3 changed from [11] 7.92mm MG 81 to 650, weapon 3 number changed from 2 to 1.
  56. [67] Ju 52, name changed from Ju 52 to Ju 52/3m, max speed changed from 178 to 180, cruise speed changed from 134 to 146, endurance changed from 335 to 410, range changed from 748 to 997, sortie ammo changed from 50 to 40, sortie fuel changed from 3924 to 4051, build limit changed from 10 to 5, last year changed from 0 to 1944, last month changed from 0 to 7, reliability changed from 11 to 12.
  57. [68] Ju 86C, symbol changed from 70 to 0, sortie ammo changed from 75 to 60, sortie fuel changed from 2033 to 1724, last year changed from 0 to 1940, last month changed from 0 to 12, photo changed from [69] Ju 86E-2 to 0.
  58. [69] Ju 86K-2, name changed from Ju 86K-2 to Ju 86E-2, cruise speed changed from 196 to 176, range changed from 637 to 572, sortie ammo changed from 2275 to 2260, sortie fuel changed from 1815 to 1819, last year changed from 0 to 1940, last month changed from 0 to 12, photo changed from [70] Ju 86P-2 to 0, factory upgrade changed from 0 to [74] Ju 88A, change to modifier changed from 0 to -20.
  59. [70] Ju 86P-2, symbol changed from 68 to 0, max speed changed from 249 to 233, sortie fuel changed from 4066 to 4074, last year changed from 0 to 1941, last month changed from 0 to 12, reliability changed from 15 to 10, photo changed from [68] Ju 86C to 0.
  60. [71] Ju 87B, max speed changed from 236 to 238, cruise speed changed from 187 to 192, max load changed from 994 to 1545, endurance changed from 120 to 110, range changed from 374 to 352, upgrade changed from [72] Ju 87D-3 to 461, sortie ammo changed from 1065 to 1600, sortie fuel changed from 825 to 794, build limit changed from 0 to 11, last year changed from 0 to 1941, last month changed from 0 to 7, expansion rate changed from 0 to 1, weapon 2 changed from [64] 250kg GP Bomb to [66] 500kg GP Bomb, factory upgrade changed from 0 to 461.
  61. [72] Ju 87D, name changed from Ju 87D to Ju 87D-3, max altitude changed from 23953 to 24609, max speed changed from 249 to 257, cruise speed changed from 177 to 195, endurance changed from 200 to 180, range changed from 590 to 585, first year changed from 1941 to 1942, first month changed from 1 to 7, sortie ammo changed from 2740 to 2720, sortie fuel changed from 1320 to

- 1290, build limit changed from 15 to 17, last year changed from 0 to 1943, last month changed from 0 to 6, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1, factory upgrade changed from 0 to [92] Ju 87D-5.
62. [73] Ju 87G, cruise speed changed from 168 to 187, endurance changed from 200 to 180, range changed from 560 to 561, first month changed from 1 to 4, sortie ammo changed from 200 to 140, sortie fuel changed from 1320 to 1290, build limit changed from 5 to 4, last year changed from 0 to 1944, last month changed from 0 to 7, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1.
63. [74] Ju 88A, cruise speed changed from 241 to 226, range changed from 1325 to 1243, sortie ammo changed from 4525 to 4500, sortie fuel changed from 4785 to 4795, last year changed from 0 to 1941, last month changed from 0 to 12, factory upgrade changed from 0 to [94] Ju 88A-4.
64. [75] Ju 88C-2, max altitude changed from 29530 to 27890, max speed changed from 298 to 295, cruise speed changed from 258 to 243, range changed from 1419 to 1336, sortie ammo changed from 1350 to 1250, sortie fuel changed from 4785 to 4795, build limit changed from 0 to 1, last year changed from 0 to 1941, last month changed from 0 to 12, expansion rate changed from 0 to 1, factory upgrade changed from 0 to [76] Ju 88C-6.
65. [76] Ju 88C-6, max altitude changed from 29530 to 26906, max speed changed from 311 to 302, cruise speed changed from 263 to 258, range changed from 1315 to 1290, sortie ammo changed from 350 to 250, sortie fuel changed from 4785 to 4795, last year changed from 0 to 1944, last month changed from 0 to 2, factory upgrade changed from 0 to [78] Ju 88G.
66. [77] Ju 88D-1, max speed changed from 317 to 305, cruise speed changed from 274 to 252, endurance changed from 330 to 360, range changed from 1507 to 1512, sortie ammo changed from 150 to 100, sortie fuel changed from 5907 to 5919, last month changed from 12 to 3, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 3 changed from [11] 7.92mm MG 81 to 0, weapon 2 number changed from 2 to 1, weapon 3 number changed from 2 to 0, weapon 3 face changed from SIDE to FWD, factory upgrade changed from 0 to [96] Ju 188F.
67. [78] Ju 88G, max altitude changed from 31171 to 29530, max speed changed from 363 to 364, cruise speed changed from 286 to 270, endurance changed from 310 to 330, range changed from 1477 to 1485, first month changed from 6 to 3, sortie ammo changed from 350 to 330, sortie fuel changed from 4785 to 5258, reliability changed from 15 to 13, weapon 5 changed from 0 to [87] Flensburg, weapon 5 number changed from 0 to 1, weapon 5 face changed from FWD to INT.
68. [80] Me 163B, max altitude changed from 39373 to 49215, max speed changed from 595 to 596, cruise speed changed from 540 to 435, range changed from 144 to 116, sortie ammo changed from 76 to 100, sortie fuel changed from 2424 to 4467, build limit changed from 0 to 10, last year changed from 0 to 1945, last month changed from 0 to 2, expansion rate changed from 0 to 1.
69. [81] Me 210A-1, max altitude changed from 34452 to 31171, cruise speed changed from 285 to 275, climb changed from 2000 to 2200, range changed from 1140 to 1100, first year changed from 1942 to 1941, first month changed from 4 to 11, sortie ammo changed from 2450 to 1850, sortie fuel changed from 3960 to 4001, build limit changed from 6 to 4, last year changed from 0 to 1943, last month changed from 0 to 5, factory upgrade changed from 0 to [84] Me 410A.
70. [82] Me 262A, name changed from Me 262A to Me 262A-1a, max speed changed from 541 to 549, cruise speed changed from 497 to 404, climb changed from 2900 to 5463, endurance changed from 75 to 102, range changed from 621 to 686, sortie ammo changed from 227 to 200, sortie fuel changed from 4750 to 4759.
71. [83] Me 323, symbol changed from 46 to 0, max speed changed from 155 to 162, cruise speed changed from 145 to 137, max load changed from 22052 to 28668, endurance changed from 375 to 230, range changed from 906 to 525, first month changed from 1 to 9, sortie ammo changed from 250 to 230, sortie fuel changed from 10131 to 8830, last month changed from 2 to 4, reliability

changed from 24 to 20.

72. [84] Me 410A, max altitude changed from 36092 to 34452, cruise speed changed from 321 to 307, climb changed from 2050 to 2600, range changed from 1070 to 1023, sortie ammo changed from 2450 to 1850, sortie fuel changed from 3960 to 4001, build limit changed from 5 to 7, last month changed from 9 to 8.
73. [86] Si 204A, max altitude changed from 21000 to 19688, symbol changed from 28 to 0, max speed changed from 200 to 224, cruise speed changed from 186 to 187, max load changed from 2207 to 1656, endurance changed from 200 to 300, range changed from 620 to 935, first year changed from 1942 to 1943, sortie fuel changed from 1023 to 1792, build limit changed from 0 to 4, last year changed from 0 to 1945, last month changed from 0 to 1, expansion rate changed from 0 to 1.
74. [88] Ta 152H, max speed changed from 465 to 463, cruise speed changed from 342 to 311, climb changed from 3445 to 4000, endurance changed from 140 to 160, range changed from 798 to 829, durability changed from 34 to 33, sortie ammo changed from 179 to 150, sortie fuel changed from 1918 to 1693.
75. [90] Fw 190A-8, max altitude changed from 33795 to 34452, symbol changed from 40 to 0, cruise speed changed from 308 to 295, endurance changed from 110 to 120, range changed from 564 to 590, upgrade changed from 0 to 469, sortie ammo changed from 1339 to 1085, sortie fuel changed from 1056 to 1058, build limit changed from 12 to 20, last year changed from 0 to 1944, last month changed from 0 to 12, reliability changed from 8 to 5, photo changed from [40] Fw 190A-4 to 0.
76. [91] Fw 190F-8, max altitude changed from 31171 to 32811, symbol changed from 44 to 0, max speed changed from 385 to 392, cruise speed changed from 289 to 288, climb changed from 2110 to 2300, endurance changed from 90 to 95, range changed from 433 to 456, maneuver changed from 27 to 32, sortie ammo changed from 1748 to 1700, sortie fuel changed from 865 to 866, build limit changed from 12 to 14, reliability changed from 10 to 5.
77. [92] Ju 87D-5, max altitude changed from 24609 to 25593, symbol changed from 72 to 0, max speed changed from 249 to 255, cruise speed changed from 177 to 198, endurance changed from 200 to 180, range changed from 590 to 594, sortie ammo changed from 3200 to 3220, sortie fuel changed from 1320 to 1290, build limit changed from 15 to 12, photo changed from [72] Ju 87D-3 to 0, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1.
78. [93] Do 217K, max altitude changed from 27890 to 29530, symbol changed from 32 to 0, max speed changed from 323 to 330, cruise speed changed from 277 to 279, endurance changed from 300 to 287, range changed from 1385 to 1334, sortie fuel changed from 4884 to 4894, build limit changed from 5 to 6, last year changed from 1943 to 1944, last month changed from 12 to 1, photo changed from [32] Do 217E-2 to 0.
79. [94] Ju 88A-4, symbol changed from 74 to 0, max speed changed from 311 to 298, cruise speed changed from 252 to 229, range changed from 1260 to 1145, upgrade changed from [66] Ju 188E to 458, sortie ammo changed from 4600 to 4530, sortie fuel changed from 4785 to 4795, build limit changed from 10 to 11, last month changed from 9 to 2, photo changed from [74] Ju 88A to 0, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 2 number changed from 2 to 1, factory upgrade changed from 0 to 458.
80. [95] He 111H-6, symbol changed from 54 to 53, max speed changed from 280 to 270, cruise speed changed from 239 to 210, endurance changed from 320 to 370, range changed from 1274 to 1295, upgrade changed from [58] He 177A-5 to 473, sortie ammo changed from 4650 to 4580, sortie fuel changed from 5335 to 5704, build limit changed from 30 to 25, last year changed from 1944 to 1943, last month changed from 9 to 11, photo changed from [54] He 111P to 0, weapon 1 changed from [24] 13mm MG 131 to [11] 7.9mm MG 81, weapon 2 changed from [11] 7.92mm MG 81 to [24] 13mm MG 131, weapon 3 changed from [11] 7.92mm MG 81 to 650, weapon 4 changed from [64] 250kg GP Bomb to [11] 7.9mm MG 81, weapon 5 changed from 0 to [64] 250kg GP Bomb, weapon

2 number changed from 2 to 1, weapon 3 number changed from 2 to 1, weapon 4 number changed from 8 to 2, weapon 5 number changed from 0 to 8, weapon 1 face changed from TR to FWD, weapon 2 face changed from BR to TR, weapon 3 face changed from SIDE to BR, weapon 4 face changed from INT to SIDE, weapon 5 face changed from FWD to INT, factory upgrade changed from 0 to 473.

81. [96] Ju 188F, max altitude changed from 34452 to 32811, symbol changed from 66 to 0, cruise speed changed from 286 to 274, endurance changed from 320 to 335, range changed from 1525 to 1529, crew changed from 4 to 5, sortie ammo changed from 250 to 150, sortie fuel changed from 5907 to 5919, build limit changed from 2 to 4, photo changed from [66] Ju 188E to 0, weapon 0 changed from [32] 20mm Cannon MG151 to [24] 13mm MG 131, weapon 1 changed from [24] 13mm MG 131 to [32] 20mm Cannon MG151, weapon 3 changed from [11] 7.92mm MG 81 to 650, weapon 3 number changed from 2 to 1.
82. [103] Bf 109G-2(F) (FI Fighter 8/42-0/0 -> [104] Bf 109G-6(F)), symbol changed from 11 to 0, max speed changed from 404 to 407, cruise speed changed from 315 to 316, climb changed from 3500 to 3300, endurance changed from 70 to 81, range changed from 525 to 621, maneuver changed from 34 to 35, sortie ammo changed from 100 to 90, sortie fuel changed from 1155 to 1156, max import changed from 48 to 49, last year changed from 0 to 1943, last month changed from 0 to 5, factory upgrade changed from 0 to [104] Bf 109G-6(F).
83. [104] Bf 109G-6(F), symbol changed from 12 to 0, cruise speed changed from 325 to 314, endurance changed from 70 to 81, range changed from 541 to 617, sortie ammo changed from 120 to 110, sortie fuel changed from 1155 to 1156, max import changed from 109 to 112, last year changed from 0 to 1944, last month changed from 0 to 8.
84. [106] Ju 88A(F), symbol changed from 74 to 0, max speed changed from 311 to 298, cruise speed changed from 249 to 229, max load changed from 6617 to 4412, endurance changed from 140 to 300, range changed from 581 to 1145, sortie ammo changed from 6800 to 4530, sortie fuel changed from 2772 to 4795, import from changed from [74] Ju 88A to [94] Ju 88A-4, last year changed from 0 to 1944, last month changed from 0 to 8, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 5 changed from [66] 500kg GP Bomb to 0, weapon 2 number changed from 2 to 1, weapon 5 number changed from 2 to 0, weapon 5 face changed from EXT to FWD.
85. [107] Do 17Z-2(F), symbol changed from 29 to 0, cruise speed changed from 230 to 210, endurance changed from 140 to 230, range changed from 536 to 805, sortie ammo changed from 2400 to 2320, sortie fuel changed from 2558 to 2546, last year changed from 0 to 1944, last month changed from 0 to 8.
86. [108] Fi 156C(F), symbol changed from 37 to 0, sortie ammo changed from 50 to 20, last year changed from 0 to 1944, last month changed from 0 to 8.
87. [110] Blenheim I(F), max altitude changed from 27280 to 27890, symbol changed from 119 to 0, cruise speed changed from 210 to 200, endurance changed from 320 to 350, range changed from 1120 to 1166, upgrade changed from 0 to [111] Blenheim IV(F), sortie ammo changed from 1100 to 1040, sortie fuel changed from 3050 to 2105, build limit changed from 0 to 1, last year changed from 0 to 1941, last month changed from 0 to 12, expansion rate changed from 0 to 1, weapon 0 changed from [5] .303 Browning MG to [1] .303 Vickers 'K' MG.
88. [111] Blenheim IV(F), max altitude changed from 22000 to 27267, symbol changed from 119 to 0, max speed changed from 266 to 295, cruise speed changed from 198 to 205, endurance changed from 440 to 540, range changed from 1452 to 1845, first year changed from 1944 to 1942, durability changed from 30 to 35, sortie ammo changed from 1100 to 1060, sortie fuel changed from 3050 to 3518, build limit changed from 0 to 1, last year changed from 0 to 1942, last month changed from 0 to 5, expansion rate changed from 0 to 1, weapon 0 changed from [5] .303 Browning MG to [1] .303 Vickers 'K' MG, weapon 1 changed from [1] .303 Vickers 'K' MG to [5] .303 Browning MG, factory

- upgrade changed from 0 to [131] VL Myrsky II.
89. [112] Brewster 239(F), sortie ammo changed from 200 to 120.
  90. [113] Gladiator II(F), max speed changed from 245 to 260, endurance changed from 140 to 130, range changed from 494 to 459, upgrade changed from 0 to [103] Bf 109G-2(F), sortie ammo changed from 200 to 80, sortie fuel changed from 1100 to 526, last year changed from 0 to 1941, last month changed from 0 to 12, change to modifier changed from 0 to -20.
  91. [114] Hawk 75A(F), max speed changed from 302 to 310, cruise speed changed from 248 to 215, climb changed from 2000 to 3000, endurance changed from 145 to 220, range changed from 599 to 788, maneuver changed from 30 to 33, armor changed from 1 to 0, sortie ammo changed from 300 to 140, weapon 0 changed from [5] .303 Browning MG to [23] .50 Browning MG, weapon 1 changed from 0 to [5] .303 Browning MG, weapon 0 number changed from 6 to 2, weapon 1 number changed from 0 to 4.
  92. [115] Hurricane I(F), maneuver changed from 30 to 31, sortie ammo changed from 400 to 160.
  93. [116] Lysander I(F), sortie ammo changed from 550 to 360, weapon 0 changed from [2] .303 Vickers V MG to [5] .303 Browning MG, weapon 1 changed from [3] .303 Vickers I MG to [1] .303 Vickers 'K' MG.
  94. [117] Ripon IIF, endurance changed from 600 to 500, range changed from 1130 to 941, sortie ammo changed from 100 to 60, reliability changed from 10 to 5, weapon 0 changed from [2] .303 Vickers V MG to [5] .303 Browning MG, weapon 1 changed from [4] .303 Lewis MG to [1] .303 Vickers 'K' MG.
  95. [119] F.K.52(F), symbol changed from 120 to 0, max speed changed from 230 to 236, cruise speed changed from 200 to 192, endurance changed from 140 to 215, range changed from 466 to 688, type changed from Fighter to Recon, sortie ammo changed from 160 to 60, sortie fuel changed from 1500 to 1422, build cost changed from 0 to 220, last year changed from 0 to 1942, last month changed from 0 to 7, weapon 0 changed from [36] 20mm Solothurn Cannon to [5] .303 Browning MG, weapon 1 changed from [8] 7.92mm FN MG to [1] .303 Vickers 'K' MG.
  96. [120] Fokker C.V-E(F), sortie ammo changed from 450 to 20, weapon 1 changed from [59] 100 lb Bomb to 0, weapon 1 number changed from 4 to 0, weapon 1 face changed from EXT to FWD.
  97. [121] Fokker C.X(F), sortie ammo changed from 100 to 40, weapon 0 changed from [2] .303 Vickers V MG to [5] .303 Browning MG.
  98. [122] Fokker D.XXI(F), sortie ammo changed from 200 to 80, weapon 0 changed from [7] 7.7mm SAFAT MG to [5] .303 Browning MG.
  99. [124] G.50bis(F), name changed from G.50bis(F) to G.50(F), max altitude changed from 32811 to 35108, max speed changed from 293 to 286, cruise speed changed from 240 to 236, endurance changed from 105 to 80, range changed from 420 to 314, sortie ammo changed from 26 to 60, sortie fuel changed from 583 to 523, build limit changed from 1 to 0, last year changed from 0 to 1941, last month changed from 0 to 9.
  100. [125] M.S.406(F), sortie ammo changed from 150 to 90.
  101. [127] I-153(F), max altitude changed from 32155 to 35108, symbol changed from 129 to 0, max speed changed from 275 to 266, climb changed from 3300 to 2890, endurance changed from 180 to 140, range changed from 540 to 420, maneuver changed from 28 to 32, sortie ammo changed from 75 to 80, sortie fuel changed from 736 to 513.
  102. [128] Pe-2(F), symbol changed from 127 to 0, max speed changed from 336 to 330, cruise speed changed from 225 to 210, climb changed from 2343 to 1400, endurance changed from 250 to 200, range changed from 937 to 700, sortie ammo changed from 2320 to 1400, sortie fuel changed from 2352 to 2047, weapon 0 changed from [26] 12.7mm UBS MG to [16] 7.62mm ShKAS MG, weapon 2 changed from [27] 12.7mm UBT MG to [16] 7.62mm ShKAS MG, weapon 4 changed from [64] 250kg GP Bomb to [61] 100kg GP Bomb, weapon 4 number changed from 4 to 6.

103. [129] SB-2(F), max altitude changed from 27890 to 29530, symbol changed from 127 to 0, max speed changed from 255 to 270, cruise speed changed from 186 to 210, climb changed from 2343 to 1000, max load changed from 2207 to 3309, endurance changed from 240 to 290, range changed from 744 to 1015, sortie ammo changed from 2305 to 1400, sortie fuel changed from 2646 to 2761, weapon 3 changed from [64] 250kg GP Bomb to [61] 100kg GP Bomb, weapon 3 number changed from 4 to 6.
104. [131] VL Myrsky II, symbol changed from 128 to 0, sortie ammo changed from 560 to 120, build limit changed from 0 to 3, expansion rate changed from 0 to 1, weapon 1 changed from [61] 100kg GP Bomb to 0, weapon 1 number changed from 2 to 0, weapon 1 face changed from EXT to FWD.
105. [138] Ca.135bis, cruise speed changed from 230 to 210, range changed from 1226 to 1120, sortie ammo changed from 3428 to 3390.
106. [139] Ca.310 Libeccio, sortie ammo changed from 150 to 60.
107. [140] Ca.311, cruise speed changed from 200 to 180, range changed from 1016 to 915, sortie ammo changed from 1030 to 940.
108. [142] Cr.32bis, name changed from Cr.32bis to CR.32bis, max speed changed from 224 to 220, cruise speed changed from 155 to 173, endurance changed from 180 to 170, range changed from 465 to 490, sortie ammo changed from 128 to 60, sortie fuel changed from 578 to 579, weapon 1 changed from [7] 7.7mm SAFAT MG to 0, weapon 1 number changed from 2 to 0, factory upgrade changed from 0 to [145] G.50bis.
109. [143] Cr.42 Falco, name changed from Cr.42 Falco to CR.42 Falco, max altitude changed from 34450 to 33467, max speed changed from 280 to 283, sortie ammo changed from 508 to 390, sortie fuel changed from 799 to 744.
110. [145] G.50bis, name changed from G.50bis to G.50bis Freccia, max altitude changed from 32811 to 35108, max speed changed from 293 to 292, sortie ammo changed from 26 to 60, sortie fuel changed from 583 to 681, last year changed from 0 to 1943, last month changed from 0 to 2, factory upgrade changed from 0 to [146] G.55/I Centauro.
111. [146] G.55/I Centauro, max speed changed from 395 to 417, climb changed from 2734 to 3500, endurance changed from 150 to 145, range changed from 770 to 744, first year changed from 1942 to 1943, maneuver changed from 35 to 36, first month changed from 12 to 3, sortie ammo changed from 275 to 210, build limit changed from 3 to 2.
112. [148] MC.200 Saetta, max speed changed from 312 to 311, cruise speed changed from 283 to 230, endurance changed from 80 to 120, range changed from 377 to 460, sortie ammo changed from 283 to 280, sortie fuel changed from 517 to 551, last year changed from 0 to 1941, last month changed from 0 to 12, factory upgrade changed from 0 to [149] MC.202 Folgore.
113. [149] MC.202 Folgore, max speed changed from 370 to 372, sortie ammo changed from 98 to 100, last year changed from 0 to 1943, last month changed from 0 to 5, factory upgrade changed from 0 to [150] MC.205 Veltro.
114. [150] MC.205 Veltro, maneuver changed from 35 to 36, sortie ammo changed from 388 to 160.
115. [152] Re.2000 Falco I, symbol changed from 153 to 0, durability changed from 24 to 27, sortie ammo changed from 104 to 60, sortie fuel changed from 1056 to 1058, build cost changed from 372 to 354, build limit changed from 0 to 1, last year changed from 0 to 1942, last month changed from 0 to 5, reliability changed from 15 to 8, expansion rate changed from 0 to 1, weapon 1 changed from [7] 7.7mm SAFAT MG to 0, factory upgrade changed from 0 to [153] Re.2001 Falco II.
116. [153] Re.2001 Falco II, endurance changed from 120 to 140, range changed from 534 to 623, maneuver changed from 31 to 33, durability changed from 24 to 28, upgrade changed from 0 to 154, sortie ammo changed from 104 to 100, sortie fuel changed from 717 to 867, last year changed from 0 to 1943, last month changed from 0 to 4.
117. [155] SM.75, name changed from SM.75 to SM.75 Marsupiale, upgrade changed from 0 to 158,



- crew changed from 4 to 5, sortie ammo changed from 25 to 20, last year changed from 0 to 1940, last month changed from 0 to 12, reliability changed from 11 to 12.
118. [156] SM.79, name changed from SM.79 to SM.79 Sparviero, cruise speed changed from 229 to 203, endurance changed from 300 to 500, range changed from 1145 to 1691, sortie ammo changed from 2950 to 2860, sortie fuel changed from 5478 to 5490, reliability changed from 11 to 12.
119. [157] SM.81, name changed from SM.81 to SM.81 Pipistrello, sortie ammo changed from 200 to 120, reliability changed from 11 to 12, weapon 2 changed from 0 to [7] 7.7mm SAFAT MG, weapon 2 number changed from 0 to 2, weapon 1 face changed from BT to BR, weapon 2 face changed from FWD to SIDE.
120. [166] Bf 109E-3(R) (RU Fighter 1/39-0/0 -> [167] Bf 109G-2(R)), symbol changed from 5 to 0, cruise speed changed from 300 to 286, endurance changed from 80 to 90, range changed from 400 to 429, first year changed from 1939 to 1940, maneuver changed from 34 to 33, sortie ammo changed from 102 to 130, sortie fuel changed from 660 to 661, max import changed from 19 to 34, last year changed from 0 to 1943, last month changed from 0 to 2, weapon 0 changed from [33] 20mm Cannon MG FF/M to [43] 20mm Cannon MG-FF, factory upgrade changed from 0 to [167] Bf 109G-2(R).
121. [167] Bf 109G-2(R) (RU Fighter 3/43-0/0 -> [168] Bf 109G-6(R)), symbol changed from 11 to 0, max speed changed from 404 to 407, cruise speed changed from 315 to 316, climb changed from 3500 to 3300, endurance changed from 70 to 81, range changed from 525 to 621, maneuver changed from 34 to 35, sortie ammo changed from 100 to 90, sortie fuel changed from 1155 to 1156, build limit changed from 1 to 0, max import changed from 90 to 58, last year changed from 0 to 1943, last month changed from 0 to 12, factory upgrade changed from 0 to [168] Bf 109G-6(R).
122. [168] Bf 109G-6(R), symbol changed from 12 to 0, cruise speed changed from 325 to 314, endurance changed from 70 to 81, range changed from 541 to 617, first month changed from 6 to 1, sortie ammo changed from 92 to 110, sortie fuel changed from 1155 to 1156, build limit changed from 1 to 2, max import changed from 100 to 112.
123. [170] Blenheim I(R), name changed from Blenheim I(R) to Blenheim I Rcn(R), max altitude changed from 27280 to 27890, symbol changed from 119 to 0, endurance changed from 320 to 350, range changed from 1120 to 1225, sortie ammo changed from 100 to 40, sortie fuel changed from 3050 to 2105, weapon 0 changed from [5] .303 Browning MG to [8] 7.92mm FN MG, weapon 1 changed from [1] .303 Vickers 'K' MG to [8] 7.92mm FN MG.
124. [171] Blenheim I(R), max altitude changed from 27280 to 27890, symbol changed from 119 to 0, cruise speed changed from 210 to 200, endurance changed from 320 to 350, range changed from 1120 to 1166, sortie ammo changed from 1100 to 1040, sortie fuel changed from 3050 to 2105, weapon 0 changed from [5] .303 Browning MG to [8] 7.92mm FN MG, weapon 1 changed from [1] .303 Vickers 'K' MG to [8] 7.92mm FN MG.
125. [172] Hurricane I(R), maneuver changed from 30 to 31, sortie ammo changed from 400 to 160, last year changed from 0 to 1942, last month changed from 0 to 12, factory upgrade changed from 0 to [188] IAR 81B.
126. [173] Bloch 210(R), upgrade changed from 0 to [203] Ju 88A(R), sortie ammo changed from 3670 to 3580, last year changed from 0 to 1943, last month changed from 0 to 2, weapon 0 changed from [6] 7.5mm MAC-M39 MG to [8] 7.92mm FN MG, weapon 1 changed from [6] 7.5mm MAC-M39 MG to [8] 7.92mm FN MG, weapon 2 changed from [6] 7.5mm MAC-M39 MG to [8] 7.92mm FN MG.
127. [177] Do 17M(R), symbol changed from 29 to 0, first year changed from 1939 to 1942, sortie ammo changed from 300 to 120, sortie fuel changed from 2558 to 2546, import from changed from [29] Do 17Z-2 to [28] Do 17P-1, last year changed from 0 to 1942, last month changed from 0 to 12.

128. [178] Fi 156C(R), symbol changed from 37 to 0, sortie ammo changed from 50 to 20, build limit changed from 1 to 0, max import changed from 15 to 32, last year changed from 0 to 1944, last month changed from 0 to 7.
129. [179] He 111H-3(R), symbol changed from 52 to 0, max speed changed from 258 to 261, cruise speed changed from 224 to 204, endurance changed from 340 to 385, range changed from 1269 to 1309, upgrade changed from 0 to 176, sortie ammo changed from 4650 to 4550, sortie fuel changed from 5335 to 5704, max import changed from 22 to 0, import from changed from [52] He 111H-3 to 0, last year changed from 0 to 1942, last month changed from 0 to 12, weapon 4 changed from [64] 250kg GP Bomb to [10] 7.9mm MG 15, weapon 5 changed from 0 to [64] 250kg GP Bomb, weapon 3 number changed from 2 to 1, weapon 4 number changed from 8 to 2, weapon 5 number changed from 0 to 8, weapon 1 face changed from TR to FWD, weapon 2 face changed from BR to TR, weapon 3 face changed from SIDE to BR, weapon 4 face changed from INT to SIDE, weapon 5 face changed from FWD to INT.
130. [180] He 112B(R) (RU Fighter 1/37-0/0 -> [167] Bf 109G-2(R)), endurance changed from 140 to 130, range changed from 623 to 578, sortie ammo changed from 200 to 140, sortie fuel changed from 520 to 529, last year changed from 0 to 1943, last month changed from 0 to 2, factory upgrade changed from 0 to [167] Bf 109G-2(R).
131. [181] Hs 129B(R), symbol changed from 64 to 0, max speed changed from 253 to 264, cruise speed changed from 211 to 208, range changed from 422 to 416, sortie ammo changed from 800 to 820, sortie fuel changed from 1007 to 1009, build limit changed from 1 to 0, max import changed from 140 to 54, last year changed from 0 to 1944, last month changed from 0 to 7, reliability changed from 15 to 8.
132. [183] IAR 37, max load changed from 1325 to 663, first year changed from 1941 to 1938, first month changed from 1 to 8, sortie ammo changed from 1420 to 720, last year changed from 0 to 1938, last month changed from 0 to 12, weapon 2 number changed from 12 to 6, factory upgrade changed from 0 to [185] IAR 39.
133. [184] IAR 38, first year changed from 1941 to 1939, sortie ammo changed from 920 to 720, last year changed from 0 to 1939, last month changed from 0 to 7, weapon 2 number changed from 8 to 6, factory upgrade changed from 0 to [185] IAR 39.
134. [185] IAR 39, first year changed from 1941 to 1939, first month changed from 1 to 8, upgrade changed from 0 to [202] Ju 87D(R), sortie ammo changed from 1420 to 720, max import changed from 0 to ALL, import from changed from 0 to [183] IAR 37, last month changed from 8 to 12, weapon 2 number changed from 12 to 6, import cost changed from 0 to 10, minimum import changed from 0 to 1, import % changed from DEFAULT to 10%.
135. [186] IAR 80A, endurance changed from 170 to 150, range changed from 649 to 512, first year changed from 1941 to 1940, maneuver changed from 29 to 31, armor changed from 0 to 1, first month changed from 1 to 10, upgrade changed from [188] IAR 81C to [187] IAR 81A, sortie ammo changed from 90 to 120, sortie fuel changed from 1209 to 893, last year changed from 0 to 1942, last month changed from 0 to 3, weapon 1 changed from [76] 100 litre Drop Tank to 0, weapon 1 number changed from 2 to 0, weapon 1 face changed from EXT to FWD, factory upgrade changed from 0 to [187] IAR 81A.
136. [187] IAR 81A, cruise speed changed from 210 to 200, max load changed from 994 to 500, endurance changed from 160 to 150, range changed from 560 to 500, first year changed from 1943 to 1942, maneuver changed from 28 to 31, first month changed from 1 to 4, upgrade changed from 0 to [188] IAR 81B, sortie ammo changed from 920 to 515, build limit changed from 1 to 3, last year changed from 0 to 1942, last month changed from 0 to 12, weapon 3 changed from [60] 50kg GP Bomb to 0, weapon 1 number changed from 2 to 4, weapon 3 number changed from 2 to 0, weapon 3 face changed from EXT to FWD.

137. [188] IAR 81B (RU Fighter 1/43-0/0 -> [168] Bf 109G-6(R)), name changed from IAR 81B to IAR 81C, cruise speed changed from 210 to 200, max load changed from 300 to 500, endurance changed from 160 to 150, range changed from 630 to 500, maneuver changed from 28 to 31, durability changed from 28 to 29, type changed from Fighter to Fighter Bomber, sortie ammo changed from 90 to 555, sortie fuel changed from 1209 to 893, build limit changed from 1 to 4, max import changed from 0 to ALL, import from changed from 0 to [186] IAR 80A, last year changed from 0 to 1943, last month changed from 0 to 12, weapon 2 changed from [76] 100 litre Drop Tank to [63] 500 lb Bomb, weapon 2 number changed from 2 to 1, import cost changed from 0 to 25, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%, factory upgrade changed from 0 to [168] Bf 109G-6(R).
138. [190] Ju 52(R), name changed from Ju 52(R) to Ju 52/3m(R), symbol changed from 67 to 0, max speed changed from 178 to 180, cruise speed changed from 134 to 146, endurance changed from 335 to 410, range changed from 748 to 997, sortie ammo changed from 50 to 40, sortie fuel changed from 3924 to 4051, build limit changed from 10 to 0, last year changed from 0 to 1944, last month changed from 0 to 6, reliability changed from 11 to 12, expansion rate changed from 1 to 0, weapon 0 changed from [10] 7.92mm MG 15 to [8] 7.92mm FN MG, weapon 1 changed from [10] 7.92mm MG 15 to [8] 7.92mm FN MG.
139. [191] Ju 86K-2(R) (RU Level Bomber 9/39-0/0 -> [203] Ju 88A(R)), symbol changed from 69 to 0, cruise speed changed from 196 to 176, range changed from 637 to 572, sortie ammo changed from 2275 to 2260, sortie fuel changed from 1815 to 1819, last year changed from 0 to 1943, last month changed from 0 to 2, weapon 0 changed from [10] 7.92mm MG 15 to [8] 7.92mm FN MG, weapon 1 changed from [10] 7.92mm MG 15 to [8] 7.92mm FN MG, weapon 2 changed from [10] 7.92mm MG 15 to [8] 7.92mm FN MG, factory upgrade changed from 0 to [203] Ju 88A(R).
140. [192] Potez 63(R), name changed from Potez 63(R) to Potez 633B2(R), upgrade changed from 0 to [202] Ju 87D(R), crew changed from 3 to 2, sortie ammo changed from 804 to 1040, weapon 3 number changed from 6 to 8, weapon 1 face changed from REAR to TR, weapon 2 face changed from BR to REAR, weapon 3 face changed from EXT to INT.
141. [194] PZL 11F(R) (RU Fighter 1/40-0/0 -> [195] PZL 24E(R)), sortie ammo changed from 100 to 80, last year changed from 0 to 1941, last month changed from 0 to 12, factory upgrade changed from 0 to [195] PZL 24E(R).
142. [195] PZL 24E(R) (RU Fighter 1/40-0/0 -> [167] Bf 109G-2(R)), upgrade changed from [167] Bf 109G-2(R) to [187] IAR 81A, sortie ammo changed from 200 to 140, last year changed from 0 to 1942, last month changed from 0 to 3, weapon 0 changed from [33] 20mm Cannon MG FF/M to [35] 20mm Oerlikon Cannon.
143. [196] PZL 37B(R), upgrade changed from 0 to [203] Ju 88A(R), sortie ammo changed from 5650 to 5120, last year changed from 0 to 1943, last month changed from 0 to 2, weapon 0 changed from [15] 7.7mm KM.Wz MG to [8] 7.92mm FN MG, weapon 1 changed from [15] 7.7mm KM.Wz MG to [8] 7.92mm FN MG, weapon 2 changed from [15] 7.7mm KM.Wz MG to [8] 7.92mm FN MG, weapon 4 changed from 0 to [61] 100kg GP Bomb, weapon 3 number changed from 10 to 2, weapon 4 number changed from 0 to 18, weapon 4 face changed from FWD to INT.
144. [198] SET 7K, first year changed from 1941 to 1934, sortie ammo changed from 100 to 40, last year changed from 0 to 1936, last month changed from 0 to 12, weapon 0 changed from [7] 7.7mm SAFAT MG to [8] 7.92mm FN MG, weapon 1 changed from [7] 7.7mm SAFAT MG to [8] 7.92mm FN MG.
145. [199] SM.79(R), name changed from SM.79(R) to SM.79B(R), symbol changed from 156 to 0, upgrade changed from 0 to [200] SM.79JR, sortie ammo changed from 2950 to 2870, sortie fuel changed from 5478 to 5490, last year changed from 0 to 1941, last month changed from 0 to 12.
146. [200] SM.79JR, sortie ammo changed from 3500 to 3420, sortie fuel changed from 5478 to

- 5490, max import changed from 60 to 0, import from changed from [156] SM.79 Sparviero to 0, last year changed from 0 to 1943, last month changed from 0 to 6, reliability changed from 11 to 15, photo changed from [199] SM.79B(R) to 0.
147. [202] Ju 87D(R), max altitude changed from 23953 to 24609, symbol changed from 72 to 0, max speed changed from 249 to 257, cruise speed changed from 177 to 195, endurance changed from 200 to 180, range changed from 590 to 585, sortie ammo changed from 2740 to 2720, sortie fuel changed from 1320 to 1290, build limit changed from 1 to 0, max import changed from 168 to 104, last year changed from 0 to 1944, last month changed from 0 to 7, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1.
148. [203] Ju 88A(R), symbol changed from 74 to 0, max speed changed from 311 to 298, cruise speed changed from 252 to 229, range changed from 1260 to 1145, sortie ammo changed from 4600 to 4530, sortie fuel changed from 4785 to 4795, build limit changed from 1 to 0, max import changed from 84 to 82, import from changed from [74] Ju 88A to [94] Ju 88A-4, last year changed from 0 to 1944, last month changed from 0 to 7, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 2 number changed from 2 to 1.
149. [204] Ju 88D-1(R), symbol changed from 77 to 0, max speed changed from 317 to 305, cruise speed changed from 274 to 252, endurance changed from 330 to 360, range changed from 1507 to 1512, sortie ammo changed from 150 to 100, sortie fuel changed from 5907 to 5919, build limit changed from 1 to 0, max import changed from 20 to 15, last year changed from 0 to 1944, last month changed from 0 to 7, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 3 changed from [11] 7.92mm MG 81 to 0, weapon 2 number changed from 2 to 1, weapon 3 number changed from 2 to 0, weapon 3 face changed from SIDE to FWD.
150. [205] Bf 110E-1/U1(R), name changed from Bf 110E-1/U1(R) to Bf 110G-4(R), max altitude changed from 32811 to 29530, symbol changed from 21 to 0, max speed changed from 336 to 333, cruise speed changed from 285 to 280, climb changed from 2100 to 2170, max load changed from 1104 to 2207, endurance changed from 120 to 125, range changed from 570 to 863, first year changed from 1942 to 1943, maneuver changed from 25 to 28, first month changed from 1 to 6, crew changed from 2 to 3, sortie ammo changed from 269 to 220, sortie fuel changed from 2096 to 3092, build cost changed from 759 to 823, max import changed from 20 to 8, import from changed from [21] Bf 110E-1/U1 to [25] Bf 110G-4, last year changed from 0 to 1944, last month changed from 0 to 3, weapon 0 changed from [33] 20mm Cannon MG FF/M to [32] 20mm Cannon MG151, weapon 2 changed from [10] 7.92mm MG 15 to 650, weapon 3 changed from [106] Spanner to [104] FuG 202, weapon 4 changed from 0 to [79] 300 litre Drop Tank, weapon 4 number changed from 0 to 2, weapon 4 face changed from FWD to EXT.
151. [209] Bf 109F-4(H) (HU Fighter 10/42-0/0 -> [211] Bf 109G-2(H)), symbol changed from 9 to 0, cruise speed changed from 317 to 306, endurance changed from 75 to 83, range changed from 554 to 423, maneuver changed from 35 to 34, type changed from Fighter to Fighter Bomber, upgrade changed from [211] Bf 109G-2(H) to [231] Me 210Ca-1(H), sortie ammo changed from 100 to 502, sortie fuel changed from 1155 to 661, build limit changed from 1 to 0, max import changed from 20 to 66, last year changed from 0 to 1943, last month changed from 0 to 12, weapon 2 changed from [77] 300 litre Drop Tank to [64] 250kg GP Bomb, factory upgrade changed from 0 to [231] Me 210Ca-1(H).
152. [210] Bf 109G-14(H), symbol changed from 10 to 0, cruise speed changed from 325 to 314, climb changed from 4000 to 3938, endurance changed from 70 to 81, range changed from 541 to 617, first month changed from 6 to 7, upgrade changed from 0 to 208, sortie ammo changed from 120 to 110, sortie fuel changed from 1229 to 1227, build limit changed from 2 to 1, max import changed from 51 to 0, import from changed from [10] Bf 109G-14 to 0.
153. [211] Bf 109G-2(H) (HU Fighter 5/43-0/0 -> [212] Bf 109G-6(H)), symbol changed from 11 to 0,

- max speed changed from 404 to 407, cruise speed changed from 315 to 316, climb changed from 3500 to 3300, endurance changed from 70 to 81, range changed from 525 to 621, maneuver changed from 34 to 35, first month changed from 5 to 1, sortie ammo changed from 100 to 90, sortie fuel changed from 1155 to 1156, last year changed from 0 to 1943, last month changed from 0 to 7, factory upgrade changed from 0 to [212] Bf 109G-6(H).
154. [212] Bf 109G-6(H) (HU Fighter 8/43-0/0 -> [210] Bf 109G-14(H)), symbol changed from 12 to 0, cruise speed changed from 325 to 314, endurance changed from 70 to 81, range changed from 541 to 617, sortie ammo changed from 120 to 110, sortie fuel changed from 1155 to 1156, build limit changed from 2 to 1, max import changed from 73 to 0, import from changed from [12] Bf 109G-6 to 0, last year changed from 0 to 1944, last month changed from 0 to 6, factory upgrade changed from 0 to [210] Bf 109G-14(H).
155. [214] Ca.135bis(H), symbol changed from 138 to 0, upgrade changed from 0 to [228] Ju 88A(H), sortie ammo changed from 3428 to 3360, last year changed from 0 to 1942, last month changed from 0 to 12.
156. [215] Ca.310 (H), symbol changed from 139 to 0, upgrade changed from 0 to [219] FW 189A(H), sortie ammo changed from 150 to 60, build limit changed from 1 to 0, last year changed from 0 to 1943, last month changed from 0 to 5, expansion rate changed from 1 to 0.
157. [216] Cr.32bis(H), name changed from Cr.32bis(H) to CR.32bis(H), symbol changed from 142 to 0, cruise speed changed from 155 to 174, endurance changed from 180 to 170, range changed from 465 to 493, sortie ammo changed from 128 to 40, sortie fuel changed from 578 to 579, last year changed from 0 to 1941, last month changed from 0 to 7, weapon 0 changed from [22] 12.7mm SAFAT MG to [14] 7.9mm Gebauer MG, weapon 1 changed from [7] 7.7mm SAFAT MG to 0, weapon 1 number changed from 2 to 0, factory upgrade changed from 0 to [232] Re.2000(H).
158. [217] Cr.42(H) (HU Fighter Bomber 9/39-0/0 -> [231] Me 210Ca-1(H)), name changed from Cr.42(H) to CR.42(H), max altitude changed from 34450 to 33467, max speed changed from 280 to 283, sortie ammo changed from 508 to 390, sortie fuel changed from 799 to 744, build limit changed from 13 to 0, last year changed from 0 to 1943, last month changed from 0 to 3, expansion rate changed from 1 to 0, factory upgrade changed from 0 to [231] Me 210Ca-1(H).
159. [219] FW 189A(H), name changed from FW 189A(H) to Fw 189A(H), endurance changed from 135 to 145, range changed from 454 to 488, first month changed from 1 to 6, sortie ammo changed from 150 to 120, sortie fuel changed from 743 to 726, build limit changed from 1 to 0, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1, weapon 2 number changed from 2 to 1.
160. [220] FW 190F(H), name changed from FW 190F(H) to Fw 190F-8(H), max altitude changed from 31171 to 32811, max speed changed from 382 to 392, cruise speed changed from 295 to 288, climb changed from 2110 to 2300, max load changed from 1104 to 1545, endurance changed from 90 to 95, range changed from 442 to 456, maneuver changed from 26 to 32, durability changed from 32 to 33, type changed from Fighter Bomber to Tactical Bomber, sortie ammo changed from 1308 to 1700, sortie fuel changed from 865 to 866, build limit changed from 1 to 0, max import changed from 35 to 80, import from changed from [44] Fw 190F to [91] Fw 190F-8, reliability changed from 10 to 5, weapon 1 changed from [9] 7.92mm MG 17 to [24] 13mm MG 131, weapon 3 changed from 0 to [60] 50kg GP Bomb, weapon 3 number changed from 0 to 4, weapon 3 face changed from FWD to EXT.
161. [222] He 170A(H), name changed from He 170A(H) to He 170A, upgrade changed from 0 to [229] Ju 88D-1(H), last year changed from 0 to 1942, last month changed from 0 to 8, reliability changed from 10 to 5.
162. [223] He 46C(H), upgrade changed from 0 to [219] FW 189A(H), sortie ammo changed from 490 to 20, last year changed from 0 to 1943, last month changed from 0 to 5, weapon 0 changed from

- [10] 7.92mm MG 15 to [14] 7.9mm Gebauer MG, weapon 1 changed from [60] 50kg GP Bomb to 0, weapon 1 number changed from 4 to 0, weapon 1 face changed from EXT to FWD.
163. [225] Ju 52(H), name changed from Ju 52(H) to Ju 52/3m(H), max speed changed from 178 to 180, cruise speed changed from 134 to 146, endurance changed from 335 to 410, range changed from 748 to 997, sortie ammo changed from 50 to 40, sortie fuel changed from 3924 to 4051, build limit changed from 1 to 0, max import changed from 29 to 53, last year changed from 0 to 1944, last month changed from 0 to 6, reliability changed from 11 to 12, weapon 0 changed from [10] 7.92mm MG 15 to [14] 7.9mm Gebauer MG, weapon 1 changed from [10] 7.92mm MG 15 to [14] 7.9mm Gebauer MG.
164. [226] Ju 86K-2(H), cruise speed changed from 196 to 176, range changed from 637 to 572, upgrade changed from 0 to [228] Ju 88A(H), sortie ammo changed from 2275 to 2260, sortie fuel changed from 1815 to 1819, last year changed from 0 to 1942, last month changed from 0 to 12, weapon 0 changed from [10] 7.92mm MG 15 to [14] 7.9mm Gebauer MG, weapon 1 changed from [10] 7.92mm MG 15 to [14] 7.9mm Gebauer MG, weapon 2 changed from [10] 7.92mm MG 15 to [14] 7.9mm Gebauer MG.
165. [227] Ju 87D(H), max altitude changed from 23953 to 24609, max speed changed from 249 to 257, cruise speed changed from 177 to 195, endurance changed from 200 to 180, range changed from 590 to 585, first year changed from 1942 to 1943, first month changed from 6 to 1, upgrade changed from 0 to [220] FW 190F(H), sortie ammo changed from 2740 to 2720, sortie fuel changed from 1320 to 1290, build limit changed from 1 to 0, max import changed from 40 to 48, last year changed from 0 to 1944, last month changed from 0 to 10, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1.
166. [228] Ju 88A(H), max speed changed from 311 to 298, cruise speed changed from 252 to 229, range changed from 1260 to 1145, sortie ammo changed from 4600 to 4530, sortie fuel changed from 4785 to 4795, build limit changed from 1 to 0, max import changed from 40 to 53, import from changed from [74] Ju 88A to [94] Ju 88A-4, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 2 number changed from 2 to 1.
167. [229] Ju 88D-1(H), max speed changed from 317 to 305, cruise speed changed from 274 to 252, endurance changed from 330 to 360, range changed from 1507 to 1512, first month changed from 1 to 9, sortie ammo changed from 150 to 100, sortie fuel changed from 5907 to 5919, build limit changed from 1 to 0, max import changed from 40 to 35, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 3 changed from [11] 7.92mm MG 81 to 0, weapon 2 number changed from 2 to 1, weapon 3 number changed from 2 to 0, weapon 3 face changed from SIDE to FWD.
168. [231] Me 210Ca-1(H), cruise speed changed from 295 to 288, climb changed from 2037 to 2500, endurance changed from 225 to 220, range changed from 1106 to 1056, first year changed from 1942 to 1943, first month changed from 11 to 4, upgrade changed from 0 to [210] Bf 109G-14(H), sortie ammo changed from 2450 to 1850, sortie fuel changed from 3960 to 4001, build limit changed from 4 to 6, last month changed from 10 to 6.
169. [232] Re.2000(H), name changed from Re.2000(H) to Re.2000 Heja, max altitude changed from 34450 to 33467, symbol changed from 153 to 0, max speed changed from 329 to 326, cruise speed changed from 267 to 249, endurance changed from 130 to 150, range changed from 578 to 622, sortie ammo changed from 104 to 60, last year changed from 1943 to 1942, last month changed from 12 to 7, reliability changed from 10 to 8, weapon 1 changed from [7] 7.7mm SAFAT MG to 0, factory upgrade changed from 0 to [237] Re.2000 Heja II.
170. [234] SM.75(H) (HU Transport 9/39-0/0 -> [225] Ju 52/3m(H)), crew changed from 4 to 5, sortie ammo changed from 25 to 20, reliability changed from 11 to 12, weapon 0 changed from [7] 7.7mm SAFAT MG to [14] 7.9mm Gebauer MG, factory upgrade changed from 0 to [225] Ju 52(H).
171. [235] WM 21, sortie ammo changed from 75 to 60.

172. [237] Re.2000 Heja II (HU Fighter 8/42-3/44 -> [212] Bf 109G-6(H)), max altitude changed from 34450 to 32811, symbol changed from 153 to 0, max speed changed from 336 to 321, cruise speed changed from 270 to 245, range changed from 675 to 612, durability changed from 26 to 27, upgrade changed from [212] Bf 109G-6(H) to [210] Bf 109G-14(H), sortie ammo changed from 104 to 60, last month changed from 3 to 6, photo changed from [232] Re.2000 Heja to 0, weapon 1 changed from [7] 7.7mm SAFAT MG to 0, factory upgrade changed from 0 to [210] Bf 109G-14(H).
173. [241] B-534 (SL Fighter 1/37-0/0 -> [243] Bf 109E-7(S)), max altitude changed from 34776 to 34780, sortie ammo changed from 200 to 80, weapon 0 changed from [15] 7.7mm KM.Wz MG to [8] 7.92mm FN MG, factory upgrade changed from 0 to [243] Bf 109E-3(S).
174. [243] Bf 109E-3(S) (SL Fighter 11/42-0/0 -> [244] Bf 109G-2(S)), name changed from Bf 109E-3(S) to Bf 109E-7(S), cruise speed changed from 300 to 286, climb changed from 2800 to 2700, max load changed from 0 to 552, endurance changed from 80 to 90, range changed from 400 to 605, maneuver changed from 34 to 33, sortie ammo changed from 102 to 120, sortie fuel changed from 660 to 1156, build cost changed from 337 to 338, import from changed from [5] Bf 109E-3 to [7] Bf 109E-7, last year changed from 0 to 1943, last month changed from 0 to 2, weapon 2 changed from 0 to [77] 300 litre Drop Tank, weapon 2 number changed from 0 to 1, weapon 2 face changed from FWD to EXT, factory upgrade changed from 0 to [244] Bf 109G-2(S).
175. [244] Bf 109G-2(S) (SL Fighter 3/43-0/0 -> [245] Bf 109G-6(S)), max speed changed from 404 to 407, cruise speed changed from 315 to 316, climb changed from 3500 to 3300, endurance changed from 70 to 81, range changed from 525 to 621, maneuver changed from 34 to 35, sortie ammo changed from 100 to 90, sortie fuel changed from 1155 to 1156, build limit changed from 1 to 0, last year changed from 0 to 1944, last month changed from 0 to 1, factory upgrade changed from 0 to [245] Bf 109G-6(S).
176. [245] Bf 109G-6(S), cruise speed changed from 325 to 314, endurance changed from 70 to 81, range changed from 541 to 617, sortie ammo changed from 120 to 110, sortie fuel changed from 1155 to 1156, build limit changed from 1 to 0.
177. [247] Bk-534 (SL Fighter 1/37-0/0 -> [243] Bf 109E-7(S)), max altitude changed from 31000 to 34780, max speed changed from 233 to 255, cruise speed changed from 210 to 215, range changed from 350 to 358, first year changed from 1937 to 1938, maneuver changed from 28 to 29, sortie ammo changed from 150 to 60, weapon 0 changed from [15] 7.7mm KM.Wz MG to [8] 7.92mm FN MG, factory upgrade changed from 0 to [243] Bf 109E-3(S).
178. [249] Fi 156C(S), sortie ammo changed from 50 to 20, build limit changed from 1 to 0.
179. [251] FW 189A(S), name changed from FW 189A(S) to Fw 189A(S), endurance changed from 135 to 145, range changed from 454 to 488, sortie ammo changed from 150 to 120, sortie fuel changed from 743 to 726, build limit changed from 1 to 0, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 2 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1, weapon 2 number changed from 2 to 1.
180. [252] He 111H-3(S), max speed changed from 258 to 261, cruise speed changed from 224 to 204, endurance changed from 340 to 385, range changed from 1269 to 1309, sortie ammo changed from 4650 to 4550, sortie fuel changed from 5335 to 5704, build limit changed from 1 to 0, weapon 4 changed from [64] 250kg GP Bomb to [10] 7.9mm MG 15, weapon 5 changed from 0 to [64] 250kg GP Bomb, weapon 3 number changed from 2 to 1, weapon 4 number changed from 8 to 2, weapon 5 number changed from 0 to 8, weapon 1 face changed from TR to FWD, weapon 2 face changed from BR to TR, weapon 3 face changed from SIDE to BR, weapon 4 face changed from INT to SIDE, weapon 5 face changed from FWD to INT.
181. [253] Ju 87D(S), max altitude changed from 23953 to 24609, max speed changed from 249 to 257, cruise speed changed from 177 to 195, endurance changed from 200 to 180, range changed from 590 to 585, sortie ammo changed from 2740 to 2720, sortie fuel changed from 1320 to 1290,

build limit changed from 1 to 0, weapon 1 changed from [11] 7.92mm MG 81 to 650, weapon 1 number changed from 2 to 1.

182. [255] S-328 (SL Tactical Bomber 1/41-0/0 -> [253] Ju 87D(S)), max altitude changed from 23622 to 23625, sortie ammo changed from 1300 to 740, last year changed from 0 to 1944, last month changed from 0 to 5, weapon 0 changed from [15] 7.7mm KM.Wz MG to [8] 7.92mm FN MG, weapon 1 changed from [15] 7.7mm KM.Wz MG to [8] 7.92mm FN MG, weapon 2 changed from [64] 250kg GP Bomb to [61] 100kg GP Bomb, weapon 3 changed from 0 to [60] 50kg GP Bomb, weapon 2 number changed from 2 to 1, weapon 3 number changed from 0 to 4, weapon 3 face changed from FWD to EXT, factory upgrade changed from 0 to [253] Ju 87D(S).
183. [272] I-15bis, max altitude changed from 35108 to 29858, climb changed from 2890 to 2486, max load changed from 332 to 222, endurance changed from 165 to 150, range changed from 478 to 435, armor changed from 1 to 0, upgrade changed from 0 to [281] MiG-3, sortie ammo changed from 700 to 245, sortie fuel changed from 610 to 513, last year changed from 0 to 1941, last month changed from 0 to 10, weapon 1 number changed from 3 to 2, change to modifier changed from 0 to -20.
184. [273] I-153, endurance changed from 154 to 140, range changed from 462 to 420, upgrade changed from 0 to [302] La-5, sortie ammo changed from 820 to 410, sortie fuel changed from 730 to 513, last year changed from 0 to 1941, last month changed from 0 to 11, change to modifier changed from 0 to -20.
185. [274] I-153BS, endurance changed from 154 to 140, range changed from 462 to 420, type changed from Fighter Bomber to Tactical Bomber, upgrade changed from 0 to [317] IL-2, sortie ammo changed from 720 to 500, sortie fuel changed from 736 to 513, last year changed from 0 to 1941, last month changed from 0 to 11, weapon 0 changed from [26] 12.7mm UBS MG to [25] 12.7mm BS MG.
186. [275] I-15bis, max load changed from 332 to 222, endurance changed from 161 to 150, range changed from 466 to 435, armor changed from 1 to 0, upgrade changed from 0 to [281] MiG-3, sortie ammo changed from 500 to 245, sortie fuel changed from 492 to 513, last year changed from 0 to 1941, last month changed from 0 to 10, weapon 1 number changed from 3 to 2, change to modifier changed from 0 to -20.
187. [276] I-16 Type 18, endurance changed from 140 to 105, range changed from 431 to 323, upgrade changed from 0 to [300] LaGG-3 '29 Series', sortie ammo changed from 670 to 410, sortie fuel changed from 715 to 430, last year changed from 0 to 1941, last month changed from 0 to 11, change to modifier changed from 0 to -20.
188. [277] I-16 Type 24, max altitude changed from 31827 to 32483, endurance changed from 140 to 100, range changed from 431 to 308, upgrade changed from 0 to [300] LaGG-3 '29 Series', sortie ammo changed from 524 to 410, sortie fuel changed from 715 to 430, last year changed from 0 to 1941, last month changed from 0 to 11, change to modifier changed from 0 to -20.
189. [278] I-16 Type 29, endurance changed from 140 to 100, range changed from 431 to 308, upgrade changed from 0 to [300] LaGG-3 '29 Series', sortie ammo changed from 822 to 137, sortie fuel changed from 715 to 430, last year changed from 0 to 1941, last month changed from 0 to 11, weapon 0 changed from [26] 12.7mm UBS MG to [25] 12.7mm BS MG.
190. [279] I-16 Type 5, max altitude changed from 30187 to 27890, endurance changed from 140 to 115, range changed from 431 to 354, upgrade changed from 0 to 298, sortie ammo changed from 801 to 370, sortie fuel changed from 715 to 430, last year changed from 0 to 1941, last month changed from 0 to 10, change to modifier changed from 0 to -20.
191. [281] MiG-3, max altitude changed from 36092 to 36748, max speed changed from 382 to 392, cruise speed changed from 194 to 292, endurance changed from 121 to 120, range changed from 391 to 584, first year changed from 1941 to 1940, maneuver changed from 30 to 31, first month



- changed from 5 to 11, upgrade changed from 0 to [284] Yak-1B, sortie ammo changed from 515 to 138, sortie fuel changed from 1044 to 901, build limit changed from 24 to 36, reliability changed from 10 to 13, weapon 2 changed from [61] 100kg GP Bomb to [70] RS-82 Rocket, weapon 2 number changed from 2 to 6, factory upgrade changed from 0 to 282.
192. [283] Yak-1, endurance changed from 220 to 195, range changed from 561 to 497, sortie ammo changed from 512 to 420, sortie fuel changed from 648 to 885, reliability changed from 15 to 13, factory upgrade changed from 0 to [284] Yak-1B.
193. [284] Yak-1B, max altitude changed from 34124 to 32155, max speed changed from 350 to 360, cruise speed changed from 149 to 155, endurance changed from 165 to 185, range changed from 409 to 477, maneuver changed from 33 to 34, durability changed from 32 to 31, sortie ammo changed from 512 to 410, sortie fuel changed from 648 to 885, factory upgrade changed from 0 to [293] Yak-3.
194. [285] Yak-7A, max speed changed from 348 to 342, endurance changed from 100 to 105, range changed from 400 to 420, maneuver changed from 30 to 31, sortie ammo changed from 828 to 157, sortie fuel changed from 648 to 728, last month changed from 3 to 4, reliability changed from 15 to 13, factory upgrade changed from 0 to [286] Yak-7B.
195. [286] Yak-7B, max speed changed from 355 to 351, maneuver changed from 32 to 33, first month changed from 4 to 5, upgrade changed from 0 to [290] Yak-9M, sortie ammo changed from 828 to 440, sortie fuel changed from 648 to 728, build limit changed from 19 to 18, last month changed from 6 to 4, factory upgrade changed from 0 to [290] Yak-9M.
196. [287] Yak-9, upgrade changed from 0 to [288] Yak-9D, sortie ammo changed from 59 to 80, sortie fuel changed from 783 to 728, build limit changed from 13 to 11, last month changed from 7 to 3, factory upgrade changed from 0 to [288] Yak-9D.
197. [288] Yak-9D, climb changed from 2414 to 2791, endurance changed from 212 to 200, range changed from 848 to 800, maneuver changed from 32 to 33, sortie ammo changed from 59 to 80, sortie fuel changed from 783 to 1075, build cost changed from 375 to 380, last year changed from 1946 to 1945, last month changed from 5 to 9.
198. [289] Yak-9DD, endurance changed from 361 to 260, range changed from 1419 to 1022, maneuver changed from 29 to 33, sortie ammo changed from 59 to 80, sortie fuel changed from 783 to 1397, build cost changed from 375 to 385.
199. [290] Yak-9M, endurance changed from 148 to 160, range changed from 589 to 637, maneuver changed from 34 to 35, type changed from Fighter to Fighter Bomber, sortie ammo changed from 59 to 430, sortie fuel changed from 783 to 1075, weapon 2 changed from 0 to [61] 100kg GP Bomb, weapon 2 number changed from 0 to 2, weapon 2 face changed from FWD to EXT.
200. [291] Yak-9T, climb changed from 2985 to 2791, endurance changed from 116 to 120, range changed from 456 to 472, sortie ammo changed from 500 to 410, sortie fuel changed from 783 to 728.
201. [292] Yak-9U, max altitude changed from 32811 to 34780, climb changed from 3284 to 3612, endurance changed from 135 to 110, range changed from 670 to 546, maneuver changed from 34 to 36, sortie ammo changed from 59 to 110, sortie fuel changed from 783 to 838, weapon 1 number changed from 1 to 2.
202. [293] Yak-3, max speed changed from 402 to 404, cruise speed changed from 292 to 302, endurance changed from 83 to 80, range changed from 403 to 402, maneuver changed from 35 to 37, sortie ammo changed from 85 to 110, sortie fuel changed from 698 to 628, build limit changed from 25 to 22, last month changed from 12 to 9.
203. [295] Yak-2, max speed changed from 321 to 325, climb changed from 2132 to 2135, maneuver changed from 18 to 24, type changed from Tactical Bomber to Recon, upgrade changed from [296] Yak-4 to [331] Pe-2R, sortie ammo changed from 1150 to 40, sortie fuel changed from 2154 to

- 1323, last year changed from 0 to 1940, last month changed from 0 to 9, weapon 2 changed from [61] 100kg GP Bomb to 0, weapon 3 changed from [60] 50kg GP Bomb to 0, weapon 2 number changed from 4 to 0, weapon 3 number changed from 2 to 0, weapon 1 face changed from REAR to TR, weapon 2 face changed from INT to FWD, weapon 3 face changed from EXT to FWD, factory upgrade changed from 0 to [296] Yak-4.
204. [296] Yak-4, max altitude changed from 29530 to 31171, max speed changed from 332 to 335, cruise speed changed from 249 to 255, climb changed from 2053 to 2217, endurance changed from 139 to 135, range changed from 576 to 573, first year changed from 1941 to 1940, maneuver changed from 18 to 25, armor changed from 0 to 1, first month changed from 4 to 10, type changed from Tactical Bomber to Recon, upgrade changed from 0 to [331] Pe-2R, sortie ammo changed from 1150 to 40, sortie fuel changed from 2154 to 1620, last year changed from 0 to 1941, last month changed from 0 to 4, weapon 2 changed from [61] 100kg GP Bomb to 0, weapon 3 changed from [60] 50kg GP Bomb to 0, weapon 2 number changed from 4 to 0, weapon 3 number changed from 2 to 0, weapon 1 face changed from REAR to TR, weapon 2 face changed from INT to FWD, weapon 3 face changed from EXT to FWD.
205. [297] Yak-6, sortie ammo changed from 25 to 20, build limit changed from 4 to 6.
206. [299] LaGG-3, max speed changed from 342 to 336, cruise speed changed from 254 to 258, climb changed from 2299 to 2020, endurance changed from 128 to 125, range changed from 541 to 537, maneuver changed from 28 to 29, durability changed from 28 to 27, first month changed from 3 to 1, upgrade changed from 0 to [302] La-5, sortie ammo changed from 505 to 188, sortie fuel changed from 540 to 904, last month changed from 7 to 6, reliability changed from 15 to 13, factory upgrade changed from 0 to [302] La-5.
207. [300] LaGG-3 '29 Series', max altitude changed from 32811 to 29530, cruise speed changed from 250 to 261, endurance changed from 128 to 105, range changed from 533 to 456, maneuver changed from 28 to 31, first month changed from 8 to 5, sortie ammo changed from 505 to 410, sortie fuel changed from 540 to 750, factory upgrade changed from 0 to [301] LaGG-3 '66 Series'.
208. [301] LaGG-3 '66 Series', cruise speed changed from 250 to 270, endurance changed from 97 to 100, range changed from 404 to 450, maneuver changed from 30 to 32, upgrade changed from 0 to [293] Yak-3, sortie ammo changed from 505 to 410, sortie fuel changed from 540 to 750, last month changed from 5 to 4, factory upgrade changed from 0 to [293] Yak-3.
209. [302] La-5, max speed changed from 361 to 357, endurance changed from 170 to 105, range changed from 742 to 458, maneuver changed from 30 to 33, first month changed from 5 to 7, sortie ammo changed from 254 to 265, sortie fuel changed from 732 to 750, build limit changed from 13 to 18, last year changed from 1943 to 1942, last month changed from 2 to 11, expansion rate changed from 1 to 2, factory upgrade changed from 0 to [303] La-5F.
210. [303] La-5F, max speed changed from 373 to 367, climb changed from 2985 to 2988, endurance changed from 150 to 100, range changed from 665 to 443, first year changed from 1943 to 1942, maneuver changed from 32 to 34, first month changed from 3 to 12, upgrade changed from [305] La-7 to [304] La-5FN, sortie ammo changed from 474 to 430, sortie fuel changed from 732 to 750, build limit changed from 19 to 36, max import changed from 0 to 750, import from changed from 0 to [302] La-5, last year changed from 1944 to 1943, last month changed from 4 to 8, expansion rate changed from 1 to 2, import cost changed from 0 to 1, minimum import changed from 0 to 1, import % changed from DEFAULT to 10%, factory upgrade changed from 0 to [304] La-5FN.
211. [304] La-5FN, max altitude changed from 35272 to 34452, max speed changed from 373 to 385, cruise speed changed from 298 to 274, climb changed from 3156 to 3202, endurance changed from 96 to 95, range changed from 476 to 433, maneuver changed from 33 to 35, durability changed from 31 to 32, first month changed from 4 to 9, upgrade changed from 0 to [305] La-7, sortie ammo

changed from 474 to 430, sortie fuel changed from 732 to 750, build limit changed from 19 to 38, last month changed from 12 to 6, expansion rate changed from 1 to 2, factory upgrade changed from 0 to [305] La-7.

212. [305] La-7, max speed changed from 411 to 401, cruise speed changed from 298 to 302, climb changed from 3815 to 3612, endurance changed from 80 to 85, range changed from 397 to 427, maneuver changed from 35 to 37, first month changed from 5 to 7, upgrade changed from 0 to 306, sortie ammo changed from 491 to 430, sortie fuel changed from 732 to 750, build limit changed from 22 to 24, last year changed from 0 to 1944, last month changed from 0 to 12, reliability changed from 5 to 8, weapon 0 changed from [39] 20mm B-20 Cannon to [37] 20mm ShVAK Cannon, weapon 0 number changed from 3 to 2.
213. [307] R-5, sortie ammo changed from 87 to 40, last year changed from 0 to 1940, last month changed from 0 to 1, weapon 0 changed from [16] 7.62mm ShKAS MG to [12] 7.62mm PV-1 MG, weapon 2 changed from [64] 250kg GP Bomb to 0, weapon 3 changed from [60] 50kg GP Bomb to 0, weapon 2 number changed from 1 to 0, weapon 3 number changed from 2 to 0, weapon 2 face changed from EXT to FWD, weapon 3 face changed from EXT to FWD, change to modifier changed from 0 to -20.
214. [308] R-Z, sortie ammo changed from 1250 to 1140, last year changed from 0 to 1940, last month changed from 0 to 1, change to modifier changed from 0 to -20.
215. [309] R-10, max altitude changed from 22969 to 24609, sortie ammo changed from 75 to 60, sortie fuel changed from 746 to 595, last year changed from 0 to 1940, last month changed from 0 to 1, reliability changed from 10 to 5, weapon 2 changed from [60] 50kg GP Bomb to 0, weapon 2 number changed from 6 to 0, weapon 2 face changed from INT to FWD, change to modifier changed from 0 to -20.
216. [311] Su-2, upgrade changed from 0 to [318] IL-2M, sortie ammo changed from 1100 to 980, sortie fuel changed from 1690 to 1538, build limit changed from 15 to 12, last year changed from 1941 to 1942, last month changed from 12 to 3, weapon 1 face changed from TURRET to TR.
217. [313] SB-2, max altitude changed from 30515 to 29530, max speed changed from 280 to 270, cruise speed changed from 233 to 210, climb changed from 1955 to 1500, max load changed from 3530 to 3309, endurance changed from 370 to 290, range changed from 1436 to 1015, first year changed from 1939 to 1937, upgrade changed from 0 to [330] Pe-2, sortie ammo changed from 3600 to 1400, sortie fuel changed from 2646 to 2761, last year changed from 0 to 1941, last month changed from 0 to 10, weapon 4 changed from [64] 250kg GP Bomb to 0, weapon 4 number changed from 4 to 0, weapon 4 face changed from EXT to FWD, change to modifier changed from 0 to -20.
218. [314] SB-2(recon), name changed from SB-2(recon) to SB-2 Rcn, cruise speed changed from 233 to 215, climb changed from 1955 to 1600, endurance changed from 370 to 290, range changed from 1436 to 1039, first year changed from 1941 to 1940, sortie ammo changed from 82 to 80, sortie fuel changed from 2646 to 2761, change to modifier changed from 0 to -20.
219. [315] Ar-2, max altitude changed from 34452 to 32811, max speed changed from 318 to 310, cruise speed changed from 295 to 220, climb changed from 2513 to 1800, endurance changed from 190 to 220, range changed from 934 to 806, first year changed from 1941 to 1940, maneuver changed from 20 to 22, first month changed from 1 to 10, upgrade changed from 0 to [322] Tu-2, sortie ammo changed from 3400 to 2260, sortie fuel changed from 4284 to 2546, last year changed from 0 to 1941, last month changed from 0 to 11, weapon 3 changed from [66] 500kg GP Bomb to [64] 250kg GP Bomb, weapon 4 changed from [66] 500kg GP Bomb to 0, weapon 0 number changed from 2 to 1, weapon 3 number changed from 1 to 4, weapon 4 number changed from 2 to 0, weapon 3 face changed from INT to EXT, weapon 4 face changed from EXT to FWD, change to modifier changed from 0 to -20.

220. [317] IL-2, max altitude changed from 19688 to 20344, max speed changed from 265 to 260, climb changed from 1118 to 1151, sortie ammo changed from 1233 to 1140, sortie fuel changed from 1038 to 1036, build limit changed from 50 to 44, expansion rate changed from 1 to 3, weapon 0 changed from [38] 23mm VYa Cannon to [37] 20mm ShVAK Cannon, weapon 3 face changed from EXT to INT, factory upgrade changed from 0 to [318] IL-2M.
221. [318] IL-2M, max altitude changed from 20344 to 19688, climb changed from 925 to 1053, endurance changed from 133 to 135, range changed from 427 to 434, sortie ammo changed from 1453 to 1110, sortie fuel changed from 1038 to 1036, weapon 4 face changed from EXT to INT, factory upgrade changed from 0 to [319] IL-2M3.
222. [319] IL-2M3, max altitude changed from 20344 to 19688, max speed changed from 258 to 249, cruise speed changed from 199 to 189, endurance changed from 115 to 135, range changed from 381 to 425, upgrade changed from 0 to [320] IL-10, sortie ammo changed from 1453 to 1250, sortie fuel changed from 1038 to 1036, weapon 4 face changed from EXT to INT.
223. [320] IL-10, maneuver changed from 22 to 23, sortie ammo changed from 1453 to 1470, sortie fuel changed from 1038 to 1207, reliability changed from 10 to 13.
224. [322] Tu-2, max load changed from 6617 to 4412, endurance changed from 275 to 300, range changed from 1260 to 1375, first month changed from 9 to 8, sortie ammo changed from 7034 to 4560, build limit changed from 5 to 4, last month changed from 12 to 1, weapon 3 changed from [66] 500kg GP Bomb to [64] 250kg GP Bomb, weapon 4 changed from [68] 1000kg GP Bomb to [66] 500kg GP Bomb, weapon 1 number changed from 3 to 2, weapon 2 number changed from 2 to 1, weapon 3 number changed from 2 to 4, factory upgrade changed from 0 to [323] Tu-2S.
225. [323] Tu-2S, max load changed from 6617 to 4412, endurance changed from 285 to 365, range changed from 1306 to 1672, first month changed from 12 to 11, sortie ammo changed from 7034 to 4590, sortie fuel changed from 4440 to 4630, build limit changed from 12 to 13, last month changed from 12 to 9, reliability changed from 10 to 8, weapon 3 changed from [66] 500kg GP Bomb to [64] 250kg GP Bomb, weapon 4 changed from [68] 1000kg GP Bomb to [66] 500kg GP Bomb, weapon 3 number changed from 2 to 4.
226. [326] U-2 (recon), name changed from U-2 (recon) to U-2 Rcn, upgrade changed from [326] U-2 Rcn to 0, sortie ammo changed from 70 to 20.
227. [327] U-2 (transp) (SU Transport 1/39-0/0 -> [327] U-2 (transp)), upgrade changed from [327] U-2 (transp) to 0, sortie ammo changed from 70 to 20.
228. [328] U-2VS, upgrade changed from [328] U-2VS to 0, sortie ammo changed from 700 to 680, change to modifier changed from 0 to -50.
229. [330] Pe-2, max speed changed from 336 to 330, cruise speed changed from 225 to 210, range changed from 750 to 700, durability changed from 39 to 35, upgrade changed from 0 to 329, sortie ammo changed from 2320 to 1420, sortie fuel changed from 2352 to 2047, last year changed from 1945 to 1942, last month changed from 12 to 8, weapon 4 changed from [64] 250kg GP Bomb to [61] 100kg GP Bomb, weapon 4 number changed from 4 to 6, weapon 4 face changed from EXT to INT.
230. [331] Pe-2R, max altitude changed from 28874 to 29530, max speed changed from 336 to 345, cruise speed changed from 225 to 230, climb changed from 1824 to 1922, endurance changed from 266 to 265, range changed from 997 to 1015, maneuver changed from 24 to 28, durability changed from 39 to 35, upgrade changed from 0 to 334, sortie fuel changed from 2352 to 2708, last year changed from 1945 to 1942.
231. [332] Pe-3, cruise speed changed from 225 to 215, endurance changed from 356 to 265, range changed from 1335 to 949, maneuver changed from 26 to 25, sortie ammo changed from 1649 to 760, sortie fuel changed from 3462 to 2708, last year changed from 1941 to 1942, last month changed from 12 to 3, weapon 0 changed from [25] 12.7mm BS MG to [26] 12.7mm UBS MG,

weapon 3 changed from [64] 250kg GP Bomb to [61] 100kg GP Bomb, weapon 2 face changed from BR to REAR, weapon 4 face changed from EXT to INT, factory upgrade changed from 0 to [333] Pe-3bis.

232. [333] Pe-3bis, max speed changed from 330 to 336, cruise speed changed from 225 to 218, climb changed from 1774 to 1856, endurance changed from 335 to 265, range changed from 1256 to 962, maneuver changed from 26 to 25, type changed from Fighter Bomber to Night Fighter, sortie ammo changed from 1649 to 130, sortie fuel changed from 3462 to 2708, build limit changed from 5 to 3, max import changed from 0 to ALL, import from changed from 0 to [332] Pe-3, last month changed from 8 to 12, weapon 3 changed from [16] 7.62mm ShKAS MG to 0, weapon 4 changed from [64] 250kg GP Bomb to 0, weapon 5 changed from [61] 100kg GP Bomb to 0, weapon 3 number changed from 1 to 0, weapon 4 number changed from 2 to 0, weapon 5 number changed from 2 to 0, weapon 3 face changed from BR to FWD, weapon 4 face changed from EXT to FWD, weapon 5 face changed from EXT to FWD, import cost changed from 0 to 5, minimum import changed from 0 to 1, import % changed from DEFAULT to 5%.
233. [335] Yer-2, cruise speed changed from 243 to 233, max load changed from 6617 to 4412, endurance changed from 630 to 700, range changed from 2551 to 2718, sortie ammo changed from 6778 to 4470, sortie fuel changed from 5500 to 8708, build limit changed from 0 to 2, expansion rate changed from 0 to 1, weapon 1 changed from [26] 12.7mm UBS MG to [27] 12.7mm UBT MG, weapon 4 changed from [66] 500kg GP Bomb to 0, weapon 4 number changed from 2 to 0, weapon 1 face changed from TR to TURRET, weapon 4 face changed from EXT to FWD, factory upgrade changed from 0 to [336] Yer-2 (1943).
234. [336] Yer-2 (1943), name changed from Yer-2 (1943) to Yer-2 '1943', max speed changed from 259 to 261, max load changed from 8822 to 6617, endurance changed from 995 to 1100, range changed from 3416 to 3776, sortie ammo changed from 8978 to 6710, sortie fuel changed from 5500 to 12037, build limit changed from 7 to 6, weapon 0 changed from [37] 20mm ShVAK Cannon to [26] 12.7mm UBS MG, weapon 1 changed from [26] 12.7mm UBS MG to [37] 20mm ShVAK Cannon, weapon 2 changed from [26] 12.7mm UBS MG to [27] 12.7mm UBT MG, weapon 4 changed from [68] 1000kg GP Bomb to 0, weapon 3 number changed from 4 to 6, weapon 4 number changed from 2 to 0, weapon 1 face changed from TR to TURRET, weapon 4 face changed from EXT to FWD.
235. [338] DB-3B, max speed changed from 249 to 258, max load changed from 5514 to 2207, endurance changed from 611 to 750, range changed from 1904 to 2337, sortie ammo changed from 5590 to 2260, sortie fuel changed from 3168 to 4729, build cost changed from 798 to 900, last year changed from 0 to 1941, last month changed from 0 to 11, weapon 3 changed from [64] 250kg GP Bomb to [61] 100kg GP Bomb, weapon 4 changed from [66] 500kg GP Bomb to 0, weapon 3 number changed from 6 to 10, weapon 4 number changed from 2 to 0, weapon 3 face changed from EXT to INT, weapon 4 face changed from INT to FWD, change to modifier changed from 0 to -20.
236. [339] IL-4, cruise speed changed from 199 to 211, max load changed from 5514 to 2207, endurance changed from 700 to 875, range changed from 2321 to 3077, upgrade changed from 0 to 340, sortie ammo changed from 5628 to 2270, sortie fuel changed from 3168 to 6374, build limit changed from 7 to 5, last year changed from 0 to 1942, last month changed from 0 to 12, weapon 3 changed from [64] 250kg GP Bomb to [61] 100kg GP Bomb, weapon 4 changed from [66] 500kg GP Bomb to 0, weapon 3 number changed from 6 to 10, weapon 4 number changed from 2 to 0, weapon 3 face changed from EXT to INT, weapon 4 face changed from INT to FWD.
237. [341] TB-3, cruise speed changed from 143 to 133, max load changed from 11027 to 4412, endurance changed from 705 to 750, range changed from 1680 to 1662, sortie ammo changed from 11113 to 4520, sortie fuel changed from 9923 to 12897, last year changed from 0 to 1941, last month changed from 0 to 10, weapon 3 changed from [61] 100kg GP Bomb to [64] 250kg GP

- Bomb, weapon 4 changed from [64] 250kg GP Bomb to 0, weapon 5 changed from [68] 1000kg GP Bomb to 0, weapon 0 number changed from 2 to 1, weapon 1 number changed from 2 to 4, weapon 2 number changed from 2 to 1, weapon 3 number changed from 20 to 8, weapon 4 number changed from 4 to 0, weapon 5 number changed from 2 to 0, weapon 1 face changed from TR to TURRET, weapon 4 face changed from EXT to FWD, weapon 5 face changed from EXT to FWD, change to modifier changed from 0 to -20.
238. [342] TB-3G-2, max load changed from 11027 to 6617, endurance changed from 705 to 750, range changed from 1680 to 1787, sortie ammo changed from 50 to 60, sortie fuel changed from 9923 to 12897, last year changed from 0 to 1941, last month changed from 0 to 11, weapon 0 changed from [13] 7.62mm DA-1 MG to [16] 7.62mm ShKAS MG, weapon 1 changed from [13] 7.62mm DA-1 MG to [16] 7.62mm ShKAS MG, weapon 2 changed from [13] 7.62mm DA-1 MG to [16] 7.62mm ShKAS MG, weapon 0 number changed from 2 to 1, weapon 1 number changed from 2 to 1, weapon 2 number changed from 2 to 1, weapon 1 face changed from TR to TURRET, change to modifier changed from 0 to -20.
239. [344] Pe-8, max altitude changed from 30515 to 31171, max speed changed from 275 to 277, max load changed from 6617 to 4412, endurance changed from 860 to 1030, range changed from 2795 to 3347, sortie ammo changed from 6805 to 6800, sortie fuel changed from 13438 to 20594, reliability changed from 23 to 22, weapon 5 changed from [66] 500kg GP Bomb to 0, weapon 4 number changed from 4 to 8, weapon 5 number changed from 4 to 0, weapon 5 face changed from EXT to FWD.
240. [347] Li-2, max altitude changed from 29858 to 21000, max speed changed from 240 to 199, cruise speed changed from 187 to 146, climb changed from 1130 to 1479, max load changed from 6400 to 6617, endurance changed from 400 to 600, range changed from 1246 to 1460, upgrade changed from [347] Li-2 to 0, sortie ammo changed from 25 to 60, sortie fuel changed from 5022 to 5142, weapon 1 changed from 0 to [16] 7.62mm ShKAS MG, weapon 1 number changed from 0 to 2, weapon 1 face changed from FWD to SIDE.
241. [348] Li-2VP, name changed from Li-2VP to Li-2VV, max altitude changed from 23200 to 21000, max speed changed from 229 to 199, cruise speed changed from 170 to 146, climb changed from 1130 to 1479, max load changed from 3309 to 6617, endurance changed from 400 to 600, range changed from 1133 to 1460, first year changed from 1941 to 1942, first month changed from 7 to 1, sortie ammo changed from 3400 to 4460, sortie fuel changed from 5022 to 5142, weapon 2 changed from [16] 7.62mm ShKAS MG to [64] 250kg GP Bomb, weapon 3 changed from [64] 250kg GP Bomb to 0, weapon 4 changed from [66] 500kg GP Bomb to 0, weapon 1 number changed from 1 to 2, weapon 2 number changed from 2 to 4, weapon 3 number changed from 2 to 0, weapon 4 number changed from 2 to 0, weapon 0 face changed from FWD to TURRET, weapon 1 face changed from TURRET to SIDE, weapon 2 face changed from REAR to EXT, weapon 3 face changed from EXT to FWD, weapon 4 face changed from EXT to FWD.
242. [350] A-20B, endurance changed from 180 to 150, range changed from 834 to 695, sortie ammo changed from 2250 to 2110, sortie fuel changed from 2500 to 2242, build cost changed from 0 to 1360, last year changed from 0 to 1943, last month changed from 0 to 2, weapon 2 changed from [5] .303 Browning MG to 648, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [351] A-20G.
243. [351] A-20G, endurance changed from 220 to 240, range changed from 898 to 980, upgrade changed from 0 to [354] B-25J, sortie ammo changed from 4450 to 2270, sortie fuel changed from 3397 to 3072, build cost changed from 0 to 1360, weapon 4 changed from [63] 500 lb Bomb to 0, weapon 4 number changed from 4 to 0, weapon 4 face changed from EXT to FWD, build flags changed from NONE to LEND-LEASE.
244. [353] B-25D, cruise speed changed from 233 to 213, endurance changed from 385 to 400,

- range changed from 1495 to 1420, sortie ammo changed from 3300 to 3180, sortie fuel changed from 6084 to 6165, build cost changed from 0 to 1352, last year changed from 0 to 1943, last month changed from 0 to 12, reliability changed from 5 to 8, weapon 0 number changed from 3 to 2, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [354] B-25J.
245. [354] B-25J, cruise speed changed from 230 to 210, endurance changed from 460 to 430, range changed from 1763 to 1505, sortie ammo changed from 3300 to 3330, sortie fuel changed from 7426 to 7442, build cost changed from 0 to 1352, reliability changed from 5 to 8, build flags changed from NONE to LEND-LEASE.
246. [356] Hurricane IIB, maneuver changed from 33 to 32, durability changed from 26 to 29, sortie ammo changed from 1200 to 990, build cost changed from 0 to 383, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [357] Hurricane IIC.
247. [357] Hurricane IIC, sortie ammo changed from 1200 to 950, build cost changed from 0 to 383, build flags changed from NONE to LEND-LEASE.
248. [359] P-39D, max altitude changed from 31450 to 31500, max speed changed from 364 to 360, cruise speed changed from 230 to 220, endurance changed from 155 to 160, range changed from 594 to 586, maneuver changed from 29 to 31, sortie ammo changed from 760 to 485, sortie fuel changed from 750 to 759, build cost changed from 0 to 368, weapon 0 changed from [49] 37mm Cannon T9 to [50] 37mm M4 Cannon, weapon 2 changed from [5] .303 Browning MG to [63] 500 lb Bomb, weapon 3 changed from [63] 500 lb Bomb to 0, weapon 2 number changed from 4 to 1, weapon 3 number changed from 1 to 0, weapon 2 face changed from FWD to EXT, weapon 3 face changed from EXT to FWD, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [360] P-39N.
249. [360] P-39N, max altitude changed from 38500 to 33000, max speed changed from 376 to 380, cruise speed changed from 245 to 225, endurance changed from 100 to 115, range changed from 408 to 431, maneuver changed from 30 to 32, durability changed from 31 to 30, sortie ammo changed from 760 to 485, sortie fuel changed from 534 to 545, build cost changed from 0 to 368, weapon 0 changed from [49] 37mm Cannon T9 to [50] 37mm M4 Cannon, weapon 1 number changed from 4 to 2, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [361] P-39Q.
250. [361] P-39Q, max altitude changed from 35000 to 32500, max speed changed from 377 to 376, cruise speed changed from 250 to 225, range changed from 645 to 581, maneuver changed from 29 to 33, durability changed from 32 to 31, upgrade changed from 0 to [362] P-63A, sortie ammo changed from 760 to 485, sortie fuel changed from 750 to 759, build cost changed from 0 to 368, weapon 1 number changed from 4 to 2, build flags changed from NONE to LEND-LEASE.
251. [362] P-63A, climb changed from 3425 to 3500, endurance changed from 170 to 125, range changed from 708 to 520, maneuver changed from 31 to 35, durability changed from 33 to 32, sortie ammo changed from 1760 to 1235, sortie fuel changed from 850 to 625, build cost changed from 0 to 440, weapon 1 number changed from 4 to 2, build flags changed from NONE to LEND-LEASE.
252. [364] P-40B, max speed changed from 352 to 355, cruise speed changed from 270 to 231, climb changed from 2654 to 2500, endurance changed from 178 to 175, range changed from 801 to 673, durability changed from 29 to 28, sortie ammo changed from 82 to 60, sortie fuel changed from 1250 to 839, build cost changed from 0 to 414, weapon 1 changed from [5] .303 Browning MG to 0, weapon 1 number changed from 4 to 0, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [365] P-40E.
253. [365] P-40E, max speed changed from 354 to 365, cruise speed changed from 268 to 223, climb changed from 2103 to 2600, endurance changed from 150 to 190, range changed from 670 to 706, maneuver changed from 31 to 33, sortie ammo changed from 743 to 435, sortie fuel changed from 1250 to 926, build cost changed from 0 to 414, weapon 0 number changed from 6 to 2, build

- flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [366] P-40K.
254. [366] P-40K, max altitude changed from 28000 to 30000, max speed changed from 362 to 368, cruise speed changed from 290 to 225, climb changed from 2162 to 2700, max load changed from 1500 to 700, endurance changed from 145 to 190, range changed from 700 to 712, maneuver changed from 31 to 34, sortie ammo changed from 743 to 435, sortie fuel changed from 1250 to 926, build cost changed from 0 to 414, weapon 0 number changed from 6 to 2, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [367] P-40N.
255. [367] P-40N, max speed changed from 378 to 370, cruise speed changed from 282 to 230, climb changed from 2240 to 2700, endurance changed from 140 to 190, range changed from 658 to 728, maneuver changed from 31 to 34, durability changed from 30 to 31, upgrade changed from 0 to [369] P-47D Thunderbolt, sortie ammo changed from 1743 to 1185, sortie fuel changed from 1250 to 983, build cost changed from 0 to 414, weapon 0 number changed from 6 to 2, build flags changed from NONE to LEND-LEASE.
256. [369] P-47D Thunderbolt, max speed changed from 433 to 435, cruise speed changed from 340 to 210, climb changed from 2780 to 2800, endurance changed from 160 to 265, range changed from 906 to 927, sortie ammo changed from 2204 to 1740, sortie fuel changed from 1905 to 2316, build cost changed from 0 to 719, reliability changed from 5 to 10, build flags changed from NONE to LEND-LEASE.
257. [371] Spitfire IX, cruise speed changed from 324 to 228, range changed from 648 to 456, maneuver changed from 37 to 35, sortie ammo changed from 126 to 180, sortie fuel changed from 858 to 584, build cost changed from 0 to 396, build flags changed from NONE to LEND-LEASE.
258. [372] Spitfire Vb, max speed changed from 378 to 382, cruise speed changed from 322 to 201, endurance changed from 120 to 140, range changed from 644 to 469, durability changed from 26 to 28, sortie ammo changed from 126 to 180, sortie fuel changed from 858 to 573, build cost changed from 0 to 330, build flags changed from NONE to LEND-LEASE, factory upgrade changed from 0 to [371] Spitfire IX.
259. [374] C-47, build cost changed from 0 to 906, build flags changed from NONE to LEND-LEASE.
260. New: [89] SM.82(GE) - Italian SM.82 bought or acquired by Germany.
261. New: [118] Gladiator II Rcn(F) - Gladiator II (F) relegated to recon duties in 1/42.
262. New: [154] Re.2005 Sagittario - missing Italian series-5 fighter.
263. New: [158] SM.82 Canguro - missing Italian transport.
264. New: [176] He 111H-6(R) - missing Rumanian variant.
265. New: [182] IAR 38 Rcn - IAR 38 relegated to recon duties in 1/42.
266. New: [208] Bf 109G-10(H) - Hungary received them in 44/45.
267. New: [213] Bf 109G-8(H) - Hungary received them in 44/45.
268. New: [218] Bf 110G-4(H) - Hungary received them in 44/45.
269. New: [282] MiG-3 '1942' - for transformation of MiG-3 production into Il-2.
270. New: [298] LaGG-3 '11 Series' - for Taganrog/Tbilisi production.
271. New: [306] La-7 '1945' - 1945 3-gun production version.
272. New: [329] Pe-2 '1943' - updated 1943 version.
273. New: [334] Pe-2R '1943' - updated 1943 version.
274. New: [340] IL-4 '1943' - updated 1943 version.
275. New: [442] Bf 109G-6/R2 - higher-performing version of the G-8.
276. New: [445] Bf 110E-3 - missing 41 recon version.
277. New: [446] Bf 110G-3 - missing 42/43 recon version, unit upgrade to Me 410A-3.
278. New: [447] Bf 110F-2 - missing 42 FB version.
279. New: [448] Bf 110G-4/R8 - moved from 0026, autumn 44 version with Schräge Musik.
280. New: [450] Me 210Ca-1 - German re-import from Hungarian production.



- 281. New: [451] Me 410A-3 - missing 43/44 recon version.
- 282. New: [455] Do 217E-4 - 42 production version.
- 283. New: [458] Ju 88S - 44 production version.
- 284. New: [461] Ju 87D-1 - 41 production version.
- 285. New: [467] Fw 190A - first production version.
- 286. New: [469] Fw 190A-9 - higher performing A-8, 45 production.
- 287. New: [470] He 177A-3 - 43 production version.
- 288. New: [471] He 219A-2 - higher performing summer 44 production version.
- 289. New: [472] He 177A-1 - troublesome first production version.
- 290. New: [473] He 111H-20 - late 43/44 production bomber version.
- 291. New: [478] Ar 234B-1 - recon conversion of B-2 bomber.
- 292. New: [479] Hs 126B-2 - surviving recons converted in 1944 to tac bombers for night harassment bombing units.
- 293. Deleted: [175] D.520 - none in Rumanian service.

### **General TOE changes**

1. Ensure proper use of some date-specific equipment (squad types, some guns, 251/1 and 251/2 halftracks).
2. The Panzer Pioneer squad 103 has been replaced by either 102 or 104, depending on OB date.
3. Half of the cavalry squads in German infantry divisions replaced by rifle squads.
4. Added OBs and upgrade paths to handle unit-specific OB changes without having to withdraw them and replace by different ones (like two German motorized divisions).
5. Added OBs and upgrade paths to handle Italian 7/43 reorganization.
6. Added OBs to handle some exotic equipment like StuH42, Sturmpanzer IV and flame tanks.
7. Fixed some problems caused by conflicts between HQ OB type and unit HQ type.

### **Specific TOE changes**

1. [24] 41a Infantry Division, squad number 0 changed from 333 to 342, squad number 1 changed from 18 to 9.
2. [41] 41 Stug Battalion, last month changed from 1 to 6, upgrade changed from 103 to 355.
3. [65] 42 Hun. Armored Division, first month changed from 5 to 1.
4. [69] 43 SS Infantry Division, squad 0 changed from 82 to 81, squad 1 changed from 85 to 84.
5. [70] 43 Static Division, squad 0 changed from 82 to 81, squad 1 changed from 85 to 84.
6. [74] 42 Motorized Division, last month changed from 5 to 6.
7. [83] 43 Elite Panzergrenadier Division, squad 0 changed from 96 to 94, squad 1 changed from 99 to 98, squad 3 changed from 85 to 84, squad 4 changed from 102 to 101, squad 22 changed from 53 to 218.
8. [96] 43a Panzer Division, squad 0 changed from 96 to 94, squad 2 changed from 99 to 98, squad 3 changed from 102 to 101, squad 4 changed from 85 to 84, squad 17 changed from 53 to 218.
9. [97] 43a Elite Panzer Division, squad 18 changed from 53 to 218.
10. [98] 43 Panzergrenadier Division, first month changed from 6 to 7.
11. [103] 43a Stug Battalion, first month changed from 2 to 7, last month changed from 1 to 5, squad number 0 changed from 30 to 31.
12. [108] 43 Airborne Brigade, squad 0 changed from 797 to 795.
13. [114] 44 Elite Panzer Division, squad 4 changed from 103 to 102.
14. [115] 44d SS Panzer Division, squad 4 changed from 103 to 102, squad 25 changed from 24 to 23.

15. [116] 44b Elite Panzergrenadier Division, squad 4 changed from 103 to 102, squad 24 changed from 24 to 23.
16. [117] 44 SS Panzergrenadier Division, squad 4 changed from 103 to 102.
17. [126] 44 Infantry Division, squad 1 changed from 88 to 0, squad number 0 changed from 288 to 297, squad number 1 changed from 9 to 0.
18. [131] 44 Panzer Division, upgrade changed from 155 to 0, squad 3 changed from 103 to 102.
19. [137] 44 Stug Brigade, squad 1 changed from 103 to 102.
20. [138] 44 Heavy Panzer Battalion, squad 3 changed from 103 to 102.
21. [146] 41 Mountain Division, last year changed from 1944 to 1942, last month changed from 5 to 12, upgrade changed from 152 to 732.
22. [158] 45 Jager Division, squad 1 changed from 83 to 87, squad 2 changed from 86 to 85.
23. [236] 41 Panzer Pioneer Battalion, upgrade changed from 0 to 703.
24. [257] 42 Ski Brigade, squad 4 changed from 781 to 780.
25. [266] 43 Rocket Launcher Division, last year changed from 1943 to 1944, last month changed from 12 to 2.
26. [267] 44 Rocket Launcher Division, first month changed from 1 to 3.
27. [273] 41 Rum. Security Division, squad number 0 changed from 237 to 245, squad number 1 changed from 24 to 16.
28. [277] 41 Flamm Panzer Battalion, suffix changed from Flamm Panzer Battalion to Flammpanzer Battalion, last month changed from 12 to 11, upgrade changed from 0 to 704, squad number 0 changed from 42 to 36, squad number 1 changed from 25 to 24.
29. [284] 44 Panzer Brigade, squad 2 changed from 103 to 102.
30. [297] 41a Ital. Infantry Division, last year changed from 0 to 1943, last month changed from 0 to 6, upgrade changed from 0 to 670.
31. [299] 42b Ital. Infantry Division, last year changed from 0 to 1943, last month changed from 0 to 6, upgrade changed from 0 to 670.
32. [300] 41c Ital. Infantry Division, last year changed from 0 to 1943, last month changed from 0 to 6, upgrade changed from 0 to 670.
33. [302] 42 Ital. Mountain Division, last year changed from 0 to 1943, last month changed from 0 to 6, upgrade changed from 0 to 671.
34. [305] 42 Ital. Motorized Division, last year changed from 0 to 1943, last month changed from 0 to 6, upgrade changed from 0 to 674.
35. [310] 41a Ital. Heavy Howitzer Battalion, squad number 0 changed from 9 to 12, squad number 1 changed from 13 to 14.
36. [313] 41 Ital. Assault Engineer Battalion, squad number 0 changed from 27 to 48, squad number 1 changed from 23 to 24.
37. [336] 41c Infantry Division, squad number 0 changed from 333 to 342, squad number 1 changed from 18 to 9.
38. [337] 43 Sturm Division, squad 1 changed from 88 to 0, squad number 0 changed from 228 to 237, squad number 1 changed from 9 to 0.
39. [339] 42 Infantry Division, squad number 0 changed from 336 to 345, squad number 1 changed from 18 to 9.
40. [340] 43 Infantry Division, squad 0 changed from 82 to 81, squad 1 changed from 88 to 0, squad 2 changed from 85 to 84, squad number 0 changed from 336 to 345, squad number 1 changed from 9 to 0.
41. [355] 43b Stug Battalion, first month changed from 2 to 7, last month changed from 1 to 5, squad number 1 changed from 21 to 22.
42. [356] 44 Stug Brigade, name changed from 44 to 44a, first month changed from 2 to 6, last year

changed from 1944 to 1945, last month changed from 10 to 9, upgrade changed from 357 to 0, squad 0 changed from 99 to 29, squad 1 changed from 103 to 31, squad 2 changed from 106 to 1490, squad 3 changed from 31 to 0, squad 4 changed from 1490 to 0, squad number 0 changed from 2 to 12, squad number 1 changed from 3 to 33, squad number 2 changed from 3 to 31, squad number 3 changed from 36 to 0, squad number 4 changed from 29 to 0.

43. [357] 45 Stug Brigade, name changed from 45 to 44b, last year changed from 0 to 1945, last month changed from 0 to 9, squad 3 changed from 31 to 29, squad 4 changed from 1490 to 31, squad 5 changed from 0 to 1490, squad number 3 changed from 45 to 12, squad number 5 changed from 0 to 37.
44. [390] 44a SS Panzer Division, squad 3 changed from 103 to 102, squad 22 changed from 53 to 218.
45. [391] 44b SS Panzer Division, squad 3 changed from 103 to 102, squad 22 changed from 53 to 218.
46. [392] 44a Elite Panzergrenadier Division, squad 22 changed from 53 to 218.
47. [401] Soviet Partisan Battalion, last month changed from 12 to 9.
48. [413] 41 Naval Infantry Brigade, upgrade changed from 0 to 731.
49. [414] 41 TD Battery, upgrade changed from 0 to 248.
50. [417] 42 Mountain Corps, last year changed from 1944 to 1942, last month changed from 5 to 12, upgrade changed from 418 to 733.
51. [467] 42 Security Division, squad 1 changed from 88 to 0, squad number 0 changed from 292 to 238, squad number 1 changed from 16 to 0, squad number 10 changed from 36 to 108.
52. [470] 44c SS Panzer Division, squad 3 changed from 103 to 102, squad 23 changed from 53 to 218.
53. [487] 43b Panzer Division, squad 17 changed from 53 to 218, squad 19 changed from 64 to 220.
54. [488] 43b Elite Panzer Division, squad 18 changed from 53 to 218, squad 20 changed from 64 to 220.
55. [489] 43d SS Panzergrenadier Division, squad 26 changed from 20 to 21.
56. [490] 43e SS Panzergrenadier Division, squad 26 changed from 20 to 21.
57. [494] 43a SS Sturm Brigade, squad 0 changed from 96 to 94, squad 2 changed from 85 to 84, squad 11 changed from 92 to 91.
58. [496] 44a Panzergrenadier Brigade, squad 2 changed from 103 to 102.
59. [511] 44 FJ Reconnaissance Battalion, squad 1 changed from 103 to 102.
60. [540] HQ Air Command, type changed from 9 to 10.
61. [556] HQ, name changed from HQ to HQ Ital. Air Bde.
62. [560] HQ Fin. Air Command, type changed from 11 to 10.
63. [575] HQ Slov. Air Command, type changed from 11 to 10.
64. [582] Eisenbahn, first month changed from 9 to 6.
65. [585] 41a AC Infantry Division, squad number 0 changed from 333 to 342, squad number 1 changed from 18 to 9.
66. [586] 41 AC Sturm Division, squad number 0 changed from 333 to 342, squad number 1 changed from 18 to 9.
67. [587] 41b AC Infantry Division, squad number 0 changed from 252 to 261, squad number 1 changed from 18 to 9.
68. New: [670] 43 Ital. Infantry Division - 7/43 reorganization.
69. New: [671] 43 Ital. Mountain Division - 7/43 reorganization.
70. New: [674] 43a Ital. Motorized Division - 7/43 reorganization.
71. New: [700] 41a Motorized Division - demotorization path for two german mot divisions.
72. New: [701] 42a Motorized Division - demotorization path for two german mot divisions.
73. New: [702] 43a Infantry Division - demotorization path for two german mot divisions.
74. New: [703] 43 Panzer Pioneer Battalion - upgrade for 41 version with newer equipment.
75. New: [704] 41a Flammpanzer Battalion - downgrade from large 41 version.

76. New: [705] 41b Flammpanzer Battalion - unit-specific variant with french tanks.
77. New: [706] 41a Panzer Division - for units with 4x light tank companies (instead of 6).
78. New: [707] 43 Sturmpanzer Battalion - for Sturmpanzer IV units in 43 campaign.
79. New: [708] HQ Flieger-Division - copy of HQ Fliegerkorps with support cut in half to 250.
80. New: [710] 41 Fortress Rum. Infantry Brigade - special path for 2nd Romanian fortress infantry brigade.
81. New: [711] 42 Rum. Security Division - special path for 2nd Romanian fortress infantry brigade.
82. New: [712] 41a Rum. Infantry Brigade - special OB for 1st Romanian Fortress Brigade (became a division in 42).
83. New: [720] 41a Hun. Motorized Brigade - special path for 2nd Hungarian Motorized Brigade.
84. New: [721] 41b Hun. Motorized Brigade - special path for 2nd Hungarian Motorized Brigade.
85. New: [722] HQ Hun. Army - for Carpathian Group, same as regular HQ Hun. Army but without suffix.
86. New: [730] 41 Garrison Brigade - overstrength fort unit for the Hanko garrison.
87. New: [731] 42 Naval Infantry Brigade - 2x 39 Sappers replaced by two more 41 Sappers.
88. New: [732] 43 Mountain Division - intermediate OB for 41 Mountain Division, 36x 1939 Sappers replaced by 29x 1941 Sappers and 7x Flamethrower.
89. New: [733] 43 Mountain Corps - intermediate OB for 42 Mountain Corps, 108x 1939 Sappers replaced by 88x 1941 Sappers and 22x Flamethrower.
90. New: [734] HQ Air Command - copy of Soviet Air Command HQ, but as Corps HQ with reduced support.
91. New: [735] HQ Air Army - copy of Soviet Air Army HQ, but as Corps HQ with reduced support.
92. New: [736] HQ Mechanized Corps - as existing type, but as Army HQ.
93. Deleted: [17] 41 Hun. Army Corps - outdated and unused.

### **General Leader changes**

1. Minor name changes (transcription of Umlauts).
2. Some missing promotion dates added.

### **Specific Leader changes**

1. [2] Erich Abraham, promo2 year changed from 0 to 1945, promo2 month changed from 0 to 1, promo2 day changed from 0 to 3.
2. [4] Maximilian Angelis, name changed from Angelis to de Angelis.
3. [5] Helge Auleb, promo1 year changed from 0 to 1943, promo1 month changed from 0 to 12, promo1 day changed from 0 to 1, promo1 rank changed from 0 to 12.
4. [14] Herbert Bockmann, name changed from Bockmann to von Bockmann.
5. [20] Rudolf von Bunau, name changed from von Bunau to von Buenau.
6. [31] Sepp Dietrich, special changed from SS ONLY to SS AND GROUND.
7. [37] Hans Freiherr von Falkenstein, first name changed from Hans Freiherr to Hans.
8. [40] Hermann Florke, name changed from Florke to Floerke.
9. [42] Sigismund Forster, name changed from Forster to von Forster.
10. [55] Walther Grassner, name changed from Grassner to Graessner, lastYear changed from 1944 to 1943, lastMonth changed from 6 to 8, promo1 year changed from 1942 to 1941, promo1 month changed from 4 to 10, promo2 year changed from 1944 to 1942, promo2 month changed from 5 to 6.
11. [80] Gustav Hohne, name changed from Hohne to Hoehne.

12. [110] Walter Kruger, name changed from Kruger to Krueger.
13. [111] Ludwig Kubler, name changed from Kubler to Kuebler.
14. [132] Friedrich Muller, name changed from Muller to Mueller.
15. [133] Vinzenz Muller, name changed from Muller to Mueller.
16. [134] Ludwig Muller, name changed from Muller to Mueller.
17. [154] Wolfram Freih von Richthofen, first name changed from Wolfram Freih to Wolfram.
18. [176] Felix Steiner, special changed from SS ONLY to SS AND GROUND.
19. [196] Walter Graf von Brockdorff-Ahlefeldt, first name changed from Walter Graf to Walter.
20. [209] Smilo Freiher von Luttwitz, name changed from von Luttwitz to von Luettwitz, first name changed from Smilo Freiher to Smilo.
21. [226] Walther von Seydlitz-Kurzback, name changed from von Seydlitz-Kurzback to von Seydlitz-Kurzbach.
22. [228] Hans Graf von Sponeck, first name changed from Hans Graf to Hans.
23. [249] Rolf Wuthman, name changed from Wuthman to Wuthmann.
24. [276] Wilhelm Stemmerman, name changed from Stemmerman to Stemmermann.