

Strategic Command: World War I

Read me File – 14th July 2026

Version 1.16.05

Welcome

Thank you for playing Strategic Command: World War I™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at matrixgames.com.

Below you will find the latest and greatest information on Strategic Command: World War I™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please use our Help Desk at matrixgames.com/helpdesk or post in the Strategic Command: World War I™ Support Forum at matrixgames.com/forums. Please provide as much detail on your issue as you can.

To obtain optimum game performance, close all other applications before beginning a game.

Change History:

v1.16.05 – July 14th, 2026

1914 Call to Arms and Triple Alliance

- The UK's mobilization scripts due to German naval movements will now only fire in 1914 (augustine).
- Reduced Bulgaria's mobilization from the capture of Belgrade from 10-20% to 8-15%; the per turn trigger for the continuous occupation of Belgrade from 35 to 30%; and the mobilization effect for occupying Nish, Warsaw and being within 2 hexes of Uskub reduced from 8-15% to 6-14% (hannaj).

1914 Call to Arms; Triple Alliance; 1917 Fate of Nations

- Hex 208,14 added to the Territory scripts creating Finland (Easter80).
- Amended the second of the US's convoys to the UK so it also heads to Liverpool (mdsmall).

1915 The Second Battle of Ypres

- Added the fortresses next to Ypres so they are now affected by German artillery on Hill 60 (ruru).
- Added a missing village resource to the map (ruru).

1917 Third Battle of Ypres

- Added the fortresses next to Ypres so they are now affected by German artillery on Hill 60 (ruru).
- Added a missing village resource to the map (ruru).
- Lowered GermanAI MPPs.

1918 The Fourth Battle of Ypres

- Added the fortresses next to Ypres so they are now affected by German artillery on Hill 60 (ruru).
- Added a missing village resource to the map (ruru).

1918 The Fifth Battle of Ypres

- Added the fortresses next to Ypres so they are now affected by German artillery on Hill 60 (ruru).
- Added a missing village resource to the map (ruru).

v1.16.01 – October 02nd, 2025

GAME ENGINE

- Fixed an AP reduction error when a unit is surprised during movement (Dudeman).
- Fixed an Artillery return fire error (gamerdude).
- Fixed a UNIT script error that would not deploy naval units when a country joins/enters the war (Lothos).
- Fixed a naval unit swapping error (havoc1371).

v1.16.00 – September 04th, 2025

GAME ENGINE

- Fixed an available resolutions display error in the SETTINGS screen.
- Fixed a sleep tool CTD when combined with selecting next/previous units (John C).
- Fixed a unit supply value error for when supply sources are > 12.
- Fixed a naval zone of control display error (CptOdin).
- Fixed a TERRITORY event CTD when the RECIPIENT_ID had previously armisticed surrendered (budd).
- Fixed a Carrier attack error when Carriers are set to 100% land attack loss evasion, e.g. they would sometimes still get attacked by defending Anti-Air units.
- Fixed an Artillery error that allowed counter battery fire to fire through neutral territory (Hogart Time).
- Fixed an Artillery movement error that would reduce shells to zero if out of range of enemy units (ArcturusRising).
- Fixed an AI error that did not include Amphibious Warfare research upgrades applicable to minors for increased amphibious transport builds (El Condoro).
- Fixed a swap unit error that did not properly update control of a hex when that hex is occupied.
- Fixed an issue that did not properly account for NM increments for Fortresses and Major Fortresses (mdsmall).
- PBEM++ Lobby will have its Tournament button shown in Green when there are turns to be played, and in Red when your opponent must play out their turns first.
- Improved AI naval combat logic, e.g. improved FLEET and combat movements and the prioritizations of attacks on enemy Carriers where applicable.
- Optimized the display of the supply values map for improved scrolling speed (TheGameSquid).
- Enhanced PBEM security (mdswift; gamerdude).

EDITOR

- Optimized campaign text loading.

CAMPAIGNS

1912 The Balkan League

- Clicking on capitals will now play the standard city sound effect (Livadeia)
- Map extended to a width of 80 hexes as this now resolves a maximum zoom error when playing on ultra wide 5120x1440 monitors (stolowski).
- Corrected name of Maros river

1913 The Broken League

- Clicking on capitals will now play the standard city sound effect (Livadeia)
- Map extended to a width of 80 hexes as this now resolves a maximum zoom error when playing on ultra wide 5120x1440 monitors (stolowski).
- Corrected name of Maros river

1916 Lion of Africa

- Map extended to a width of 80 hexes as this now resolves a maximum zoom error when playing on ultra wide 5120x1440 monitors (stolowski).

1918 Ludendorff Offensive

- Added two extra Industrial Centers to Germany.
- Incomes tweaked for Germany, the UK, France and USA (HvS).
- Cost of Heavy Bomber research increased from 75 to 100 MPPs.

1919 Shadow of the Tsars

- Corrected location of Huliaipole and adjusted starting deployment of nearby units (Nutshell in a Nutshell)
- Increased Polish HQ build limit to 4 (was 2) (Nutshell in a Nutshell)
- Corrected Strategy Guide to note that Polish units can only safely enter Lithuania, not the other Baltic States (OldCrowBalthazor)
- Added Ukrainian partisans in Kiev and Odessa
- Amended DEs 421 and 422 such that Poland will now annex the region near Brest-Litovsk upon withdrawing from the war (OldCrowBalthazor)

1914 Call to Arms

- Corrected location of Huliaipole and adjusted starting deployment of nearby units (Nutshell in a

Nutshell)

1914 Call to Arms, 1914 Triple Alliance, 1917 The Fate of Nations

- Amended the resource scripts relating to Mesopotamia amended so until the Ottomans enter the war, all supply providing resources south of Baghdad will be at strength zero (Fafnir;mdsmall).
- Hexes 230,99 and 231,99 now also join Transcaucasia when it is formed (Livadeia).
- Made it so that messages relating to Austria-Hungary's National Morale scripts relating to the loss of grain from Galicia will fire every turn, rather than just the first turn (senalar).
- Messages relating to Entente ships in the Sea of Marmara affecting the strength of Ottoman resources now appear every turn when relevant (KorutZelva).

v1.15.00 – November 07th, 2024

GAME ENGINE

- Fixed a SURRENDER_2 error that did not properly fire FREE_UNIT events (Lothos).
- Fixed a resource strength display error when using the 'Show Upgradeable Units/Resources' option for ports that have the possibility of Naval Construction being applied (Mithrilotter).
- Fixed a 'range' determination error for range checks at sea that did not properly take into some rare coastal formations (Bill R.).
- Fixed an in game interface crash when navigating from the Production screen to the Purchase screen during a specific mouse click sequence (El Condoro).
- Fixed a unit attrition loss error when units have been set to no action points, e.g. no attrition was calculated for these unit types such as pill boxes (gigiduru).
- Fixed an issue with the PBEM autosave saving right after your opponents replay, and increased the time slightly between autosaves as well (MJY).
- Fixed an issue where an Engineer that was preparing a fortification, that then Operated to protect a capital, did not lose its fortification preparation status (FOARP).
- Fixed capital transfer issue (Zuxius).
- Fixed a movement path calculation error when multiple high penalty zones of control are in play (MrOrange).
- Fixed a VICTORY screen issue when the message was too long to fit (rhaltigan).
- Fixed a max zoom refresh error when switching from scenarios to a main campaign and vice versa (abchambe).
- Fixed a SAVE GAME screen issue where selecting the second page of saves would overwrite the the potential save 'file name' with the first selection on the second screen (achambe).
- Fixed a Motor Torpedo Boat reinforcement error that allowed it to reinforce > 5 at understrength ports (Tigertony).
- Added a SCORECARD which can be accessed using the 'L' key to view the campaign summaries. The scorecard will also appear after the VICTORY screen at the end of a game.
- Added ultra widescreen support for 21:9 and 32:9 resolutions such as 3840x1440 and 5120x1440.
- Coastal Guns will now exert a zone of control not only on land hexes, but over sea hexes as well (Elessar2).
- HQs with the highest rating will try and attach to the most units possible superceding other HQs when in 'Auto' (Mithrilotter).
- Subs in Silent mode no longer spot along their movement path, only their from their final moved to position.
- Partisans no longer suffer any possible attrition as their minimum supply should always be >= 3 (Mithrilotter).
- Turn counter added as a tool tip highlight if you mouse hover over the in game date in the upper right hand corner (Simicro).
- Victory scripts connected to dummy Decision events set to Type= 2 should now fire as intended (Mithrilotter).
- Paratroops can no longer prepare if they have 0 action points.
- Amphibious Transports can no longer unload from a neutral sea coastal hex.
- Interceptors that receive attacks from an escort will no longer suffer morale loss from the attacking Escort, e.g. even if Fighters are set to inflict morale losses on defenders (Lothos).

- Abandoned port control with an adjacent enemy unit will flip to enemy control at the end of your turn, e.g. previously it would flip end of the follow up enemy turn (Mithrilotter).
- Defending Carriers that already start at 0 strength for their aircraft wing will no longer report 'shattered' when attacked, e.g. if they were to take further damage to their aircraft wing (rjh1971).
- AI planning and organization optimized/fixed for OFFENSIVE, DEFENSIVE, TRANSPORT and AMPHIBIOUS TRANSPORT plans.
- AI Maritime Bombers now fly recon missions at sea if they do not have a visible target to engage (Mithrilotter).
- AI Carriers will no longer prioritize subs in first strike attacks, but may target a sub if it has been already attacked by other units or if it can be potentially destroyed.
- AI Subs in Silent mode will no longer be affected by enemy naval unit Zone of Control.
- AI naval units that pass through enemy units and take damage will now temporarily reveal itself when taking damage (Mithrilotter).
- AI air and naval will no longer attack/prioritize empty enemy resources on the very first turn of the game unless it is a mine or oil resource.
- AI air and naval units will be much less likely to attack an enemy resource unless the attacking unit has a resource attack value > 0.
- AI Destroyers and Motor Torpedo Boats should no longer attempt to shore bombard land units (Mithrilotter).
- Airfields can now be set as an ADVANCED campaign option where air units can only operate to and from AIRFIELD or adjacent to AIRFIELD hexes.
- Airfields provide supply to both land and air units.
- Air units can operate to airfields even if the 'Airfields' option is not selected.
- OFFENSIVE, AMPHIBIOUS and AMPHIBIOUS MINOR events can now all be scripted to target airfields.
- UNIT scripts can now be set to deploy units at airfields, e.g. the same as cities, capitals etc.
- Production/Deployment Queue now includes 'Airfields' as destinations for air units.

EDITOR

- All AI scripts that have an #ACTIVATE_POSITION field, now make use of [<] as well as <unit_id, ...>. See Templates\AI for more details in the NOTES section of the header of the applicable files.
- All AI scripts can now have an optional #ALIGNMENT_POSITION field added. See Templates\Events for more details in the NOTES section of the header of the applicable files.
- Added new functionality for any EVENT script that uses the #CONDITION_POSITION field, e.g. the use of [<] as well as <unit_id, ...>. See Templates\Events for more details in the NOTES section of the header of the applicable files.
- MOBILIZATION_1 and MOBILIZATION_4 events have added functionality for the #CONDITION field, see the applicable Templates\Events files for more details in the NOTES section of the header for these files.
- Enabled the options to edit the Resource attack/defence research upgrade increments for Fighters (Lothos).

1914 Call to Arms, 1914 Triple Alliance, 1917 Fate of Nations

- German DLC translations greatly improved (Lukas Lohmann).
- Increased Naval Zone of Control effects and moved Subs so that single Submarines will not exert a Zone of Control (redrum68).
- Restricted diplomacy affecting Spain so that now, no Major can invest more than 2 chits in it (mdsmall).
- Updated the Strategy Guide so that DE 625 now gives the correct information on the bonuses to be gained from Ukrainian grain supplies (Maddin25).
- Increased the chance of naval units retreating to 50% (100% for Carriers) with their maximum retreat ranges set to 4 hexes (2 for Motor Torpedo Boats).
- Increased the retreat range for all naval units apart from Motor Torpedo Boats to 4 hexes, and increased the chance of a Carrier (either type) retreating to 100%.
- If Germany says no to Brest-Litovsk via DE 620 then Russian National Morale now increases by 25,000 rather than 15,000 points (tage2).

- A loop script has been added to remove Russian troops from Finland after it declares independence (havoc1371).
- Added a new Diplomacy script to encourage the German AI to invest in the Netherlands if it swings to a pro-Entente leaning (Mithrilotter).

1914 Call to Arms and 1914 Triple Alliance

- Fixed a typo in DE 401 (BNC).
- Corrected part of the description in the Mobilization_2 script Romania is Impressed by Entente Successes (1) (mdsmall).
- Improved the Ottoman, Russian and US AI Research scripts (Mithrilotter).

1916 The Big Push

- Increased the HQ command limit for German HQs from 25 to 30 (Mithrilotter).

v1.14.00 – January 04th, 2024

GAME ENGINE

- Fixed a disappearing AI unit under rare circumstances (Lothos).
- Fixed an introduced transport issue that did not allow land units to transport when adjacent a 'frozen' port that was not covered in ice.
- Fixed a MOBILIZATION_4_EVENT error that did not properly structure a DECISION like event that other events could link to (Lothos).
- Fixed an issue for AI ai units where they could incorrectly fly over NEUTRAL territory to otherwise strike 'unreachable' target hexes (Lothos).
- Fixed a TERRITORY event crash error for when COUNTRY_ID= 0 (Lothos).
- Added a new 'windowed mode' in the SETTINGS screen which will allow players to play the game in a moveable window on their desktop.

v1.12.00 – October 24th, 2023

GAME ENGINE

- Fixed a unit movement error when land operational movement is disabled (EI_Condoro)
- Fixed a rare Diplomacy chit reclamation error that led unusually high influence chits remaining (Tigertony).
- Fixed a Naval Cruise unit action point value display error when custom Naval Cruise multipliers have been set (CaesarAug).
- Fixed an Amphibious Transport unload unit error that allowed units to unload on impassable terrain.
- Fixed an error that allowed Naval Cruise after a unit attacks and the defender is either destroyed or retreats (KorutZelva).
- Fixed an escort highlight error for some rare cases (ArcturusRising).
- Fixed a PBEM error under FoW that would possibly center the map on a hidden unit when a replay of the previous turn was about to start (Duedman).
- Fixed a PBEM first turn error that did not properly list some customized country names (OldCrowBalthazor).
- Fixed an error for custom campaigns that did not see the 'storms' penalty applied to naval units when the penalty is greater than +1 (Laki).
- Fixed a unit retreat hex optimization issue (havoc1371).
- Fixed an error that did not properly calculate initial unit morale during a dual deployment phase unit at the start of the game (Wilson).
- Fixed a combat error that did not properly show subs being destroyed when attacked and destroyed via a recon attempt, e.g. after the sub had dove (LLv34Mika).
- Fixed naval mine behaviour (OldCrowBalthazor).
- Fixed the display of incorrect mouse hover tool tip info for custom campaigns in the PBEM++ Lobby.
- Subs now attempt to randomly dive between 1 to 2 hexes if possible, but still with a maximum of 4 hexes if no good dive hexes are initially found.

v1.11.00 – May 31st, 2023

GAME ENGINE

- Fixed an upgrade tool error that would sometimes allow you to upgrade resources beyond available MPPs (Jkap).
- Fixed a unit movement error that did not fully update territorial control.

v1.10.00 – May 15th, 2023

GAME ENGINE

- Fixed an issue with HQ attachments and the associated HQ ratings and experiences that could be lost under rare circumstances (Chernobyl).
- Fixed a FREE UNIT error that led to unattackable units if they formed on surrendered and occupied territory and assigned to a Major that was not yet fully mobilized and belligerent (klschult).
- Fixed an error that did not have AI controlled Minors properly upgrade when they could (Elessar2).
- Fixed an issue where subs that dove after an air unit attack did not always remain hidden (Mithrilotter).
- Fixed a National Morale bars drawing error when new Majors are created via a SURRENDER event (Lothos).
- Fixed a sub unit error that allowed you to regain full AP when setting the mode to Hunt after a swap (Soulcollector).
- Fixed a sub unit error that allowed you to regain full AP when setting the mode to Hunt after an attack (Spitfireca).
- Fixed a rare PBEM++ crash error (DethMorgaw).
- Fixed a Research Costs Refund error for games that have RESEARCH disabled (Beriland).
- Fixed a controlled movement error that would lead to a CTD when attempting to move over top of a sub that is hidden under a fully visible sea hex (Mithrilotter).
- Fixed an AI sub raiding error that had subs navigate towards active enemy convoy lines where they are not yet belligerent with the recipient nation (Lothos).
- Fixed an error that would incorrectly reveal silent subs during any type of replay under FoW if they have not yet been spotted (OldCrowBalthazor).
- Fixed an error where disabled resource upgrades were still able to upgrade (Lothos).
- Fixed an automatic preparation for war error that would lead to a CTD under rare circumstances (Yvan1326).
- Fixed a Special Forces amphibious embarkation issue that now has SF focus on available ports and adjacent hexes next to ports before other available embarkation hexes (kjgokc2007, petedalby).
- Fixed a CTD that may occur when using either the sleep, upgrade or reinforce tool and then clicking the prev/next unit buttons (Surt).
- Fixed an AI Transport error that would have AI transports at less than 50% strength possibly embark and then immediately return to port (Lothos).
- Fixed a rare pathfinding error that led to an in game freeze (Von Hugo).
- Fixed an AI turn sub diving error that did not properly hide player control subs from the AI after a dive (Mithrilotter).
- Fixed an issue where towns would sometimes change control, despite not entering or formally gaining control of the town, after being attacked by a unit that moved first before attacking (Chernobyl).
- Rebased an air unit lowers its spotting range in half, and rebased air units can no longer swap with an adjacent unit (Elessar2, Duedman).
- Air units in fog/rain, snow or sandstorm weather will now have their spotting range reduced to 1 hex (Lothos).
- Air units that attack a unit in fog/rain, snow or sandstorm weather will no longer de-entrench.
- Pathfinding routine optimized with a 3X improvement for some of the worst long distance A to B pathfinding cases.
- Coastal Guns will now fire back at attacking naval units (archmache).
- Defender units that are destroyed before they can retreat will now output a 'Shattered' message to

- better indicate halved losses for the attacker (Taxman66).
- AI subs will now lock in to Hunt mode if the Fleet script is set to 'Naval Cruise' (Lothos).
- AI OFFENSIVE 'build up plans' will not automatically trigger versus a minor nation that is mobilized, unless the country owner of the OFFENSIVE plan is already at war with the parent of the minor target (Lothos).
- AI subs will no longer try and target land based convoys (Chernobyl).
- The automatic unit morale increase/decrease mechanism for friendly and enemy units upon a country surrender is now halved when more than 15% of the campaign has been played, e.g. the default impact will typically remain within the first year of the campaign.

EDITOR

- Placing a < symbol at the end of the #MAP_POSITION in STRENGTH scripts will allow for targeted units to be destroyed.
- Units set to a default of zero action points in the Editor can no longer transport.
- Enemy ZoC movement penalty values can now be separately set for land and naval units in the Movement Costs screen.

1914 Call to Arms; 1914 Triple Alliance

- The start date for the UK and Russian AI's potentially using diplomacy aimed at Albania has been put back from August to November 1914 (mdsmall).

1914 Call to Arms; 1914 Triple Alliance; 1917 Fate of Nations

- Pop Ups advising the Central Powers to keep 4 German units near Warsaw corrected so the text will now appear correctly (Tanaka).
- Supply scripts corrected so that German vessels can also affect Italian shipping (Tanaka; Xwormwood).
- Corrected the Ottoman, Serbian and Montenegrin unit facings (Hydra).
- Corrected the UK's Preparedness Movement Decisions, DE 140 & 141 so they will trigger either when Russia pulls out of the war, or when it surrenders (Hiryu).
- If the AI develops level 2 in Armored Warfare then it will now be far more likely to purchase a Tank Corps (Mithrilotter).

1917 Fate of Nations

- The impact of the French Army mutinies on French units has been increased (Mithrilotter).
- France no longer starts with a chit invested in Gas/Shell Production (Mithrilotter).
- The UK and France now start with level 1 in Armored Warfare (was 2) and 2 chits in Armored Warfare (was 1) (Mithrilotter).
- Germany now starts with 1 chit in Trench Warfare (Mithrilotter).

v1.09.00 – September 12th, 2022

GAME ENGINE

- Fixed a FoW unit reveal error when a hidden enemy unit is adjacent to a Land + Sea hex (BPINisBACK).
- Fixed an end of turn port control determination error for when adjacent enemy units are present, now it correctly only checks for adjacent enemy resources (boudi).
- Fixed a strike range estimated combat losses error that would show estimated losses for targets that could not be attacked due to poor weather effects (Mithrilotter).
- Fixed a neutral Major AI TRANSPORT script issue when attempting to transport to a friendly minor that is also active but not yet in the war, e.g. Italy to Libya (Lothos).
- Fixed a PURCHASE UNITS screen partial text display error (gwgardner).
- Fixed a rare PBEM++ save turn error (hansondavid4)
- Fixed an intelligence spotting report location information error for naval units when in spotted in port (Armuss).
- Fixed a reverse order bug for the cumulative summaries screen accessed via the 'L' hotkey (gwgardner).
- Fixed a bug that had could have Long Range Transports unload with supply = 11 (Bill Runacre).
- Fixed an HQ attachment range highlight error that did not properly reach all proper in range positions (LoneRunner).

- Fixed a FoW reveal error for enemy naval units hidden on neutral Major coastlines (Bavre).
- Windows scaling is now detected and reported in the SETTINGS screen, and listed resolutions will be relative to the current scaling setting as well.
- Subs can now dive up to 4 hexes away if applicable (Elesar2).
- AI Subs in Silent mode will no longer naval cruise (Lothos).
- Penalties/Bonuses will now check resources before terrain if a unit is on a terrain and resource hex (OxfordGuy3).
- Air units can now recon and attack in bad weather, all attacks in bad weather will be at 50% effectiveness.
- Special Forces can now amphibiously transport at damaged ports that are less than strength 5 (Mithrilotter).
- Subs that are at strength = 1, and then dive and lose a strength point and are subsequently lost, will now be properly reported as lost in the LOSSES screen (mdsmall).
- Map will now center of the Capital of any country that is preparing for war, or if they have entered the war.
- Maxed out research categories will now have any remaining research chits automatically reclaimed and MPP funds returned at 50% to the player.
- Mouse hovering over major rivers now shows a +1 movement penalty in the Operational information panel (Professor Von-Wulfen).
- Naval mines can no longer be laid in Land + Sea hexes (BiteNibbleChomp).

EDITOR

- Fixed an issue that did not allow some AI scripts to use any #GOAL_POSITION with an x value = 0 (Lothos).
- AI naval units can no longer be scripted to place mines in a Land + Sea hex via the FLEET scripts (BiteNibbleChomp).

All Campaigns & Templates

- Updated the script headers to better explain the #AI= Values range settings (Lothos).
- Updated the Guard script headers relating to the first #FRIENDLY_POSITION (Lothos).
- National Morale script templates updated to say #COUNTRY_ID= Country ID associated with this event (this is the country that will either benefit or be penalized by the script) (redrum68).

1914 March on Paris

- The German Artillery now deploys nearer the Belgian frontier at Eschweiler (shri; Bavre).

1914 Call to Arms; 1914 Triple Alliance; 1917 The Fate of Nations

- Changed the Territory scripts for the formation of the Crimean People's Republic so that the capital will be Simferopol (mdsmall; OldCrowBalthazor).
- Removed Caucasus Heavy Artillery from the list of Russian unit names.
- Changed the Production Delay from Turns to Months (ziploc).
- The Map Text for the Loop to the Persian Gulf from the South Atlantic now reflects the correct length of the voyage.
- Corrected the Entente's Strategic Advice Pop Up that incorrectly said only one Naval Mine could be laid per turn.
- The cost of investing in Armored Warfare for the UK and France has been reduced from 50 to 45 MPPs per chit (mdsmall; OldCrowBalthazor).
- The cost of investing in Long-Range Aircraft has been reduced from 50 to 45 MPPs per chit (mdsmall; OldCrowBalthazor).
- The cost of investing in Heavy Bombers has been reduced from 75 to 60 MPPs per chit (mdsmall; OldCrowBalthazor).
- Increased Arab Partisan Action Points from 3 to 5 (mdsmall; OldCrowBalthazor).
- Subs now have zero supply loss when attacked (Elesar2).
- All types of Cruiser now only gain defensive bonuses from ASW (mdsmall).
- Tooltips now appear for the Russian navy raiding near Zonguldak (jcrohio).
- Named the piece of the Basento River at 179, 104 (Checksum).
- Named the piece of the Kama River at 254, 65 (Checksum).
- Geneva and Zurich added as Swiss alternate capitals (Checksum).

1914 Call to Arms; 1914 Triple Alliance

- Added new Cancel_Positions to the Entente AI's Offensive scripts against Belgium, so they won't fire if the Central Powers have units in Nancy, Toul, Verdun or Epinal (JoeJoe).
- The Indian field artillery unit that arrives in Egypt in March 1915 arrives in Suez, rather than Cairo (mdsmall; OldCrowBalthazor).
- Greek General Danglis now arrives at Larissa, rather than next to Athens (mdsmall; OldCrowBalthazor).
- Added dummy DE 851 to trigger DE 28 as this checks that the Ottomans have entered the war (mdsmall; OldCrowBalthazor).
- The fall of Warsaw now reduces Russian National Morale by 5,000 rather than 6,000 points, while the loss of Brest-Litovsk now reduces Russian National Morale by 2,000 rather than 1,000 points (mdsmall).
- Germany now receives 35 National Morale points per turn that they hold Brussels.
- The Mobilization_2 script The UK Protests German Naval Movements is now only triggered by German units (Checksum; mdsmall).
- Amended a Russian AI unit script so that the relevant units deploy at Warsaw rather than Kutno (Tanaka).

1913 The Great Game (Community Pack)

- Ottoman Empire National Morale amended to 85% from 850%
- Ossm.R. mobilized after Russian attack on Persia now mobilizes towards Central Powers instead of the Entente

v1.08.00 – January 28th, 2022

GAME ENGINE

- Fixed an issue where PBEM++ Tournament scores were not preserved when saving progress mid turn. Scores would then only re-appear after ending the turn (Ajunta Pall).
- Fixed a UNIT production queue placement issue for the AI that would sometimes place an HQ adjacent to enemy units when better alternative positions were available (Josef Steppan)
- Fixed a controlled movement error where the unit would not move the full range of hexes in some cases (Laurenz)
- Fixed a controlled movement error where the unit would move its full range of hexes but not record any action point cost (Laurenz)
- Fixed another retreat error that did not have units retreat as optimally away from enemy units as they should (havoc1371)
- Fixed a rare (usually a first turn issue but only if the script exists) combat error where any AI units that moved into place via GUARD scripts did not record that they had 'moved', providing a blitz attack bonus for these units (Illbeard)
- Fixed a combat NM calculation error for when a defending unit is attacked in port, the attacker no longer loses NM when the attacker does not suffer a strength point loss (Checksumchecks)
- Fixed a Production Lost error for when a country surrenders and moves its Government to a new country
- Fixed a Research log error that did not properly display the research advancements and progression of your side under Fog of War
- Fixed a 'shattered' from combat calculation error that did not update HQ experience, National Morale and MPPs graphs values (Checksumchecks)
- AI Medium Bombers will now attack in a sequence prior to AI Tactical Bombers (SittingDuck).
- Airships that damage resources will now show their attacks in the Strategic Bombing graph (Checksumchecks)

EDITOR

- Fixed an issue where Minor nations could not be set for DECISION event COUNTRY_ID values as it would throw an incorrect script compilation error (SittingDuck).
- Fixed an error when reorganizing Major Country IDs that did not properly update any applicably affected transport units (The Land)

- Fixed an error when reorganizing Major Country IDs that resulted in a CTD when shifting a major to the minor list (The Land)

1914 March on Paris and 1918 Ludendorff Offensive

- Eupen is now in Germany rather than Belgium (Checksumchecks).

1914 Call to Arms; 1914 Triple Alliance; 1917 Fate of Nations

- Added Liege as an alternative Capital for Belgium so that it can better resist an Entente invasion (pjpg100).
- Added Amsterdam as an alternative Capital for the Netherlands (Checksumchecks).
- Removed the ability for Serbia to research Airships (Tanaka).

v1.07.00 – November 17th, 2021

GAME ENGINE CHANGES

- Fixed an issue where a recently formed neutral minor nation, retained its previous resource strength settings without a proper reset, e.g. reflecting its possibly new and/or different resource organizational supply strength status (Bavre).
- Fixed an issue where active convoy calculations were performed prior to resource strength calculations, which could incorrectly result in some convoys showing as invalid, due to a weakened port, prior to the final resource strength updates (Mithilotter).
- Fixed an issue where renaming your HQ in the PURCHASE screen would not remove the originally named HQ from the list (ArcturusRising).
- Fixed an issue where a SURRENDER_2 event would incorrectly remove a friendly unit relative to the event recipient ID when located in the capital (petedalby).
- Removed the GDI+ installed check at runtime.

EDITOR

- Frozen weather zone data for Sea Effects can now be amended (no longer locked in) for Winter and Late Winter settings.

1914 Call to Arms; 1914 Triple Alliance

- National Morale scripts penalizing Germany and Austria-Hungary are now linked to dummy DE 8 rather than DE 28 (ThisEndUp; Bavre).

1914 Call to Arms; 1914 Triple Alliance; 1917 Fate of Nations

- Corrected the Mobilization_2 script #NAME= Ukraine->Central Powers (to offset the script below), to only require 4 German units, and have added a mention of this to the Strategy Guides (Bavre).
- Pop Up script #NAME= Strategic Advice To The Central Powers (6) - Keeping Four German units near Warsaw amended and duplicated so it provides a message and shows a blue icon when hovering over Warsaw when the condition is met, as well as a message and red icon when it isn't.
- The Strategy Guides have been updated (see DE 625) to correctly reflect the benefits of keeping German units in the east once the Ukraine has been formed, and also of the risk of not having them there.

1918 Ludendorff Offensive

- Fixed the end date of the campaign to be the 31st December (david_k_helm).

v1.06.02 – November 04th, 2021

GAME ENGINE CHANGES

- Fixed an issue where naval units could no longer bombard ports empty of enemy units (ElvisJJonesRambo).
- Sped up animations for STRENGTH loss events.

v1.06.01 – October 21st, 2021

GAME ENGINE CHANGES

- Fixed a naval retreat error that did not always optimize retreats to nearby friendly ports (havoc1371, kirk23).
- Fixed a rare Carrier retreat from combat error that would sometimes lead to a CTD (arcturusrising).
- Fixed a Strategic Bomber attack error that in some cases did not allow you to scroll after the first strike (Mithrilotter).

1914 Call to Arms; 1914 Triple Alliance; 1917 Fate of Nations

- Fixed a POPUP event script error for keeping 4 German units near Warsaw (CaesarAug).
- Changed the terrain to numbers 147 and 498 in hexes 190,13 and 191,12 respectively, as well as changing 191,13 to be a fully land hex, to enable rail traffic to pass to and from Alta in Norway (Scottydwag).
- Deleted the forest in hex 198,89 to avoid confusion as it couldn't be easily seen (mdsmall).
- Changed the weather for Late Spring (1st May to 20th June) in Russia (weather zone 5) to have a zero chance of mud (Trooper_One).
- Research progress for all Majors now averages at 5% for achieving levels 1-3, and 4% for achieving 4-5.
- Partisans no longer have Bomber Defence 1 (Bavre).
- Sweden's King's Gustav's rating corrected (ulver).
- Changed the Mobilization_3 scripts for the new countries when Austria-Hungary collapses so they join the Entente from Type= 1 to Type= 2 so that these countries will join the Entente after a few turns (huckster).
- Russia withdrawing from the war will now reduce Serbian National Morale by 2,500 points (mdsmall).
- The surrender of France will now reduce British National Morale by 7,500 points (mdsmall).
- Changed the Alignment_Position requirement for DE 36 Germany surrenders so it now checks for Ottawa being in Entente hands (Fafnir; Niedowidek_slith).
- The ability of Aerial Warfare to increase the Build Limits of Minors for Fighters, Recon Bombers, Ground Attack Bombers and Heavy Bombers has been removed (mdsmall).
- Minor Victory conditions corrected so they will now fire, Verdun replaces Warsaw as an objective in the Minor Victory Conditions, and these have been added to the 1917 campaign too (PSA; mdsmall).
- Dummy Decision DE 173 added to allow historical Pop Up messages of events during the war to be easily turned OFF by going to Options -> Advanced -> Scripts -> Decision. It is the first one in the list, and unticking the box on the right will mean that 95% of the messages that are only there for historical flavor, won't appear. A small number are tied into other Decision Events to ensure they only appear at the correct time, so they will still appear (Garrison Moratto).
- The text of the Pop Ups relating to Ukrainian Grain Supplies to Germany have been corrected and there have been very significant changes to DE 625 for Germany to receive Grain Supplies from the Ukraine. The benefits are now more nuanced, including there now being some benefit from them if the Ukraine joins the Central Powers. Please check the Strategy Guide under DE 625 for a full explanation.
- Improved the text relating to DE 625 in the Strategy Guides to explain how Germany can benefit the most from Ukrainian Grain (EQFL_Sapare).
- Improved the text relating to Unrestricted Naval Warfare in the Strategy Guides (mdsmall).

1914 Call to Arms; 1914 Triple Alliance

- Russia's Guard Cavalry in Shavli (192,65) now start with Ground Cover 1.
- Russian Garrison unit deployed at Riga with Ground Cover 2.
- Changed the triggers for dummy Decision 252 #NAME= France: Dummy - Supply Shipments To Serbia via Salonika so that Salonika transfers to Serbia if the Central Powers have a unit in any hex between Cetinje and Pristina (KorutZelva).
- The Resource scripts increasing French production are no longer tied to German advances into France.

1914 Call to Arms; 1917 Fate of Nations

- Fixed the label for the Italian National Morale script for the Fall of Verona as it had been mislabeled as the Fall of Udine - which exists separately too (mdsmall).

1914 Call to Arms

- The chance of the Austro-Hungarian AI transferring Trento and Trieste to Italy via DE 704 has been reduced from 25 to 15% (redrum68).

1914 Triple Alliance

- Two AI only National Morale scripts amended to fire to take into account that Italy is Central Powers rather than Entente (KorutZelva).

1914 March on Paris

- Disabled Operational Movement by all land units.

1917 Fate of Nations

- Fixed DE - 250 so it requires Corfu to be in Entente hands, rather than Cetinje, Pec or Pristina (mdsmall).

All Campaigns

- Cavalry Corps no longer have Bomber Defence 1 (Bavre).
- Changed the setting from -0.5 to 0.0 for Defender HQ losses greater than Attacker losses (ThisEndUp).

v1.06.00 – October 11th, 2021

GAME ENGINE Changes

- Fixed a PURCHASE UNIT screen error that did not sometimes highlight Minor nation unit types with an '*' that could be repurchased at a discount (Earlydoors).
- Fixed a very rare game freeze during AI naval combat calculations (redrum68).
- Fixed a hex control update error around enemy resources that would sometimes revert control to your opponent when your own friendly unit positions should have prevented that from happening (EarlyDoors).
- Fixed a FoW error regarding units within resources of non belligerent but fully mobilized nations when moving adjacent to them, they will now remain hidden (atshii).
- Fixed a FoW error during an air attack that did not reveal units along the flight path when a sub dove (mdsmall).
- Fixed a unit swap error that sometimes led to higher than expected Ground Cover or Entrenchment values for Artillery, HQs and other non trench units (Will952).
- Fixed a naval unit movement error that would cause a CTD when moving to a Land + Sea hex that still had a trench on it (Bavre).
- Fixed a PBEM login issue that did not properly handle some special characters in passwords such as '#' or '!'.
as '#' or '!'.
- Fixed a PBEM save error for when a game has been 'resigned'.
- Fixed a disappearing trenches error during PBEM++ replays of previous turns (Will952).
- Last Turn Summary screen now has the option to list items in reverse chronological order (georgiabulldog1).

LAUNCHER

- Launcher now correctly links to the latest Strategy Guides (LoneRunner).

BLUE MAX MOD

- Fixed a missing naval mine graphic for the non NATO counter units (Narisomo).

v1.05.01 – June 09th, 2021

GAME ENGINE CHANGES

- Fixed a display error when navigating through the strategic menu options, e.g. War Map, Purchase Units etc, on displays with < 960 vertical pixels.
- Fixed a unit indicator sprite issue that would sometimes stop flashing when performing a brief quick scroll via a mouse move along the edge of the game window (Narisomo).
- Fixed a maximum map zoom error when the game is paused during a DECISION event and viewing the map (wobbleguts).
- Fixed an Amphibious Transport CTD that occurred when attempting to embark in an enemy Land + Sea hex (Randomluck).
- Fixed an MPPs and Strategic Bombing graphs page errors that was not always showing accurate values (LoneRunner).
- Fixed a GRAPHS screen error that would erroneously display some graph values < 0 when using the 'Relative Values' display option (Narisomo).
- Fixed a swap unit error that would allow you to swap zero action point Artillery units if they had any shells remaining (Narisomo).
- Fixed a naval mine laying error that did not reduce strikes to zero once action points had been reduced to zero as well (Narisomo, Taxman66).
- Purchase Units screen now has the option to enable/disable the 'Confirm Purchases' popup (MJY, ThunderLizard2).
- Removed 'Town' from list of resources via the mouse hover tip in the REPORTS screen as they are not included (Narisomo).

v1.05.00 – April 28th, 2021

GAME ENGINE CHANGES

- Fixed a controlled unit movement error that led to a CTD when attempting to end the move along several hidden enemy units (EQFL_Sapare).
- Fixed an error that did not properly allow Kamikaze attacks to damage adjacent enemy units. Normally a Kamikaze attack has a 25% chance of also damaging an adjacent naval unit by 1 strength point.
- Fixed an outstanding issue that still did not allow some Free units to upgrade relative to their current controlling major nation (Gilber).
- Fixed an issue where upon surrender, FREE naval units were being bumped out of non surrendering territorial ports (Gilber).
- Fixed an Amphibious Transport error that did not reduce movement action points when the amphibious transport moved adjacent to an enemy capital ship that then attacked it (EQFL_Sapare).
- Fixed a rare CTD that would occur when attempting to place a new unit right at the start of your turn.
- Fixed an issue where Special Forces amphibious transports would auto load into a dead end Land + Sea enemy hex (rocketman71).
- Fixed an error where Subs caught in ice could increase their action points > 1 by switching modes (APrusty).
- Fixed an error where if a Transport unit was selected, the Operational Action buttons would sometimes not be clickable (ruskicanuk).
- Fixed an error where the game engine would incorrectly move a currently occupied capital to its previous location if liberated. Now the capital will not move back unless the current capital is also liberated (EQFL_Sapare).
- Purchase screen no longer has a unit pre-selected to help avoid accidental purchases when clicking the Purchase or Production button (rocketman71).
- Mods with zero cost units can now have units upgraded and purchased (stalkerbrumikcz).
- Enemy targets and estimated losses for fully visible units/resources can now be highlighted when selecting a friendly unit to attack via the OPTIONS->ADVANCED settings.
- Units can now be put to sleep for one turn via the Sleep Tool mouse hover and pressing the

- space bar instead of a left mouse button click (EQFL_Sapare).
- Units set to sleep will now also be skipped by the AI when it is controlling friendly countries and units on your turn (EQFL_Sapare).
 - Left mouse button click will still perform the regular 'sleep' function.
 - Units set to sleep for one turn will have this indicated with a black dot instead of a white dot which indicates regular 'sleep'.
- Naval units can now have a maximum supply that matches the max port strength providing supply, previously naval units were capped at 10 supply even if a port provided 12 supply. All other naval supply rules remain the same, e.g. a 5 strength port can still provide maximum 10 supply to naval units.
- Air units will now gain maximum supply from any source, so long as they are attached to an HQ (Pocus).
- Supply map overlay will now display any mismatched supply values, e.g. if a unit has less than the overlay value, it will show in brackets in red alongside with the overlay value.
- Improved AI HQ amphibious landings where the AI will actively try and land in a pocket of friendly units and not next to enemy unit positions if possible (Mithrilotter).
- AI scripts can now be accessed in the OPTIONS->ADVANCED->SCRIPTS screen via 'Advanced (AI)' for review as well as to disable any disagreeable planning events.
- AI will now consider the belligerence status of a potential Amphibious invasion goal position to avoid potential invasions when not at war with the target position, as applicable to custom mods (wobbleguts).
- HQ supply rules, plus boosting/linking rules recap:
 - HQ units, after amphibiously unloading, start at supply equal to 5 + their current level of Amphibious Warfare technology. Supply will drop 2 supply points per turn after that. This allows the HQ to act as a Mulberry for an initial landing until further supply sources are achieved.
 - HQ distribution supply:
 - HQ supply = 0 will have a distribution supply value of 3 (previously it was 5).
 - HQ supply 1 or 2 will have a distribution supply value of 5.
 - HQ supply 3 or 4 will have a distribution supply value of 6 (previously it was 8).
 - HQ supply 5 will have a distribution supply value of 8.
 - HQ supply > 5 will have a distribution supply value of 10.
 - HQ boosting can only be achieved if the first HQ has a supply value >= 3 (previously it was > 0).
 - The HQ to be boosted must have a supply value < 5 and is now automatically increased to a supply value of 5 which caps its distribution supply at 8.
 - This will improve distribution supply for boosted HQs that were at 3 or 4 supply (from 6 to 8), and more importantly, will allow them to 'operate' and 'upgrade' now that they are at 5 supply.
 - LOW SUPPLY HQ boosting can only be achieved if the source HQ has a supply value >= 1 and < 3.
 - The HQ to be boosted must have a supply value < 3 and is now automatically increased to a supply value of 5 which caps its distribution supply at 6.
 - Between two HQs, the higher rated HQ receives the boost, the lower rated HQ is the source of the boost.
 - Source HQs of a supply boost to another HQ are now highlighted with a yellow hex outline, indicating they are the source of the supply boost, when clicking on the
 - Air units do not receive supply from an HQ unless they are attached.
 - Under supplied Air units, due to not being attached to an HQ, will be
 - Under supplied Air units, attached to an HQ but not to the most optimal supply giving HQ, will be indicated by a purple hatch beneath the applicable Air unit.
 - WWI Tanks will no longer be able to enter a mountain hex unless there is a road (stockwellpete).

All Campaigns

- Any references to .wav files in the scripts have been changed to .ogg (CaesarAug).

- Colonial Corps' Mobility upgrades corrected (EQFL_Sapare).
- Research tool tip for Artillery Weapons now includes its de-entrenchment increments (EQFL_Sapare).

1914 March on Paris

- Base German income increased from 175 to 180 MPPs a turn.

1914 March on Paris; 1918 Ludendorff Offensive

- Some German AI Unit scripts added.
- Added an Entente Decisive Victory condition for the Entente capturing Strasbourg, Köln and Coblenz (Iwarmonger).

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1914 Call to Arms; 1914 Triple Alliance; 1917 Fate of Nations

- Subs now have Naval Defense 1, while Destroyers Sub attack has been increased from 1 to 2 (Chernobyl).
- Removed the railway between Cetinje and Ragusa (OldCrowBalthazor).
- Changed the Condition Position on dummy DE 28 for the Ottomans leaving the war, and unlinked the relevant National Morale scripts from any DE in 1917 Fate of Nations (Dazo).
- Added a second capital to Montenegro in Pec, so that it does not surrender when Cetinje falls (mdsmall).
- Warsaw changed from a Secondary Supply Center to a Primary Supply Center so that if the routes east of Poland via Lutsk and Brest-Litovsk are cut, Russian supply doesn't plummet. However, this does not allow the deployment of newly purchased units within this zone if it is cut off.
- Amended the Variable Condition in most Territory scripts triggered by Russia's National Morale falling to zero so that new states will be formed, including the Ukraine, which will therefore be able to export grain to Germany (Disturbed).
- Added a HQ and Corps to the Spanish army (EQFL_Sapare).

1914 Call to Arms; 1914 Triple Alliance

- The Russian Garrison of Grodno has been increased to starting strength 6 with Ground Cover level 3.
- All Russian Unit mobilization scripts now have at least three alternative deployment locations and the Evert HQ should no longer spawn so close to the front line (mdsmall; OldCrowBalthazor).
- If Brest-Litovsk has fallen to the Central Powers by mid-September then a new dummy Decision 429 will ensure that the two Caucasian Mountain Corps will mobilize at Alexandropol and Tiflis (mdsmall).
- German Thorn Detachment's starting Ground Cover value increased from 1 to 3 (Tendraline).
- Canadian Corps DE 116 changed from Type=3 to Type= 1 so that it will fire once the UK and Canada have entered the war, if they have not already done so by the 10th October 1914 (mdsmall).
- Mobilization_2 script triggering Albania's entrance into the war on the side of the Entente is no longer contingent on Montenegro's situation (mdsmall).
- If Cetinje falls then a French convoy can now send supplies to Serbia via Salonika Port.
- Increased the initial strength of the Cetinje Detachment from 7 to 10 (stockwellpete).
- Serbian Decisions 423 & 424 will now be presented at the beginning of the Entente's turn (mdsmall).
- The Greek Unit script deploying their HQ Danglis can now fire from the start of the game if its trigger conditions are met (marionmco).
- Graudenz Detachment deployed at Graudenz (Chernobyl).
- Russian Garrison unit deployed at Vilna (Chernobyl).
- The Info only Morrocan Partisan script has been corrected so that it will show a symbol indicating that a Partisan unit can spawn there (EQFL_Sapare).
- An Entente declaration of war against Belgium if the UK is neutral will now swing the UK by 25-

35% away from the Entente (Dazo).

v1.04.00 – February 24th, 2021

GAME ENGINE CHANGES

- Fixed a NEW UNITS screen error that kept the OK button appearing as disabled even though it is enabled and clickable (sschnar1).
- Fixed an error where Armoured trains did not automatically provoke counter artillery fire that were in defensive range (Will952).
- Fixed some localization issues for Multiplayer games that were not translating properly between players in different languages (EarlyDoors).
- Fixed a resource supply/strength calculation error that did not see Minor controlled Primary/Industrial resources drop in strength when cut by rail to a Major Primary/Industrial supply source (mdsmall).
- Fixed a PBEM++ tournament game 'Save' and 'Quit' error that would end in a CTD.
- Fixed an issue that did not properly indicate that an artillery is no longer able to move or attack after an upgrade or reinforcement (Tanaka).
- Fixed an error in 'objective' based scenarios/campaigns where the wrong hex control was assigned for occupied but then liberated hexes.
- Fixed a naval combat error that did not properly have naval units demoralizing other naval units whenever applicable (Gilber).
- Fixed an AI purchase animation error that had it CTD when purchasing and replacing destroyed Carrier units (Ason).
- Fixed a bottom edge of the map scrolling and display glitch that would sometimes show units in the wrong positions (Chernobyl, OldCrowBalthazor).
- Fixed an HQ attachment range helper highlight that did not always match up with the actual attachment range (Pocus).
- Fixed a Partisan unit display error in the bottom operational interface panel when mouse hovering over the partisan unit (Pocus).
- Fixed a Purchase Unit screen error that did not list the correct country unit information when coming back from the Production screen and having switched countries.
- Fixed a Purchase Unit error that did not allow you to place Italian units in Sicily (Will952).
- Fixed a Carrier interception error that did not apply its current research level to the intercepting aircraft (Gilber).
- Free units from minor nations will now be able to upgrade relative to their current controlling major nation, previously they could not because consideration was still relative to their original parent nation (Gilber).
- Players can now switch between the strategic menu options without having to close the current window, e.g. switch back and forth directly from Diplomacy to Research, to Purchase Units etc (USGrant1962).
- Improved an AI HQ position vulnerability issue (Joseph).
- Improved GRAPHS screen readability with a relative max value between all nations per category (mdsmall).
- Loop sea transfer hexes enhanced for greater visibility (Christolos).

MODS

- Blue Max Mod added to the WWI Community Pack.

EDITOR CHANGES

- Fixed an editing Weather zones error that did not keep data separate for each season (Elessar2).

LOCALIZATION CHANGES

- added #GRAPHS_TEXT_1=, #GRAPHS_TEXT_2= and #PBEM++_OPTIONS_TEXT_4=

1914 Call to Arms

- Italian AI will now focus more on Trieste and Fiume (stockwellpete).

1914 Call to Arms and 1914 Triple Alliance

- Central Powers AI will now better protect the Kattowitz and Jakobeny mines (stockwellpete).
- US AI will now invest more in Logistics research (Chernobyl).
- US AI will now attempt more Diplomacy (Chernobyl).
- French AI will invest more in Command and Control research and less in Advanced Subs and Airships (Chernobyl).
- UK and Russian AI will invest more in Industrial Technology research (Chernobyl).
- Albania will now provide plunder to an occupier when it surrenders (cendrich).
- Fixed an issue with Albania's status as an unsundered neutral country.
- The Montenegrin Detachment in Cetinje now starts entrenched (OldCrowBalthazor).
- Enver Pasha HQ now deploys at Erzincan at half strength when the Ottomans enter the war (Chernobyl; shri).
- The Greek I & III Corps should now deploy sooner if Greece is invaded.
- Amended the Austro-Hungarian UNIT script #NAME= Austro-Hungarian 4th Army Continues Its Deployment so that VI Corps primarily deploys at Sambor rather than Przemyśl (stockwellpete).
- The timing of the UK's Decision to occupy Lemnos via DE 115 has been brought forward to 1st January 1915 (mdsmall; stockwellpete).
- Corrected the German language version of the Pop Up Strategic Advice To The Central Powers (8) Belgium (Michael Scholz).

1914 Call to Arms, 1914 Triple Alliance and 1917 Fate of Nations

- US AI Transport and Fleet planning improved to bring more units over to France.
- Increased the Ottoman Detachment Build Limit from 15 to 16 (OldCrowBalthazor).
- Reduced the attack values for naval units carrying out shore bombardment against aircraft from 1 to zero (canuckgamer).
- Artillery and Heavy Artillery's base Maximum Shells reduced from 10 to 5, and this can now be increased by 1 per level of Logistics tech (stockwellpete; OldCrowBalthazor).
- All Artillery types can now only gain a maximum of 1 experience point rather than 2.
- Maritime Bombers can now only upgrade to level 1 in Naval Weapons and Anti-Submarine Warfare (stockwellpete).
- Subs' base dive chance increased from 20 to 35%.
- Trentino is now a Fortified Town (stockwellpete; Chernobyl).
- Mülhausen is no longer a Fortified Town (stockwellpete).
- The British Cyprus Detachment has been replaced with a Garrison unit that isn't capable of amphibious operations (stockwellpete; Chernobyl; mdsmall).
- The UK and France now start with level 1 in Amphibious Warfare (mdsmall; stockwellpete).
- Bulgaria's starting dispositions altered to reduce the chance of them being conquered in one turn (OldCrowBalthazor; Dazo).
- Varna added as an alternate Bulgarian capital (ThisEndUp).
- Added alternate deployment locations for the Portuguese Corps that can arrive via DE 105 (Tendraline).
- The Strength script reducing Ottoman unit morale if 2 Entente units are within 1 hex of Gallipoli now fires if they are within 2 hexes of Gallipoli. Additionally, their effect has been increased dramatically too, from a unit morale reduction of 3-8% to 35-50% (mdsmall; stockwellpete).
- Territory scripts Romania Gains Bessarabia amended so that Romania rather than Serbia receives the territory (Michael Scholz).
- The cost of providing Mexico with funding via DE 616 has been reduced from 500 to 150 MPPs (stockwellpete).
- Gaziantep renamed as Antep and Kahramas Marash (Tendraline).
- Nuuk renamed as Godthåb (FOARP).
- Ounaajoki river renamed as Ounasjoki (FOARP).

- German translation of Duke of Aosta corrected to the English name so that the HQ will arrive with the correct HQ rating.

All Campaigns

- Changed von to Von in all German text files to avoid the duplication of any unit names (cendrich).
- Logistics tech tool tip updated to mention that it boosts HQ minimum supply distribution (Elessar2).
- Tool tip updated for Naval Weapons research (Christolos).

1914 March on Paris

- The rail networks of Belgium and the Netherlands can now only be used by Belgian and Dutch troops respectively.
- German new unit deployment is now set to Home Builds only.
- Corrected the rail junction at Sedan.
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1918 Ludendorff Offensive

- Corrected the rail junction at Sedan.

v1.03.00 – December 04th, 2020

GAME ENGINE CHANGES

- Fixed a Maritime Bomber error that did not take into account its ASW when attacking a sub (Mithrilotter).
- Fixed a FoW error that would cause subs to disappear from the screen when they were in Silent mode and within a shroud lifted area after a friendly Carrier would move within spotting range but not adjacent to the sub (Mithrilotter).
- Fixed a convoy path checking error that did not consider control of Land + Sea hexes when checking for proper convoy path validity (sschnar1).
- Fixed a combat error that did not have friendly artillery return fire from an controlled Heavy Artillery attack if within range (Mithrilotter).
- Fixed an enemy raider unit display error under fog of war if the raider unit was a Tactical or Medium bomber (Mithrilotter).
- Fixed a port control switching error for when a country surrenders as it was switching under some rare conditions when it should not have been (Mithrilotter).
- Fixed a supply map display error (from pressing the 'S' key in game) that showed an incorrect supply distribution value from HQs from nations above #COUNTRY_ID = 100, e.g. Sudan or similar (Mithrilotter).
- Fixed an error that had naval units reduced to 1 AP when there would be ice on their current hex, but there was no ice visible on the map due to the 'Weather' option being disabled (Ken Schultz).
- Fixed an error that had some countries lose their Primary and Secondary supply positions when their capitals had moved (MJY).
- Fixed an error that did not properly boost an HQs supply, via HQ linking and boosting, in some rare cases when it should have otherwise been boosted.
- Fixed an error that allowed armored trains or rail guns to be placed upon non rail hexes (PvtBenjamin).
- Fixed a sub mode change error whereby selecting to set a sub already in Silent mode, into Silent mode once again, incorrectly reduces its action points by 1/3 (Hotzn).
- Renamed Naval/Tactical mode for Carriers to Bombers (epekepe).
- User saves versus the AI will now remember the last map position and center on that position when loading the save (John Fireheart).
- Computer spotting range bonuses, as set in the OPTIONS screen, will no longer include extended spotting of Naval Mines (Hotzn).
- HQ supply rules, plus boosting/linking rules recap:
 - HQ units, after amphibiously unloading, start at 10 supply and maintain supply for up to 5 turns with a drop of 2 supply points per turn. This is similar to Special Forces, and allows

the HQ to act as a Mulberry for an initial landing until further supply sources are achieved.

- HQ distribution supply:
 - HQ supply = 0 will have a distribution supply value of 3 (previously it was 5).
 - HQ supply 1 or 2 will have a distribution supply value of 5.
 - HQ supply 3 or 4 will have a distribution supply value of 6 (previously it was 8).
 - HQ supply 5 will have a distribution supply value of 8.
 - HQ supply > 5 will have a distribution supply value of 10.
- HQ boosting can only be achieved if the first HQ has a supply value ≥ 3 (previously it was > 0).
 - the HQ to be boosted must have a supply value < 5 and is now automatically increased to a supply value of 5 which caps its distribution supply at 8.
 - this will improve distribution supply for boosted HQs that were at 3 or 4 supply (from 6 to 8), and more importantly, will allow them to 'operate' and 'upgrade' now that they are at 5 supply.
- LOW SUPPLY HQ boosting can only be achieved if the source HQ has a supply value ≥ 1 and < 3 .
 - the HQ to be boosted must have a supply value < 3 and is now automatically increased to a supply value of 5 which caps its distribution supply at 6.
- Between two HQs, the higher rated HQ receives the boost, the lower rated HQ is the source of the boost.
- Source HQs of a supply boost to another HQ are now highlighted with a yellow hex outline, indicating they are the source of the supply boost, when clicking on the recipient HQ.
- Air units do not receive supply from an HQ unless they are attached.
 - Under supplied Air units, due to not being attached to an HQ, will be indicated by a red hatch beneath the applicable Air unit.
 - Under supplied Air units, attached to an HQ but not to the most optimal supply giving HQ, will be indicated by a purple hatch beneath the applicable Air unit.

EDITOR CHANGES

- Fixed a 'TEXT' folder file read error that required an extra empty line at the end of the file in order to be properly processed/read (OnlineGeneral).
- Fixed a Help File launch error (OnlineGeneral).
- Fixed a unit renaming/properties screen issue that incorrectly added duplicate names to the unit build lists.
- Fixed an issue whereby HQs that were set to not be reformable, were still reforming in game once destroyed.
- Added a #VICTORY_PERCENTAGE= line for the VICTORY scripts to be used for tournament point calculations.

All Europe wide Campaigns

- US AI will now try and transport troops to the UK if France surrenders.
- UK and US AI will now try to amphibiously land along the French coast if France surrenders.
- Maritime Bombers' base Naval and Sub attack values reduced from 3 to 1 (MVP7).
- If Verdun falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 4,000 points via dummy DE 657.
- If Belfort falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 1,000 points via dummy DE 658.
- If Lille falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 1,000 points via dummy DE 659.
- If Nancy falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 1,000 points via dummy DE 660.
- Information on the National Morale effect on the UK of unrestricted naval warfare, and the effect on Germany of the Entente's naval blockades added to the Strategy Guides (mdsmall).

- If Germany doesn't sign the Brest-Litovsk Treaty then Russian National Morale will be boosted by 15,000 rather than 6,000 points (MVP7).
- Russia will now only withdraw from the war when its National Morale falls below 1% if Lenin is not sent to Russia (i.e. DE 619 = NO). Otherwise it can leave the war via the Treaty of Brest-Litovsk, or if its capitals are captured (MVP7).
- All Partisan locations in Russia can now spawn Partisan units.
- Reduced the maximum chits that can be invested in Artillery Weapons from 3 to 2 for all countries except the USA (Tanaka; Taxman66).
- All Infantry and Cavalry now start with Artillery Defense of 0.5 so that now their Artillery Defense will reach 1 (and therefore become effective) when they are upgraded with Infantry Weapons level 1.
- All Artillery types can now only gain a maximum of 2 experience points rather than 3.
- Hex 41,126 changed from Weather Zone 25 to 26 (BiteNibbleChomp).
- Germany's border with Denmark has been moved further north to include hexes 163,67, 164,67 and 165,67 (Platoonist).
- Italian National Morale scripts for Rome, Naples, Syracuse and Palermo corrected (Xsilione).
- SURRENDER_2 events with 24[1] now have a Variable Condition of Russia being aligned with the Entente and not surrendered (Michael Scholz).
- Bulgaria will now only gain Southern Dobruja following the signing of the Treaty of Bucharest if it is fully mobilized and aligned with the Central Powers (FOARP).
- DE 629 for Germany to sign the Treaty of Bucharest now requires Bucharest to be in Central Powers' hands to be presented (FOARP).
- Yugoslavia; Czechoslovakia; Hungary and Poland will now take 2-3 turns to join the Entente after being formed.
- Added text mouse hovering over the raiding hexes off Canada, the US and Italy.
- Added Naval Loops to remove any Entente naval units from the Sea of Marmara if the UK signs an armistice with the Ottoman Empire via DE 149 (marionmco).
- Spaces added to the Notes section of DE 619 Germany: Send Lenin To Russia? so that the atmospheric text is separate from the historical explanation.
- France's National Morale will now suffer a 4,000 point penalty if the Entente declare war on Spain (ChernobyI).

1914 Call to Arms and 1914 Triple Alliance

- Highlight added to show in red when there are less than 6 German units within 5 hexes of Warsaw after the Treaty of Brest-Litovsk has been signed.
- Amended the Mobilization_3 scripts for the Ottomans triggered by DE 108 so they are now triggered by DE 110, as this will ensure they only fire if the Ottomans had previously entered the war (ack105).
- Increased the National Morale penalties for Austria-Hungary losing Lemberg and Przemysl from 1,000 points to 2,500 points (eightroomofelixir).
- The Indian unit triggered by DE 108 now has an alternative arrival location in Kuwait in case Basra is occupied by an Ottoman unit when it is due to arrive there (ice_strength).
- French AI will only invade the Netherlands, after Belgium 25% of the time if the Central Powers have not invaded Belgium beforehand.
- Added 2 levels of Ground Cover to the Bulgarian Detachment in Sofia (OldCrowBalthazor).
- Changed Uskub from being a Secondary Supply Center to be an Industrial Center (OldCrowBalthazor).
- POP Up added for games against the Entente AI informing Germany that the Entente may invade Belgium and the Netherlands, providing them with the option to turn this off (Flharfh).
- The National Morale penalty for the Entente declaring war on Belgium increased from 4,000 to 8,000 points for the UK and 2,000 to 3,000 points for France (Flharfh).
- French AI will no longer focus on defending hex 160,86 (stockwellpete, Tanaka).

1914 Triple Alliance

- Libya now starts occupied by Italy and the Italian National Morale script relating to the fall of Tripoli has been corrected (mdsmall).

1917 Fate of Nations

- Added half strength Szent István Dreadnought to the 1917 campaign at Durazzo (hottegetthoff).

1918 Ludendorff Offensive

- Corrected the Unit Costs and Combat Target Statistics for US infantry and Cavalry divisions, and for Portuguese, Italian and Austro-Hungarian infantry divisions. Portuguese divisions will still be inferior to all others (Xsillione).
- Corrected the Unit Costs and Combat Target Statistics for US infantry and Cavalry divisions, and for Portuguese, Italian and Austro-Hungarian infantry divisions. Portuguese divisions will still be inferior to all others (Xsillione; Captain Tuttle).

All Campaigns

- Updated the Supply and Victory script headings.
- Added Tournament scoring to the Victory scripts.

v1.02.00 – July 31st, 2020

GAME ENGINE CHANGES

- Fixed an end of turn MPP summary error that did not correctly list all summary items such as convoy and decision event additions/deductions (Sparky0565).
- Fixed a Transport error that did not allow you to unload if in a friendly port but without any remaining action points (Dalwin).
- Fixed a combat morale recalculation error that in some cases incorrectly increased a defenders morale (pjb100, HamburgerMeat).
- Fixed a transport unload error that would sometimes freeze the rest of the in game interface.
- Fixed a unit operation error that did not allow units to transport past Sicily or Istanbul where there was a Land + Sea connection.
- Fixed an AI Amphibious Transport land and unload error that led to an infinite loop and CTD (coloradoviejo).
- Fixed an incorrect PBEM++ send message screen heading text error (Aussiematto).
- Fixed an issue where trenches were not shown in the lower right panel of the UI over top of clear hexes with no terrain (Jace11).
- Fixed a soft build error that allowed the AI to purchase Tank Corps beyond their limit as they should still be restricted by the Tank Warfare research category (Kalkstein).
- Fixed a surprise enemy contact error that did not reduce remaining action points by the distance the unit had moved (El_Condoro, crispy131313).
- Fixed a PBEM++ winning side error when a player has not resigned and the game has reached its victory script conclusion.
- Fixed a weather error that was incorrectly preventing Carriers from attacking some targets despite the Carrier otherwise seeming to have clear weather from its attacking hex (MBB).
- Added new functionality for POPUP script #DATE fields and #CONDITION_POSITION fields. See Templates\Events POPUP.txt for more details in the NOTES section of the header.
- Added new functionality for any EVENT script that uses the #CONDITION_POSITION field. See Templates\Events for more details in the NOTES section of the header of the applicable files.
- Added a new 'Hide/Show Map Information' button to the Operational Management area of the in game interface.
- Added mouse hover information for map convoys.
- Added mouse hover 'Undersupplied' air unit information text.
- Added mouse hover text and symbol sprite drawing capability for POPUP and SUPPLY events. Refer to the event note headers for more details.
- Added mouse hover Fortification completion date for Engineers that are preparing a fortification as well as in the unit information panel (splashell).

- Naval retreats will now consider and look for empty friendly ports to retreat to if applicable, except for those ports with enemy land units already adjacent to them (scott).
- Map will now re-center during animated replays of last turn moves if any action would otherwise occur over the bottom interface area (scott).

All Europe wide Campaigns

- US AI will now try and transport troops to the UK if France surrenders.
- UK and US AI will now try to amphibiously land along the French coast if France surrenders.

All Main Campaigns

- Maritime Bombers' base Naval and Sub attack values reduced from 3 to 1 (MVP7).
- If Verdun falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 4,000 points via dummy DE 657.
- If Belfort falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 1,000 points via dummy DE 658.
- If Lille falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 1,000 points via dummy DE 659.
- If Nancy falls to the Central Powers and is then liberated by the Entente, then France's National Morale will rise by 1,000 points via dummy DE 660.
- Information on the National Morale effect on the UK of unrestricted naval warfare, and the effect on Germany of the Entente's naval blockades added to the Strategy Guides (mdsmall).
- If Germany doesn't sign the Brest-Litovsk Treaty then Russian National Morale will be boosted by 15,000 rather than 6,000 points (MVP7).
- Russia will now only withdraw from the war when its National Morale falls below 1% if Lenin is not sent to Russia (i.e. DE 619 = NO). Otherwise it can leave the war via the Treaty of Brest-Litovsk, or if its capitals are captured (MVP7).
- All Partisan locations in Russia can now spawn Partisan units.

Both 1914 Campaigns

- Highlight added to show in red when there are less than 6 German units within 5 hexes of Warsaw after the Treaty of Brest-Litovsk has been signed.
- Amended the Mobilization_3 scripts for the Ottomans triggered by DE 108 so they are now triggered by DE 110, as this will ensure they only fire if the Ottomans had previously entered the war (ack105).
- Increased the National Morale penalties for Austria-Hungary losing Lemberg and Przemysl from 1,000 points to 2,500 points (eightroomofelixir).
- The Indian unit triggered by DE 108 now has an alternative arrival location in Kuwait in case Basra is occupied by an Ottoman unit when it is due to arrive there (ice_strength).
- French AI will only invade the Netherlands, after Belgium 25% of the time if the Central Powers have not invaded Belgium beforehand.

1914 Triple Alliance

- Libya now starts occupied by Italy and the Italian National Morale script relating to the fall of Tripoli has been corrected (mdsmall).

1917 Fate of Nations

- Added half strength Szent István Dreadnought to the 1917 campaign at Durazzo (hottegetthoff).

1918 Ludendorff Offensive

- Corrected the Unit Costs and Combat Target Statistics for US infantry and Cavalry divisions, and for Portuguese, Italian and Austro-Hungarian infantry divisions. Portuguese divisions will still be inferior to all others (Xsillione).

v1.01.05 – May 05th, 2020

GAME ENGINE CHANGES/FIXES

- Fixed a surrendering calculation error for nations that reached zero National Morale and then had an obviously incorrect enemy country become the occupier (Mithrilotter).
- Fixed a naval unit spotting error that still allowed naval units with land spotting values of zero to spot inland.
- Fixed a right edge of the map scrolling and display glitch that would sometimes show units in the wrong positions (mroyer, christolos, taxman66).
- Fixed a rare error that provided some Tank units with immediate entrenchment after moving when it should have been set to zero.
- Fixed a bug that allowed AI Engineers to reinforce after an attempted move towards a fortification building position (bootlegger267).
- Fixed a SURRENDER_2 game engine handling error that did not properly convert enemy hex control in some situations (Mithrilotter).
- Fixed an error that had surrendering minors check against remaining units at 50% per unit to skip surrendering instead of 6% (The Land).
- Fixed an issue where customized sounds from a MOD were being reset when quitting a campaign and starting again (Tanaka).
- Fixed a land convoy path issue that did not correctly identify invalid paths due to territorial ownership/control changes along the convoy path.
- Fixed a combat error for some defenders that were receiving the incorrect amount of experience from an attack (pjj100).
- Fixed a spotting penalty error that could allow units to spot further than intended from customized edits of campaigns (Rainer).
- Fixed an issue where players could still reinforce and upgrade units via the toolbar method when the campaign setting had these options disabled (ericdauriac).
- Fixed an issue where declaration of war related popups would appear within the WAR MAP screen and not show later after a player exits (dhucul2011).
- Fixed an operate air unit display cost error, final cost was correct, the question just showed the wrong amount (armuss).
- Fixed a rare DECISION event related error that prevented some events from firing properly when a country surrendered on the same turn (Makhno1917).
- Fortification facings now have an effect on attacking Amphibious transports (Christolos).
- New Units to be placed on the map will now only center on a capital city location whenever the current map does not highlight a viable placement position (MJY).
- PBEM++ games can now be set to 'Disable Game End Date' in the OPTIONS setup screen (dcinlassen).
- PBEM++ in game chat messages now increased to a length of 140 characters from 130.
- PBEM++ server access and Refresh further optimized and sped up considerably.

1914 March on Paris

- Woods near Reims and Villers-Cotterêts amended.
- Road added between Arras and Doullens.
- Düsseldorf added as a German Industrial Center.
- The loss of Düsseldorf and Köln now reduces German National Morale by 5,000 rather than 3,000 points apiece (Xsillione).
- The province of Malmedy in Belgium is now part of Germany (Rainer Klahold).

All Europe wide Campaigns

- Reduced the number of Alignment Positions in the dummy Decision Events triggering the Russian convoy to Serbia and the German convoy to Austria-Hungary.
- German fortifications that start on the map in the east will now be destroyed if captured (Christolos).
- Russia's starting Naval Mine Build Limit increased from 1 to 2, and there is now a minefield in the Baltic in both 1914 campaigns.

- If German National Morale is below 10% then Bulgaria will now surrender if there are 2 Entente units within 3 hexes of central Bulgaria (hex 196,99) in addition to the already established trigger of there being 2 Entente units within 2 hexes of Sofia (William Knowles).
- Trigger ranges for the Russian Opolchenie at Smolensk and Kiev to be activated increased.
- Polish units can now be upgraded.
- The hex west of Lupkov Pass (190,85) now transfer to Czechoslovakia rather than Hungary on the collapse of Austria-Hungary (eightrommofelixir).
- Hexes 184,83, 185,83 and 186,84 now transfer to Czechoslovakia rather than Poland on the collapse of Austria-Hungary (eightrommofelixir).
- Some changes made to the Polish army's deployment to make the country more defensible against Germany (eightrommofelixir).
- The area around Trento and Bruneck now transfer to Italy if Austria-Hungary surrenders (eightrommofelixir).
- When the Ottoman Empire collapses, if Russia is still in the war then it will gain territory in the Caucasus including Trabzon, Erzurum and Van (eightrommofelixir).
- AI PURCHASE and RESEARCH scripts optimized and improved (Xsillione. Benedict151).

Both Europe wide 1914 Campaigns

- Ottoman Mobilization_3 event #NAME= Ottoman Empire->Entente (post surrender) from September 1915 reducing Ottoman mobilization to zero can now only fire if the Ottomans had previously entered the war (CommandoDude).
- Two Russian Garrisons added in eastern Poland, and the Russian Recon Bombers have been moved south from Brest-Litovsk (Iwarmonger; Xsillione; Chernobyl).
- The Austro-Hungarian IX corps has been moved from hex 192,82 to 192,83 (Chernobyl).
- Austria-Hungary's gain in National Morale points from Serbia surrendering has been reduced from 2,500 to 1,500 points (Wittmann).
- National Morale script where Germany should gain points from Serbia surrendering has been corrected.
- The chance of Germany investing in Infantry Warfare and Submarines research has been increased (Benedict151).
- Ottoman AI RESEARCH has been amended to increase their investment in Command and Control and reduce it in Submarines (Benedict151).
- Extended the distance at which Greek units will deploy in Athens and Sparta if Greece is invaded (Xsillione).

1914 Call to Arms

- 1914 Call to Arms Strategy Guide corrected so that DE 704 refers to Austro-Hungarian National Morale reducing by 8,000 points rather than 10,000 if the Central Powers say YES to this (Christolos).

Campaigns

- Added 1918 Ludendorff

v1.01.04 – February 24th, 2020

GAME ENGINE CHANGES/FIXES

- Fixed several text display issues under German, French and Spanish localization.
- Fixed several other text display issues within the various popup, information and question boxes when text was at or over maximum line length.
- Fixed an issue where a Fortified Town that became a Capital was reverted to a City instead of back to a Fortified Town when the Capital setting was reversed (Captain Tuttle).
- Fixed an issue where units arriving from a UNIT script event could not reinforce/upgrade/operate/transport. Now only those that arrive during a country join event will be restricted for the very first turn they arrive.
- Custom campaign strategy guides will now launch from the campaign Manuals folder, previously it

was the Docs folder, e.g. Campaigns_myCustomCampaign\Manuals\Strategy Guide.pdf

Campaigns

- Added 1914 March on Paris
- v1.01.03 – February 06th, 2020

GAME ENGINE CHANGES/FIXES

- Fixed an HQ renaming exploit that allowed players to rename highly rated HQs while then having the ability to repurchase the originally named HQ at the original high rating as well (Andreas150_ssl).
- Fixed an end of AI turn FoW error that did not reveal adjacent and visible enemy resource supply values.
- Fixed a rare unit at 0 strength error (dhucul2011, Yogol).
- Fixed a unit completed its move determination error that was unfortunately introduced for the WWI release (bmorgan077).
- Fixed a unit placement calculation error that would allow you to incorrectly place a naval unit in an enemy port if the enemy port was located next to a friendly port (Peter Hugo).
- Fixed a recon error that did not properly allow a Maritime Bomber to recon sea hexes (bmorgan077).
- Fixed an issue where re-loading from an autosave would not bring up again any applicable beginning of turn decision events (stormbringer3).
- Fixed a SURRENDER_2 event firing issue, was not firing in some cases, that was linked to dummy DECISION event.
- Fixed a SURRENDER_2 event issue that was not properly removing units and placing them as optimally as it should in appropriate/logical territory.
- Fixed a custom campaign strategy guide launch error (El Condoro).
- Fixed a Operational Action Button error that did not allow players to select 'Recon' or the 'Recon and Bomb' options for WWI Carriers or Seaplane Carrier units (bmorgan077).
- Fixed a naval damages at sea error that caused Troop Transports to take much higher damage than the default maximum of 1 strength point (The Land).
- Unit properties will no longer show partial values, only whole number values to avoid confusion, e.g. de-entrenchment of 0.5 will now show 0 until it has fully reached a value of 1 and so on.
- Added a map scroll speed adjustment bar in the SETTINGS screen.
- Attacks against Ports will now target the port first and then any Transport unit located within the port with a 100% chance of potentially damaging the Transport. Previously these attacks would only attack a Transport within a port.
- Port blockades can now only occur if the blockading unit has a supply value > 0. Transports can no longer blockade a port (Helsingor).
- HQ auto and assist attachments will now prioritize stronger units when possible (Tanaka).
- HQ highlights for assist and manual modes will now show green for attached, red for attached to another HQ, and blue for unattached for all applicable units that are within the attachable range (ArtDen, budd).
- Soft builds will no longer allow you to purchase units such as Tanks until the required research levels are achieved that will increase the build limit to > 0 for that unit (ArtDen).
- Naval Mines can no longer be placed within a port (bmorgan077).
- Naval Mines will no longer be counted in the LOSSES screen (already not counted in the REPORTS screen) and will continue to be listed in the DETAILED LOSSES screen but no longer count against the total losses there ([40-1] Ulrich).
- REPORTS and LOSSES screens now indicate country owner of each bar and pie graph section when mouse hovering over the data.
- Added a notification dot red highlight over the info button for first time players indicating there is important information here to select and view.
- Selecting a unit or resource on the map will now switch to the appropriate last major selected in the Country Selection panel in the upper left corner of the game.

- AI Fleets will now be less likely to be baited out of their preservation strategy if scripted as such. This will apply to Germany, Russia and Austria Hungary early on in the war (xwormwood, senjako).
- AI HQs will try and stay out of reach of enemy units slightly more than in previous builds.

All Campaigns

- Removed the Gibraltar Loop text and symbols (bmorgan077).
- Basra added as a second Mesopotamian Capital so that it doesn't surrender if a liberated Baghdad falls.
- US Dreadnought North Dakota's spelling corrected (Mithrilotter).
- Reduced the land spotting of all surface combat vessels and regular Transports from 1 to 0 (Markiss).
- Removed the southernmost Cattaro Port near Antivari (Ivanov).
- Reduced the experience gain for Recon Bombers attacking units from 0.15 to 0.10 (Mithrilotter).
- Increased the experience gain for all naval units sinking an enemy ship from 0.15 to 0.20 (Mithrilotter).
- The Marco Polo is now an Armored Cruiser rather than a Light Cruiser (Mithrilotter).
- Ausonia added as a German Aircraft Carrier name (Mithrilotter).
- Increased Tank units' Artillery Attack and Defense values.
- Infantry Weapons upgrades will now increase Artillery Defense values by 0.5 per level (HvS).
- Increased the AI's National Morale bonuses at Intermediate and Expert levels for all Majors apart from the USA.
- Lawrence HQ will now deploy in a Central Powers turn (Dcobra).
- Territory scripts relating to the formation of Yugoslavia amended (Peter Hugo).

1914 Call to Arms

- Changed the Belligerence text for when Italy joins the Entente so that the wording is also applicable if the Central Powers were to declare war on Italy.

1914 Triple Alliance

- Detachments deployed at Marseille and Lyon (Chernobyl).

Both 1914 Campaigns

- Slight increases made to the chance of the AI researching Production Technology for most Majors, and of the USA investing in Production Technology (Mithrilotter).
- Added a comment about the possibility of the Central Powers signing a treaty with Romania if Russia has withdrawn from the war to the 1914 Strategy Guides (Mithrilotter).
- Added comments on Naval Warfare increasing Naval Mine Build Limits, and that the number of chits that can be invested in each category will vary to the 1914 Strategy Guides.
- In response to DE 121 the Entente AI will now deploy British and French units at Salonika.
- Russian Recon Bombers moved from Syedlets to Brest-Litovsk, and the IV Cavalry Corps to Syedlets in order to prevent Brest-Litovsk falling in turn 1 (Iratespartan13).
- Offensive scripts for the Entente AI to invade Belgium amended so they can only fire once the UK has joined the Entente.
- An Ottoman Detachment now arrives on the 1st October 1914 in the Production Queue.
- If Russia surrenders or withdraws from the war then a neutral but pro-Entente Romania will now swing 30-40% away from the Entente (medck).
- Moved the Lion Battlecruiser from Plymouth to near Edinburgh (The Land).
- Replaced the Dreadnought with the Orion (The Land).
- AI planning and logic improvements for both the Central Power and Entente sides
- AI research improvements to focus even further on Infantry Warfare earlier on (moca loca).
- AI script corrections regarding Artillery purchases.
- AI French invasion of the Low Countries adjusted for more timeline variety from game to game.
- AI French invasion if the Low Countries can now be disabled by disabling the applicable AI

dummy DECISION event (DE 50) via the OPTIONS->ADVANCED->SCRIPTS screen.

1917 The Fate of Nations

- Three Russian and two Ottoman Corps in the Caucasus replaced with Mountain Corps (Mithrilotter).
- Removed the chits invested in Aerial Warfare from the UK, France and Germany as the maximum levels have already been reached (Mithrilotter).
- Answald Seaplane Carrier added for Germany (Mithrilotter).
- Gallipoli added back in as a National Morale Objective, and Gallipoli added back in to an Ottoman AI Guard script (Mithrilotter).
- Serbia now starts with 1 chit invested in Trench Warfare.
- The USA now starts with 1 chit invested in Logistics.
- France, Germany and Austria-Hungary now all start with level 1 in Production Technology.
- Serbian AI's National Morale boost scripts added.
- The UK, France and Germany now start with Ground Attack Weapons level 1, rather than having a chit invested in it.
- Increased the chance of the German AI researching Ground Attack Weapons, and of all Majors researching Trench Warfare including Serbia.
- AI script corrections regarding Artillery purchases.

v1.01.02 – December 11th, 2019

GAME ENGINE CHANGES/FIXES

- Fixed a message text overrun error in the last turn summaries (Mithrilotter).
- Fixed a PBEM first time user account registration login error, despite a successful registration.
- Adjacent naval mines and transports no longer prevent a naval unit from using Naval Cruise (Mithrilotter).
- Very low unit morale will now recover more quickly as long as a unit is at strength ≥ 8 and supply ≥ 5 (Mithrilotter, lko).
- Hidden Majors are no longer shown in the War Map (Player 1).
- AI transfers from one front to a weaker front will now shift slightly less units for better optimization of front balancing.

All Campaigns

- Norway's railways north of Bodo removed, apart from the line between Navrik and Kiruna (Captjohn757).
- Increased the UK and Russia's Garrison Build Limits and added Garrison units at London, Odessa, Sevastopol and Novorossiysk, and added Guard scripts for these locations where required.
- Increased Austria-Hungary's Detachment Build Limit from 8 to 10 (Mithrilotter).
- Pop Up advices corrected so they should fire on the correct side's turns (dhucul2011).
- Moved the Persian Gulf and Red Sea loops at the bottom of the map to the east.
- Duplicated Pop Up script #NAME= Ottomans Increasingly Blame Germany For The War, And Many German Officers Are Assaulted removed (Mithrilotter).
- Added some extra text in the Strategy Guides for DE 620 on the Treaty of Brest-Litovsk (Xwormwood).
- Corrected some Territory scripts relating to the surrender of Austria-Hungary and the formation of new countries (MarechalJoffre).

Both 1914 Campaigns

- Mobilization_2 scripts swinging Romania, Bulgaria and Greece towards the Entente if Gallipoli is captured now require Russia to not have withdrawn from the war to fire (medck).
- Russia's National Morale penalty should Warsaw fall has been increased from 3,000 to 6,000 points.

- Check for Albania to be pro-Entente but surrendered added to DE 705 for Austria-Hungary to form an Albanian Legion (TripleCP).
- DE 810 corrected in the Strategy Guides (Mithrilotter).
- AI Central Powers bonus UNIT Corps moved from arriving in Brussels in 1914 to Aachen (Peter Hugo).

1917 The Fate of Nations

- Changed the order in which the Central Powers' Strategic Advice Pop Ups appear in the first turn so that the Importance of the Netherlands one is the last to appear at the start of their first turn.

v1.01.01 – December 05th, 2019

GAME ENGINE CHANGES/FIXES

- Fixed a Deployment Phase error for when Germany was set to AI controlled on your turn (Surtur).
- Fixed a rare Entrench issue that did not allow a Trench to reduce to 1 side and rotate properly (dhucul2011).

v1.01.00 – December 05th, 2019

- Initial Release