



v3.0.3

#DEFINES

BASE_LEADER_TRAIT_GAIN_XP to 0.25

reduced EXPERIENCE_COMBAT_FACTOR from 0,08 to 0,05 to prevent stacking of modifiers in combat

FIELD_MARSHAL_DIVISIONS_CAP = 25 to 5

Adjusted several defines

Adjusted garrison factor and frontline factor

Lowered retreat speed & withdraw speed

Decreased base surrender lvl

Boosted base repair

Increased air damage from 0.3 to 0.31

Decreased max expeditionary size

Lowered convoy for supplies

#AI_strategy

ai strategy that prevents japan from sending volunteers to italian east africa

Renamed barbarossa to axis and added ai strategies for romania bulgaria hungary and italy to stay in axis

Italy staying defensive early on against FRA

ENG area priorities

CHI staying defensive

GER not pushing through ITA

Adjustments to GER AI strategies

Adjusted several AI strategies

SPR now more defensive

#AI Templates

revamped AI templates for bel fin hol pol fra and eng

More AI_templates (CZE, ENG, GRE, SPA, TUR, YUG)

Adjusted US and RAJ templates

#On-action

Added triggers for technologies

Moved some starting events to on startup

#IDEAS

Replaced country_flags for laws with has_idea

Added US armed population idea

Changed soviet collectivist idea to 0.15 weekly stability instead of 25% total

#UNITS/EQUIPMENT

HQ need less hq_equipment (100 > 75)

Added 1500 ss_uniforms to stockpile. (start-up)

Added tech-modifier for GER-AI to research ss-combat-engineer on time

Corrected division_name_group

Added division_names_group for VT and Reich and Das Reich

Added Ss-anti_tank_brigade

Added smg_equipment to Commando, infantry and ss_infantry

Set Wach Btl LSSAH to low priority

Added rocket art detachment to support. (Small unit)

Added texticons SS paratroopers and SS Airborne Art-Abt

Adjusted infantry equipment types by grennight

Added the arctic support company back in

Adjusted desert support

#OOB

Added division_template to "history/units/GER_SS_Start_II_ai.txt

Fixed error in div-template Bryganda_Panc_Mot (POL)

ENG_Port_Garrishn_units OOB deleted. Corrected NF and event for that.

Corrected support-units in several OOB

Unique divisions (GER) locked due to event-chain

Corrected logo 5. Pz-Div

Locked first GER division_names_group GER_INF_01 for Welle-1 divisions so numbers won't be available for player.

Added locked div-templates for 2., 13. and 20. Inf.-Div. due to event-chain.

Corrected missing charater in division-template naming

Deleted GER_SS_Danzig_ahist

CZE using division_names_group now

Fix 6. Pz.-Div load_oob

#COUNTRIES

Changed china starting ST to 0.4

JAP and PRC supreme commander fix

Reorganized historical order a bit in an effort to make sure ITA declares war on Greece in 1940

Added militia to division_templates + Changed starting exp for china

Gave BEL HOL FIN and POL a deployment queue

Added starting productionlines for HUN

Made BEL HOL and POL go for infantry bonus minister

US more starting civilian factories

Moved allied anger variable to history/GER

#EVENTS

Allied Anger deleted in NF GER and completely reworked

Added 'No need' choice to several events for player

Reworked military_size-events into 1 event

Added WTT_china_political_struggle

Compiled all buildings-events into 1 event

Promotion/Demotion decision and event added

Fix to Fritsch affair event, deleted Himmler_ai idea and connected events fixed

Added von Blomberg to Fritsch affair event

Reworked event-chain VT to SS Pz-Div Das Reich

Reworked performance by Jack

Reowrked SS-Infantry-Div Totenkopf eventchain

Deleted some no valide ss_events

Reworked AIRDT economy. Moved to _EAI_misc

Reworked canada.10

Correted some claims and add_core state 762 for WTT_GER

Integrated renaming Alsace to Elsass-Lotharingen from vanilla for GER

Corrected 4. TK Standarte

Corrected state 987 to 864 in Britain_bice

Delted buildings_ai event (obsolete)

#NATIONAL FOCUS

Adjusted solution for danzig focus

Cleaner and more organized GER NF

Placed condor-legion under Wehrmacht focus

Changed Allied Anger date End of CZE 70 days earlier. To 1939.1.6 (Time of NF)

Added date > 1940.1.1 to available 2nd Vienna Award for Allied Anger

Merged canda and better_canada

Made Allied Anger also for Allied

Added a partisan event to inform the player where which and how many partisans spawned

#TECHNOLOGIES

Deleted double technology-gfx

Only coastal countries have acces to naval techtree and naval doctrine.

#NATIONAL FOCUS

Adjusted solution for danzig focus

#MODIFIERS

Increased surrender limit

Adjusted difficulty

#BUGFIXES

CTD fixed due to decimal values in defines.

Several bugs fixed

Corrected 2 bugs in 2 templates.

Fixing CZECH Light tank issue

Fixed Ger_invalidate_norway OOB support

Fixed errordog in naval_combat losses window

Added texturefile for convoys inverted

Added inverted gfx ships

Fixed countryflag for SS TK Division

Fixed CTD sudetenland

Fix to the move capital event for SPA

Fixed vichy event and torch event

Fixed error Invalid state for is_controlled_by 976 = ENG

Fixed load_oob Pzgren-Div Das Reich

Fixed Grossdeutschland missing equipment

Fixed JAP using all its troop to garrison chinese puppet

Fixed SOV operation decision visibility

Fixed communist CWs

Fixed ROM switching to SOV too soon

#BUILDINGS

Added enable_building Pillbox to ww1 doctrine Pillbox

Nerfed airport capacity

#LAWS

USA WS MP Laws improvement

Added max command power to Officer Training

Adds 20% WS and has_war=no requirement for going from volunteer to 1Y Draft

Adjusted conscription triggers

5% to 1.5% for Japanese conscription

Deleted early mob economic from unsupported eco law, so it doesn't screw France early game

Added mobilisation system to mobilize over time

#INDUSTRY

Consumer goods to housing

Balanced housing and improved_machine_tools

Changed steel mill to synthetic_rubber_refinery

Added synth tech from vanilla

Industry reorganized

Nerfed housing and industry manpower demand

#LOCALISATION

Added some localisation for decisions

Localisation for better Factory-events

Localisation for VT to SS Pz.-Div Das Reich

Localisation for SS-Infantry-Div Totenkopf event-chain

Added localisation for Cze light tank

Deleted some duplicate entries

Added decisions/event-chain/localisation 60. Inf.-Div.

Lowered manpower demand for con industry

Moved -retention from dispersed to concentrated industry

#GUI

Adjusted prioritize icon in division-designer

Adjusted position of Strategic bombing view

Added square for Field Marshal better visual

Adjusting template tab for use of 1 column of support due to AI only using 1 column

Added green button for TRAIN in templates-view

#TRAITS

Traits ENG, FRA and GER more balanced

Added fortress_buster trait_cautious traits to Montgomery

added trait for Paul Reynaud to help FRA AI against GER

#AI

AI gets WW1 techs at startup

Fixes/adjustments/some AI improvements by Jack

Added ai modifier to subtech_light_panzer_td_equipment_1

Made soviet join case white 16 days later

Adjusted AI convoys

Changed the war goal event's war goal option's condition's ai factor to 0 so ai will not pick it and go nuts

Nerfed AI suppression

Fixed AI not switching to war economy

Adjusted partisan system to use partisans unit type and stay at their local province

Fixed AI manpower laws with rudimental events

Adjusted desperate AI defines

Adjusted decision AI by grenight

Adjusted manpower

#DECISIONS

Corrected division-template 29. Inf-Div(mot.) in decisions for GER

Location adjusted accordingly

Added 2. Leichte Division

Moved Historical Waffen SS to decisions

Added several has_country_flags to available

Deleted fortifications and anti_air/radar buildings from MEFO bills

Aufstellungswelle order-event converted to decision

Added available and visable date to Promotion/Demotion decision

Reworked czechpanzer for 1. and 3. Leichte division

Added ai_chance = { factor = 200 } for decisions

Added 16 Inf-Div(mot.) to decision

Added 72. Inf-Div to GER_INF_01 division-names-group

Added arms_trade to decisions_category

Converted our arms trade events to dynamic decisions

Moved code AI_ww1 to generic_decisions

NOT ALL CHANGELOG due to limit