

WW2 Total Updates

since 1/1/2011 (for versions higher than 1.2.0)

Version 1.3.2 build #36 (April 24, 2012)

- **Rules 2.4.1, Offensives (page 25)**
The third offensive costs now only 400 PP's (before 800 PP's).
 - **AI: Lend-Lease deliveries** of the Anglo-Americans to Russia are only done, if the Russian maintenance costs are not more than 2/3 of its production.
 - **AI: Anglo-American invasions** are now carried out more intensive and focused.
 - Fixed several bugs, including the sometimes occurring over large unit box instead a Turan tank, loading error of the Me 262 model, some path, weather and terrain mistakes on the Europe map, etc.
-

Version 1.3.1 build #35 (March 28, 2012)

Bugs fixed:

- Entering the license key and user name for the Deluxe version is now possible again.
 - Sound volume settings are now working also complete for all movement and battle noises.
 - All known bugs in paths, climate and terrain data of some territories on the strategic map are now fixed.
-

Version 1.3.0 build #34 (March 8, 2012)

- **30 new units**
Infantry weapons: Type 100, PPS-43, FG42, Sten
Tanks: Crusader, T-70, Panzer IVG, Turan II, M4A3 Sherman
Fighters: Me 109 G-2, Yak-7, Fw 190 A-8, P-47 Thunderbolt, Yak-9
Bombers: Pe-2, Ju 87 G, Me 210, B-25J Mitchell, Tu-2
Ships: battleship Tirpitz, E-boats, heavy cruiser Pola, torpedo boat Spica, submarine Sirena, carrier Victorious, submarine Seawolf, battleship Arkhangelsk, destroyer Silny, submarine Scuka, Liberty ship.
 - **Partly changed starting units because of some new units.**
 - **Rules 2.4.1, Offensives (page 25)**
Reachable territories for offensives are now in direct neighbourhood to a own territory, **which you are controlling since more than 1 month** (turn).
 - Several bugs fixed.
-

Version 1.2.2 (April, 2011)

- **Rules 1.10, Options (page 14)**
The setting for the AI (artificial intelligence) strength is replaced by a controller for additional ore less production points (PP) for AI controlled nations. When the controller is in the centre, AI nations will become the same PP's as nations which are controlled by a human player. On the far left, it will be only 50% and far right it will be 150% of the normal PP's.
The AI will now automatically always choose a suitable neuron from the most successful top third.
- **Rules 2.4.7, Production (page 33)**
The number of units at the beginning of the scenario and the military production of the

various nations depends on the fighting power (in 1942: 100% for Germany, 80% for the Anglo-Americans, 64% for the Russians and Axis minor nations). See about this the following web pages:

- <http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Germany.htm>
 - <http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Axis-minors.htm>
 - <http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Anglo-Americans.htm>
 - <http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Red-Army.htm>
 - <http://ww2total.com/WW2/History/Orders-of-Battle/armed-forces-neutrals.htm>
-

Version 1.2.1 (January, 2011)

- **Rules 2.6., End of game and victory (page 41)**
The Allies are only winning if they capture **all four Axis capitals**.
- **Bugs:**
Two minor bugs were fixed, which could freeze the game under some special conditions during battles.
The game installer works now also with Windows 7 and Vista with the standard settings.
- **Artificial intelligence:**
The AI was trained a little bit more in the meantime, so it should be a little bit stronger now.
- **Windows 7 and Vista:**
The software installer should now work also without troubles with Windows 7 and Vista.