

WW2: Time of Wrath
Read me File – 11 January 2010
Version 1.70 Hotfix

Welcome.

Thank you for playing WW2: Time of Wrath™! 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 www.matrixgames.com.

Below you will find the latest and greatest information on WW2: Time of Wrath™. 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 and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are still experiencing problems with the game, please use our Help Desk at www.matrixgames.com/helpdesk or post in the WW2: Time of Wrath™ Support Forum at www.matrixgames.com. 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:

V1.70 Hotfix- January 11, 2009

- **Fixes**
 - Improved stability during naval turn.
 - Corrected lack of six during dice roll.
 - Deploy preferences are now saved during the gameplay.

V1.70- January 4, 2009

- **Fixes**
 - UBoats strike again events won't fire if UK and Germany are not at war
 - Germany to attack Benelux event will fire if at least one of the lower countries is still active (213)
 - Corrected Pearl harbor effect event, when USA tries to join allies which are wiped out (5311)

- Updated tooltips
- Corrected CTD caused by TABbing Turkish units
- Increased stability during Naval Battle
- Repaired nuke feature, now nuke can be properly dropped
- Corrected amph. assault and transport icons
- Deploy button active after new units are added to the pool by events
- Solved problems with doubled naval units IDs
- Corrected display of eyecandies
- Corrected Miedzyrzecz Fortified Region event to fire only if MFR is controlled by Axis and not before fall of Poland (15209)
- Berlin defence area will not fire until Poland is active (15217-15218)
- Leningrad in threat event won't fire as long as Estonia is active (336-337)
- Corrected German invasion event (921)

• Events

- Increased units level in Siberian troops events
- Increased units level in Saving USSR event
- Soviet garrisons upgraded to corps size
- Added polish partisans events (8901-8918)
- Added Early Barbarossa event (373)
- Added line that will increase German effectivity in Poland during planned and late Barbarossa (230 and 231)
- Bolshevik's industrialization event won't fire if Soviet WE is higher than 200 (366 and 367)
- Added some units in Moscow Rugged defense event (372)
- Increased level of forts in defense of Leningrad events (336-342)
- Increased level of forts in defense of Stalingrad events (352-353)
- Added some units in defense of Stalingrad event (353)
- Added resources waste events for Germany (8101-8104)
- Added resources waste events for USSR (8111-8114)
- Added resources waste events for UK (8121-8124)
- Added resources waste events for France (8131-8134)
- Added resources waste events for Italy (8141-8144)
- Added resources waste events for USA (8151-8154)
- Added Kursk forces event (374)
- The Truth announcement events added (375-376)
- Fall of Vichy events added (15247)
- Fall of Italy event added (2130)
- Italy falls event added (15248)
- Mussolini's liberating events (15249-15251)
- Salo Republic event added (15252)
- Soviet inland forts events added (8301-8314)
- Royal support event added (993)
- Soviet War Economy cooled down as long as it is not at war with other major (377)

- Added STAVKA Reserves events (378-384)
 - Soviet surrender events added (385-388 and 15253-15255)
 - Increased level of units in Defense of Stalingrad event (353)
- **Gamebalance**
 - Changed Strategic Movement Points bought by USA, Soviet Union, United Kingdom, Germany, France and Italy.
- **Map**
 - Daladier Line forts upgarded to level three
- **OOB**
 - Daladier line units strength increased to 65%
- **Others**
 - Added Aircraft Carrier assault on ports feature
 - Added Aircraft Carrier assault on enemy units feature
 - Added amphibious assault feature, now units can attack directly from sea
 - New event method: Country.ChangeSMP (Country ID, int Value)
 - Instant deploy feature added
 - Auto reopen during unit's deploy feature added
 - Added undo button for Air Units
- **AI**
 - German AI will now have higher chance to correctly prepare for Barbarossa (15256 and 15257)

V1.60- October 2, 2009

- **Fixes**
 - Corrected Vittorio Veneto class from Patrol to Battle group in Commissioning Vittorio Veneto event (13048)
 - Corrected game lock when calculating Warfare level information
 - In Barbarossa scenario, Finland and USSR starting in the state of war
 - Corrected hex stripes in British Surrender event (951 and 952)
 - Corrected continuously firing event 34. SS-Freiwilligen-Grenadier-

Division Landstorm Nederland (11124)

- Corrected Kiev Defensive Operations events (357 and 358)
- Corrected event Friend or Foe for Turkey, when it was joining Allies instead of Axis (3202)
- Corrected event with Hamburg switch to port/MSS (16215 and 16216)
- Corrected Bad deal event, when Germans propose the British a peace instead of becoming a puppet (952)
- Corrected War against Axis event, now USA joins Allies (5311)
- Corrected Free Ukraine event (5901)
- Corrected CTD bug, when a land unit was trying to load on to non transport ship
- Corrected Mulberry lack of Supply bug
- Corrected CTD bug when AI was transporting units to the front through sea
- Corrected Pearl Harbor event, now USA will join Allies (5311)
- Corrected option 2 effect for Italy enter the war event (2101) as it was setting flag for France is beaten event
- When full screen mode is minimized, lag during typing decreased
- Corrected "black holes" bug in classic mode map
- Corrected lack of eye candies bug in classic map
- Shieffield misspelling corrected to Sheffield
- Corrected flag for event 362 in Gotterdammerung campaign
- Corrected AI Spain research plan 1946 event (10238)
- Corrected Molotov Line event (9567)
- Corrected bug when unit that retreats to hex owned by ally and controlled by enemy, claimed it
- Corrected undo bug
- Corrected typos in events
- Expanded descriptions of some events
- Hex 115|67 not coastal anymore
- Corrected creation of Lebanon event, now England must control larger chunk of country (929)
- Controlled Take over Crete event, now Axis must controls Athens to take over Crete (223)
- Corrected events for Soviet Union causing Axis troops to freeze.

• **Events**

- Changed name and description of Submarine Warfare event (285)
- El Alamein events added (990, 991)
- Added German reserves units events (8801-8837)
- Lille lost - support event added (1615)
- Changed chance of triggering Iraq at war event (3601) and reduced unit's strength to 10%
- Soviet Garrison units occurs in Lviv, Brest on the Bug and Hrodna if R-M

pact accepted

- Spoils of war events added (1102, 2603 and 2703)
- Added Bolshevik's industrialization event (366 and 367)
- Added Defending the Reich event (15221 and 15222)
- Last Bastion of Democracy event added (5353)
- Increased by 1 level of fortifications build in Defense of Moscow event (350 and 351)
- Effect of Bitter Defense and Upcoming Glory events doubled (363 and 364)
- Effect of Onward to Pacific and Severe Russia events doubled (15219 and 15220)
- Added Italy joins Axis event (2128)
- Added French AI become aggressive event (1616)
- Soviet Paratroopers event added (368)
- Added event Mobilization of Caucasian Front (369)
- Added Support for British defense of homeland event (992)
- Initial German attack on Soviet Union events changed, now Soviet player is informed what happened (362, 370, 371)
- Added Malta convoys events (2129, 15223)
- Added Moscow rugged defense event (372)
- Added Istanbul lost and retaken events for European part of the city (16251 and 16252)
- Added Unfreeze Turkish garrison event (3208)
- Added new condition that requires Spain to sign Tripartite act before willing to join war (1502)
- Food from Norway events added (15224 and 15225)
- Narvik Iron Ore events added (15226-15229)
- Added new trigger to Allied invasion adaptation event (7705)
- Finns defend event added (7749)
- Added Defend the Island events (14180 and 14181)
- Added Turkish-Soviet war events (2504,2505,3209,15230 and 15231)
- Added Heersgruppe E event (15232)
- Added Heeresgruppe Sud event (15233)
- Added Heersgruppe F event (15234)
- Unternehmen Frühlingserwachen event added (15235)
- Operation Konrad event added (15236)
- Schlacht um Wien event added (15237)
- Wacht am Rhein event added (15238)
- Freeze length for soviet Garrison events increased to unlimited
- Some events will now grant DP for Germany
- UK cities added to Home Guard event as a check for defense in case of invasion (921)
- Added Unfreezing Western Forces events (15239-15246)
- Added Hungarian reinforcements events (2704-2706)
- Added Romanian reinforcements events (2604-2606)

- **AI**

- German AI more willing to buy infantry divisions
- Soviet AI will defend Brest on the Bug
- Changed French AI attack preferences in Grand Campaign
- AI will now use strategic bombers more properly
- AI will attack enemy air units more properly
- German AI will prepare to attack Scandinavia and Benelux even if Poland will be beaten after spring 1940
- If USSR is AI controlled, Leningrad becomes MSS
- Some minor tweaks in AI setup and behavior

- **Interface**

- Land Unit strength displayed on map now rounded
- Reports are now displayed in descending order
- Possibility to check countries info when loading game
- Possibility to change countries control when loading game
- Now Air strike is executed from active air unit's menu
- Range displayed After selecting rebase for air unit
- Changed displayed colors of land units movement range: green - unit can move after attack, orange - unit will not be able to move after attack, red - unit not able to do anything
- When there is no units to deploy, button is grayed
- Land unit is now displayed when attacked by air unit in AI turn
- Unit name is now aligned to the left side of the GUI
- 'AP' letter removed when unit AP left showed on map
- Small changes in detecting screen resolution (first game launch might fire up the game with different resolution)
- Improved cities display, cities gained appearance file to set what data should be visible)
- End Turn confirmation pop-up now can be set in preferences screen
- Improved Purchase screen
- Sea Zones now lightened up if own navy exists
- Big blue blinking dot can be turned on/off
- New icon for frozen units
- Action points and units strength are now separate entities and can be modded separately
- City type icons add
- Images added to scenario start screen
- City VP visible on map
- City PP visible on map
- Changed cursor
- Border display and ownership display settings are now saved
- Side unit's dots can be turned on/off

- Combat box popup no longer covering attacked unit
- Map graphic lightened up

- **Map**

- Gliwitz changed to city
- Dunkirk city added at 96|88
- Reims changed to city
- Lille and Reims now worth 1 VP
- Groningen city added at 107|77
- Sarajevo now worth 1 VP in all campaigns
- Added 1 VP for Batum, Erevan, Minsk, Pskov and Vinnytsia in all campaigns
- Added forts in Turkish Dardanelle in Gotterdammerung 1944 campaign
- Changes in the terrain at Netherland-German border
- Changes in the terrain near Murmansk
- Changes in the terrain near Dunkirk
- Petsamo moved from USSR to Finland in 1940 and 1941 campaigns
- Increased chance for rain and mud in Soviet Union for autumn and spring
- Forts at Suez Canal added in all campaigns
- Sheffield, Leeds, Coventry, Blackburn changed to cities
- Liverpool added as a port at 78|78 with 2VP
- Orleans, Le Mans, Pau, Perpignan cities added in France at 93|104, 85|102, 84|121, 98|123
- Added Istanbul at the European side of Bosphorus at hex 179|129
- Added cities Tartu at 164|51, Ventspils at 149|57, Klaipeda at 148|65, Debrecen at 156|101 and Iasi at 169|103
- Some more hills in Vosges, Ardennes and Schwarzwald.
- Some forest added in Vorpommern and east Brandenburgia.
- Set the same terrain type for 138|141 hex in all scenarios.
- Amphibious assault at Gibraltar is possible now.
- Less forest in southern Sweden.
- More eye candies
- Duisburg, Bochum, Recklinghausen, Hamm added as resources in Ruhr

- **OOB**

- 17 Krasnoznamennyj Brestskij Pogranichnyj Otrjad soviet unit added to Brest on the Bug city (161|82) in Fall Gelb campaign
- Added Besatzung (Garrison) units for most important German cities in all campaigns
- XXX Gebirgs Armeekorps added in Gotterdammerung campaign at hex 198|111
- 56 Armija and 318 Divizija added in Gotterdammerung campaign at hexes

199|111 199|112

- The 1st Canal Brigade moved to hex 194|169 in all campaigns
- Added The 2nd Canal Brigade at hex 194|171 in all campaigns
- 6. Mechanizirovannyj Korpus strength reduced to 50% in Barbarossa campaign
- Added Londonderry Garrison
- Added Turkish Garrisons Samsun Askeri Birlik, Ezerum Askeri Birlik, Maltaya Askeri Birlik, Kayseri Askeri Birlik, Antalya Askeri Birlik, Adana Askeri Birlik, Konya Askeri Birlik in all Campaigns
- Added Murmanskij Garnizon unit in Murmansk at 177|0 in all Campaigns
- Added Petsamo Rhyrna unit in Petsamo at 166|0 in all Campaigns
- Redesigned Air OOB for 1939, 1940, 1941 and 1944 campaigns
- Commanders for Finland added: Mannerheim, Heinrichs, Oesch, Siilasvuo
- "1er Groupe de Chars" French armored corps changed to "2e Division Cuirassée de Réserve" and "3e Division Cuirassée de Réserve" divisions in Fall Gelb campaign
- Renamed the German battleship group "Schliesen" to "Schlesien"
- "1st Armored Division" in Fall Gelb campaign changed from infantry div to armored div
- English "BAAF" air units in France renamed to "BAFF" in Fall Gelb campaign
- "Generalkommando der Grentruppen Saarpflatz" changed to "Generalkommando der Grenztruppen Saarpflatz"
- "HMS London" changed from Battle Group to Patrol Group

- **Others**

- Corrected renderer in PBEM game
- In Barbarossa scenario Soviet unit in Brest in the bug frozen for AI, for human player unfrozen in first turn
- Naval unit engagement chance reduced from 40 to 30%
- Strategic Movement Points for minors reduced to 0 in all campaigns
- Corrected Ukrainian Diplobox
- Events original text moved to exe, now strings are used, but still plain text might be used in .xml files
- Air units can now attack submarines as well
- Air units range dependable on Air technology
- Shore bombardment effectiveness dependable on Naval technology
- Unit has to enter the city to conquer it instead of passing through adjacent hex
- Conquered territory from the allied country goes to the one with higher Diplomatic Strength, set at 30 (value moddable)
- Fighter, tactical bomber, strategic bomber strength set at 10
- Cost of strategic redeployment of Fighter set to 8
- Cost of reinforcing 1 strength point of fighter set to 8

- Cost of building 1 strength point of fighter set to 13
- Cost of building 1 strength point of Tactical bomber set to 16
- Cost of building 1 strength point of Strategic bomber set to 24
- Para-drop range reduced to 12
- Unit names updated to fit new air type units
- Fighters will intercept enemy aircrafts trying to attack bombers
- New event method:
Country.ChangeTerritoryControllerOwnerAndOriginalOwner (idOldOwner, idNewOwner)
- New event method: City.FirePartisans(int cityX, int cityY, int countryID, int unitType, int unitLevel, int unitStrength, name)
- New event method: AI.SetOneSideAttackPreferences
- New event method: AI.SetMultipleSideAttackPreferences (int countryID, int 1, int 2, int 3)
- Only fighters are counted when Air Superiority is calculated
- Base chance of detecting convoy reduced from 20 to 10
- Raiders modifier for detecting convoy increased from 2 to 5
- Shore bombardment effectiveness modifier set to 40(naval technology at level 1), 55(2), 70(3), 90(4), 115(5)
- Air units range multiplier set to 60(air technology at level 1), 70(2), 85(3), 100(4), 130(5)
- German DP growth reduced from 7 to 5 in 1939 Campaign
- German DP growth reduced from 5 to 4 in 1940 and 1941 Campaigns
- German DP growth reduced from 5 to 3 in 1944 Campaign
- In Overlord scenario countries moves in normal order in first turn
- Fleet that left the port can't enter another one in the same turn (direct port to port connections are excluded)
- Social Unrest changed to Civil Order in reports
- Patrol groups can now make shore bombardment
- Forts icons on classic map changed
- Added game version display
- New event method: Unit.FreezeIfOwnedByCountry (int hexx, int hexy, int turns, id owner)
- End of Turn reports moved to reports panel
- General summary report added
- Production delay for ships (now set delay equal to zero, but values can be modded)
- Available events ID up to 30000 (do not use below 20000)
- Nuclear attack assigned to Strategic Bombers
- Air units assigned to 'Next unit' shortcut
- Tutorial scenario added
- Soviet War economy decreased and Social Unrest increased to simulate Purges
- CPU performance increased
- GPU performance increased
- 30 new models for Tactical Bombers

v1.50 Hotfix A – July 21, 2009

- **Hotfix**
 - Corrected possible CTD in PBEM games
 - Reduced commander's experience gain rate when defending
 - Reduced AI air audacity
 - Increased losses in air strike (land units)
 - Decreased losses in air strike (air units)
 - Reduced GPU usage

v1.00 – July 13, 2009

- **Initial Release**
 - Addendum: Hitting the Tab Key moves to another unit