

War Plan

Read me File – 28th May 2020

Version 1.00.071

Welcome.

Thank you for playing War Plan™! 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 War Plan™. 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 matrixgames.com/helpdesk or post in the War Plan™ 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:

v1.00.071 – 28th May 2020

- Fixed logistics error in editor
- Fixed minor country air defense vs supply raid bug
- Added message on multiplayer victory to End Turn so opponent can see final score
- Fixed fleet short on oil is based on naval groups selected
- Added ability to cancel blocked trade agreements
- Added option to show control hexes as Axis or Allied
- Add/Change added extra image to trades to indicate new trades and effects on merchant marine to the main participant of the trade that will be transporting production and oil. The green values will now just show how many merchant marines were available at the start of the turn
- Added AA color map reference for light, medium, and heavy
- Added information toggle on research menu item
- Added 3 reserve corps to Sweden
- Fixed USSR 1941 scenario large corps stats
- Fixed logistics calculation error
- Increased logistics for most major powers

v1.00.07 – 19th May 2020

- Fixed paratroopers only can paradrop from hexes that are valid airfields
- Fixed air units in support mode flying in bad weather
- Fixed HQ area reinforcement on/off bug
- Fixed oil movement bugs for land and air
- Fixed oil attack bugs for land and air
- Change reduced unit partisan chance by 60%
- Naval units without zero oil stockpile can't move out of port
- Change improved unit display list on Reports and Statistics
- Editor added support unit builds in Country -> A.I.
- Fixed invasion error messages
- Change adjusted tooltip to be above mouse as it was blocking the tooltip
- Change units now show the initials of the technology instead of the full name so it doesn't run off the side
- Fixed Neutral country able to moved into annexed owned territory when neutral with occupier
- Fixed shortened tech display in unit box and added hover for full name

- Fixed unit name cut off in production screen
- Added logistics message to disbanding
- Added hotkeys 1, 2, 3, 4 to assign air mission to air and carrier units
- Fixed zero movement combining unit bug
- Added scenario notes tab in reports
- Change undo button for production stays up even if switching menu items
- Fixed cleared PBEM message when changing from PBEM game to A.I. game
- Fixed air unit hover over mouse when option turned off
- Fixed yes/no/save button at end of turn
- Fixed neutral countries lighting up convoy menu item
- Added new side tab to fleets to indicate available amphibians for a country so there is no confusion to which land units have landing craft
- Change land units will now have a 5 hex radius protection vs partisan units. Rail damage rules will remain the same
- Added rain-cold to identifies hexes which are rain in a cold weather zone during a cold month
- Fixed resources showing in convoy lanes
- Fixed naval interdiction range calculation
- Fixed movement bug
- Fixed damage popups for air resupply
- Improved invasion/disembark messaging and unloading
- Fixed Romanian general name
- Added side icons and damage popups for dead leaders
- Added dead leaders get replaced by a worse leader if possible
- Fixed zero movement after combat movement of land units
- Fixed moved flag after debarkation in occupied port for unit at port so it affects the debarked unit instead
- Fixed A.I. army split bug
- Added icon to show unit embarked on Reports -> Units
- Fixed airfield deployment to allow cooperative allies to deploy in each other's country.
- Fixed units repairing in basic supply
- Added message to beachhead supply from a fleet
- Fixed dead general replaced by his twin brother with the same name bug
- Fixed cleared out surrendered country's build queue
- Added general names to combat logs
- Fixed allied merchants not being sunk when destination country is out of merchant marines
- Added more safety features for A.I. parking naval groups in ports
- Changed North African weather hexes to allow all invasions along the coast in winter months
- Updated weather manual
- Fixed map orders in 1939-1940 scenarios
- Fixed scripts 1939-1944 scenarios
- Added port to Rabat and moved port in Morocco increasing sizes
- Updated scripts
- Change air units do not require manpower to repair, only construct
- Fixed used transports when embarking and undoing
- Improved naval A.I. during interceptions and combat
- Fixed air resupply mission popups
- Added popup message for invasions
- Fixed scrolling issue main menu multiplayer games
- Added status to general name when killed in combat
- Fixed split unit across watersides
- Fixed connecting tile for next to enemy determination
- Fixed scenario notes scrolling
- Fixed production undo several issues

- Fixed all crossing arrows are now also naval minefields
- Fixed out of supply air units losing strength and raiding supply
- Removed Eastern port across Black Sea straight
- Improved when capital is captured the game will prioritize the new capital next to a convoy
- Fixed minors use transports and landing craft from the major power that controls them. Their production of such units goes to the major power that controls them.
- Added scripts for port blockage in Rostov and the Caspian Sea
- Fixed AA removal from map on retreat, shatter, or surrender
- Enemy units forced to retreat, surrender, or shatter will destroy their anti-air guns before leaving the hex vacant to avoid capture.
- Added strategic bombers to air interdiction category
- Fixed garrison change on same unit loading onto transports
- Fixed air ranges showing up on opponent's turn
- Added escorting ships on supply convoys now damage submarines as escorts in convoy lanes
- Fixed landing craft display on fleets
- Added port suppression to Rostov for the Axis if the Soviets control the Kerch Straits
- Added message for stacking with neutral fleets
- Fixed port supply using correct transport amounts
- Fixed weather modifiers for strategic bombing missions
- Fixed rare trade bug that crashes games
- Change all cavalry 3 firearms, 1 gun, 2 artillery
- Change USSR large corps are now 3 firearms, 2 gun, 2 artillery
- USSR armies remained the same at 4 firearms, 2 gun, 2 artillery but +6 on strength over other nation's corps.
- Change port supply no longer created used transports for port supplies, instead is might randomly sink a merchant marine when raiders are present
- Added Yugoslavia general
- Fixed paratrooper false drop when should walk
- Added messaging when a country games merchants, transports, escorts, and landing craft when joining an alliance
- Fixed not next to land unit air damage
- Added Hungarian oil field event for 1942
- Improved messaging for data load in editor
- Added 2 island groups north of England and a small event for occupying the Faroes
- Added strategic resource to Norway
- Added Lowlands Area small corps added to Glasgow in 1939 and 1940 scenarios
- Fixed no-name attacking land unit names during combat reports to read the type of unit
- Fixed single combat log report clicking
- Fixed/Improved bugs in A.I. processing
- Fixed air on transport undo bug
- Fixed game event trade bug
- Fixed duplicate division name when combining bug
- Fixed airfield placement bug
- Fixed damaged escort bug
- Fixed AA redeployment from land owner to hex owner
- Added loading alliance names to editor
- Removed non-functioning borders toggle in editor

v1.00.06 – 24th March 2020

- Ports will not damage rail on scorched earth
- Fixed Can't moving on top of enemy fleet message
- Fixed air rebase when invading from single fleet bug
- Fixed rail move exploit

- Fixed Axis A.I. collapsing Vichy France
- Added Vichy France joining Allies once Allies take Paris
- Fixed Carrier stacking bug
- Fixed Garrison invisible error bug
- Fixed Garrison/Partisan invasion bug
- Rule change only 3 subs allows in a hex outside a port like CVs
- Fixed raiders attacking escorts
- Fixed no rail on neutral controlled not-owned territory
- Changed 146,48 map label -> Geneva to Dijon
- Removed movepath from image importer in editor
- Fixed sub attack messages
- Advancement change - escorts now have same defense as interceptors. Air combat is still 1 point lower than interceptors
- Fixed replacing general with subordinate bug
- Fixed moving stack of subs from one port to another when neutral
- Fixed CV interdiction in bad weather
- Fixed out of supply raiders attacking convoys
- Fixed out of supply bombarding navies
- Fixed checking for convoy path to country that does not have a capital
- Fixed improved convoy transport and production system to remove bugs
- Fixed added message during fleet attacks if no enemy units were hit
- Fixed seeing A.I. units on their turn
- Naval units with land or air units can't perform a night move
- Naval units can't unload land or air units in port which do not start the turn in supply
- Added possible Sealion strategy for Axis A.I.
- Added total victory points to War Panel
- Increase UK production by 40 points. It is now in line with Third Reich's World at War
- Fixed repair bug that caused side to flip and multiplayer end of turn errors
- Changed consequence of land unit being relocated due to neutral country. They are 1st moved to closest hex within 20 hexes. If not possible sent to deployment queue for 2 months.
- Fixed port disembark on port with unit bug
- Change manpower production reduced by 25% for all countries in all scenarios except UK which was set at 26 for the Commonwealth
- Fixed tile #23 water code error
- Added toggle for unit symbols in options
- Change Armor now requires double landing craft costs
- Scripting for Vichy colonies corrected. Now you can give a resource to a hex with no ownership requirements by not putting an action country.
- Added yes/no button to Resign in multiplayer
- Fixed invasion combat log entries
- Corrected rail repair rate for 1942, 43, 44 scenarios
- Change German armor on border of Poland to be off rail in 1939, 1940 scenarios so armor can't be railed immediately to the West
- Fixed invasion and disembark on top of unit.
- Fixed naval undo move mode bug
- Fixed 1942 and 1944 scenarios USSR allowable builds of divisions
- Fixed interception where both air and naval have chance to intercept not one or the other
- Fixed ground support air component
- Added CV repair rate component to slow down CV air repair rate
- Added CV repair field to editor
- Fixed \$GiveUnit technology field if "advancement=" not included in script
- Added script that USA becomes Allied if Canada is invaded by the Axis
- Fixed ZoC movement issue

- Added 1% snow turn to North Marine zone in winter months to prevent invasions
- Updated weather data in manual
- Added port blockade for Mediterranean ports if Axis control Gibraltar and Port Said
- Added extra Soviet scripts for Defense of Baku
- Change increased port blockade effectiveness by naval units
- Added forces list in the Reports and Statistics -> Forces tab. Clicking a flag of a country of your side will show the number of total units and strengths. A tooltip helper was also added to the section.
- Fixed game statistics improperly displaying amounts
- Fixed rail movement over non-cooperative nations
- Fixed merchants automatically go to the major power controller of a minor country upon production
- Change winter specialization from +30% combat bonus to +200% combat bonus in snow or blizzard
- Added hotkey "r" will toggle show friendly air ranges, show enemy air ranges, and off on the 3rd click
- Change all winter months in North temperate will now never be clear weather for game balance
- Added USA +25% entry increase if Iceland invaded
- Added Netherlands patrol group, 30 merchant marine, 3 escorts
- Change increased diminishing returns are air strikes by 10%
- Change land units not next to enemy land units suffer no strength point losses from air strikes. An attrition 1 point manpower loss will be taken instead
- Fixed allows countries without a primary supply source to build at their capital.
- Land retreats now destroy all AA in the hex they leave to prevent the enemy from capturing them
- Lowered casualties from supply interdiction with Air to Air as more of an attrition than full combat
- Fixed added merchants and escorts to the following countries: Belgium, Norway, Denmark, and Greece.
- Added France, Italy, and the USSR may only export production or oil to their own minor countries that they control.
- Added air units that are near 50% effectiveness or strength will have a red mode triangle to indicate it is too weak to fly full support missions.
- Added a port supply source with an exclamation point indicates that port has run out of supply stockpile
- Added rail from Aleppo to Turkey
- Change no more manpower loss from air attacks. Air units can only now damage strength on land units next to an enemy land unit and only on the first air strike. Other air strikes still can reduce the effectiveness of the unit and interdict movement.
- Fixed unit anti-air formula
- Fixed naval units transporting land or air can't attack convoys
- Fixed submarine naval icon when moving at night.
- Fixed sub groups are not allowed to move at night only surface fleets
- Added on Reports and Statistics -> Units -> order by if unit was repaired
- Change rail repair rate set to 3 per turn
- Fixed rounding issue with reinforcements
- Fixed improper support triangle on air units fixed
- Fixed editor crash problem in Resources menu item
- Fixed freeze on destroyed air unit air striking a hex
- Fixed Axis occupation of Gibraltar and Port Said affecting Allied port supply in the Mediterranean
- Change increased Italian logistics to 1900
- Added port supply block when Axis occupy Leningrad
- Added retreating fleets now automatically enable raider mode so they don't try to intercept
- Fixed A.I. moving into non-connecting sea areas
- Added error text for multiplayer login codes
- Change Land and air units in basic supply do not get reinforcements (in supply, zero stockpile)

- remaining)
- Change Increase Mountain unit cost 180 to 200
- Fixed French mountain unit strength max 20 to 30
- Added port near Lisbon and increased ports in Spain to help Allied invasion
- Change convoy course in Norway to better reflect coastal movement and make it more difficult to raid
- Fixed convoy blizzard freeze hexes
- Air units now only take physical damage from air strikes from the first air strike only.
- Added colorization to generals that are available or not available due to cost
- Added general experience messages
- Added undo production button
- Added ability for a modder to set all the map text to dark or light
- Added unit names on hover
- Fixed paratroopers only can paradrop from hexes that are valid airfields
- Fixed air units in support mode flying in bad weather

v1.00.05 – 06th January 2020

- Made Tabriz rail hexes to road that turn back to rail once Persia joins an alliance
- Fixed weather map errors
- Added \$ChangeLogistics to game events detailed in the modding document
- Changed USSR \$Annex to \$ChangeTerritory in Baltic States to prevent partisans
- Fixed destroyers for bases +5 escorts event
- Fixed deployment bug
- Added requirement to disband unit holding ALT key down and pressing button
- Fixed invisible logistics error
- Moved Copenhagen to make taking Denmark easier
- Vichy France morale break changed from 0 to 20 so one city only needs to be taken and a negotiated surrender
- Added F1-F6 keys for modding which changes A.I. planning as assigned by script
- Fixed lifespan=once bug
- Fixed enemy fleet not being overrun on invasion
- Fixed flashing on land move
- Fixed techs, ports, and empty map labels in all scenarios
- Fixed removing entrenchment on undo
- Fixed minefield in Denmark
- Fixed advance after combat
- Fixed enemy fleet moving out of invaded port
- Fixed multiplayer game name wrap
- Fixed tanker resupply
- Set all non-neutral countries at start of game to repairing 33% of their production and neutral countries to start at 0%
- Added defender naval support
- Fixed supply truck cheat bug
- Changed Zuider Zee to IJsselmeer in Netherlands
- Fixed Copenhagen victory point location
- Set Undo to clear if you specialize a unit
- Paratroopers lose 50% of their operation points when dropping
- Fixed Undo transport restore new operation points bug
- Fixed Undo HQ after AA transport by clearing out undo ability
- USA now gains entry if Axis control Alexandria instead of Cairo
- Added event if Portugal is invaded by Allies and USA is neutral Spain +30 Axis status
- Fixed Italian BB group stats
- Fixed advancements for units on map

- Fixed advance after combat again
- Added heavy artillery tag line to combat log results
- Corrected map typos
- Adjusted advancement cost to scale better with game
- Reduces submarine cost from 200 to 120
- Changed requirements for Persia joining Axis. The Axis need to control Alexandria, Cairo, Jerusalem, Damascus, and Baghdad
- Fixed garrison status disbanding extra production
- With addition of Gibraltar beach Vichy colonies go Vichy regardless of who occupies the capital
- Fixed friendly naval not displaying correctly on A.I. turn
- Added units may only disband if they have not moved
- Fixed some script bugs
- Fixed France surrendering after total conquest
- Fixed ability to click enemy units on A.I. turn
- Expanded objectives on map for A.I.
- Fixed rail in Spain
- Fixed supply interdiction message to show which side is attacking instead of the word "enemy"
- Improved A.I. escort protection
- Fixed air ghosting on overrun
- Fixed declare war issues between Major and minor powers
- Manpower now displayed as ratio of what is available due to cities being taken
- Added error code display to login failure for multiplayer
- Fixed "Remove all objectives" button in editor
- Fixed main menu UI scaler
- Added title to combat logs so players can easily see which side is attacking
- Fixed ghost fleet after all ships sunk
- Fixed land ghosting bug (we hope)
- Changes USSR strategic bombers to tactical bombers
- Fixed cooperation between nations
- Fixed swapping units when tiles not attached
- Fixed endless truck supply bug
- Fixed duplicate overrun air bug
- Fixed night missions. Now will work within 6 hexes
- Fixed alt key added to disbanding air units
- Fixed intimidate in diplomacy
- Fixed Sevastopol isolated supply problem by changing rail to road on the East side of the strait
- Fixed message on overland created trade when trade is more than total merchant marine thinking it was a convoy
- Fixed and added morale city in Syria so Vichy Syria can happen properly
- Fixed trade partner selector
- Fixed loop undo by clearing the undo
- Fixed mini-map scaling with UI scaling
- Added A.I. defending its scripted ports with built AA
- Fixed trade agreements now properly use each other's merchant marine
- Fixed deployed submarines with proper unit supply levels
- Fixed supply truck message
- Added shift for trade creation which sets trade amount to maximum or zero
- Fixed new fleet bug on movement
- Fixed synth plant script
- Fixed France duo-surrender options and Vichy
- Fixed messaging when invading
- Fixed alliance title in convoy attacks
- Fixed intercepting CV vs night missions

- Air superiority units are at 1/3rd strength when flying as bombers
- Fixed Germany deploying in Poland in 1939 scenarios
- Fixed non-cooperating territories bug with invasions/movement
- Added no invasion message for garrison status or partisan
- Fixed invasion message
- Fixed double cost manpower

v1.00.04 – 12th December 2019

- Fixed paratroopers landing in Alpine
- Fixed Gibraltar script USA entry error
- Fixed minor country trade bug
- Fixed victory point bug giving more points than it should
- Fixed Italian BB group setup names in 1939 scenarios
- Removed UK requirement dealing with Vichy and Syria
- Fixed A.I. support mode
- Fixed air units reverting mode at start of a saved game
- Removed roads in Iraq East of oil fields to properly have Iraqi oil ship to the Allies via convoys
- Fixed A.I. splitting garrison order units
- Added A.I. moving Canadians to UK
- Added advancements= to event.txt scripting for \$GiveUnit
- Fixed suicidal A.I. air units
- Fixed lifespan=once
- Fixed garrison status on splitting or detaching units
- Increased Large Warship technology bonuses
- Modified newer battle groups in the scenarios with Large Warship advancement for most countries
- Fixed A.I. long range transport bug
- Fixed improved 1 hex minimum move... hopefully
- Changed rail to road in Turkey to correct convoy routes in the Middle East
- Fixed A.I. escort scripts
- Increased anti-tank advancement defense +1 over the years
- USSR Mech adjusted down early and better later in the war
- USSR script for tanks attribute increases corrected
- Added specialty indication in reports
- Minor countries give all their merchant marine and escorts to their major power controller
- Minor countries use all their major power controller's merchant marine and escorts
- Changed UK strategic bomber to tactical in 1939 and 1940 scenarios
- Added Engineer modifier to combat log
- Lowered USSR mech by 1 gun until 1942 where they gain +1 guns, artillery, and tanks
- Added UK Pacific Bases in Canada for deployment of units and a small production amount
- Added naval bombardment message to combat logs
- Added ability to resign on opponent's turn with PBEM
- Added resolution scaling
- Fixed password UI behind challenge text
- Scaled luck results while keeping same extremes
- Fixed so that units that are partisans or in garrison status can't invade or disembark off landing craft
- Reduced 1939 UK starting escorts
- Reduced change of escorts to hit submarines
- Increase escort advancement by 1 year with bonus
- Fixed some map and unit typos

v1.00.03 – 18th November 2019

- Increased map scrolling to fall +30 pixels off the edge of the screen.
- Land units on the coast are now properly destroyed by air power.
- Units limited to 25 characters for name changing, was 40.
- Fixed resource #31 to include label of "port"
- Fixed 2 locations in England
- Fixed custom image loading when choosing another game
- Fixed late war retreat script in USSR
- Fixed minor country supply source retreat error
- Removed undu from merging and splitting units
- Adjusted unit ID image so air units are more clear
- Added unit type sorting to reports and statistics unit column
- Fixed air overrun adding to game stats
- Adjusted Allied A.I. for invading North Africa and Normandy
- Fixed only fleet mode navies intercept enemy forces
- Fixed hotseat games changing fleet modes on load
- Fixed misaligned victory location
- Added Allied Norway convoy route
- Fixed mine fields in all scenarios
- Fixed ZoC issue with neutral countries that was impacting rail movement
- Fixed plane range formula
- Changed Italy's morale break from 52 to 32 until the USA is in the war
- Fixed naval port attack indicator not showing on empty enemy ports or transport fleets
- Fixed showing proper invadable hexes
- Turned off main menu when doing PBEM upload
- Fixed paratrooper jump bug
- Added South Africa to map as an Allied supply source
- Kuwait is a main supply source
- Pacific Resources is now a main supply source
- Added port supply denial if port can't reach main supply source
- Corrected Aqaba tile
- Fixed showing invisible convoy routes on information panel
- Fixed 2/2 patrol groups in 1939 scenario
- Fixed contested hex move cost
- Fixed naval operation points when undoing move
- Fixed WarPlan crash bug
- Added beach to Gibraltar
- Fixed oiler resupply in blizzard frozen ocean and port
- Fixed out of supply fleet able to perform beachhead supply
- Fixed graphical alignment on unknown land unit images on bottom of image
- Adjusted Netherlands coast
- Added tile for Netherlands coast to tiles.png for custom images
- Fixed major alignments for minors
- Improved Netherlands, Belgium, Turkey, and Greece defenses
- Corrected rail in Turkey and made them scorched earth
- Fixed reinforcements and priority for naval and air
- Added ability to disable convoy route
- Corrected Spain does not enter Axis side if Gibraltar is Axis in scenario notes
- Added Baltic convoy route
- USSR set to surrender at 0 morale
- Cleared data corruption in stats for scenarios
- Adjusted air combat damage slightly for more losses
- Added Italian option scenario where Italy may declare war from the start of the war
- Fixed splitting units popping up on a different land mass

- Fixed Turkish rail
- Fixed trade tracing bug through major power hexes on the same side
- Fixed advancement rounding error in attempts
- Added stockpile damage to raider attacks
- Fixed delete file error in saved games
- Fixed surrendered nation research progression
- Added 50% chance unit does not expend oil for moving or attacking if under 50% of maximum strength
- Fixed effectiveness recovery rounding error

v1.00.02 Hotfix – 1st November 2019

- FIXED potential error in deployment queue.

v1.00.02 – 30th October 2019

- Added A.I. declaration of war on Italy when they have 100% status.
- Added \$DeclareWar command to event scripts
- Added \$if_NegotiatedSurrender command to event scripts
- Fixed typos on the map
- Fixed border of Netherlands and Belgium
- Fixed mouse scroll on border of screen
- Fixed map shift buttons in editor
- Removed auto naming when saving game
- Timer on popup messages set to 5 seconds with a close button
- Added messaging to political attempts at intimidation
- Improved A.I. defense in North Africa and in UK
- A.I. now auto-declares war on Italy when they are at 100% status
- Fixed overrunning neutral air units
- Land units now move to closest hex when in neutral territory or get destroyed
- Fixed wrong manpower maintenance showing
- Fixed DOW bug
- Divisions now have ZoC vs partisans
- Lowered chance of partisan unit in game
- Fixed capital relocation
- Fixed Iraq and Persia joining Axis powers
- Fixed wrong mechanized unit technology
- Added historical minefields to the east coast of England and Germany
- Removed major powers from being influenced by diplomacy
- Fixed surrendering of France
- Fixed infinite unescorted support bomber
- Fixed end scenario problems
- Fixed garrison logistic and production check
- Slightly improved on toggle image
- Fixed locked details window so it doesn't close on button click
- Added message when enemy fleet is overrun
- Corrected strategic bombardment damage
- Fixed end game victory when no there are no enemies left
- Influence points are gained based on the current morale and the diplomatic power of the nation
- Shifted Greece colors closer to tan
- Fixed HQ reinforcement toggle showing proper unit reinforcement icons
- Changed the way convoys are show on the map to path lines
- Reduced German and Italian landing craft from 40 to 10
- Minor Power's escorts added to the major controller's pool
- Moved menu panel items up 30 pixels to fit better on 1366x768 windowed mode
- Fixed air offensive operation point cost use. It was using double.
- Fixed German bomber tech in Prussia 1939 scenario

- Fixed Russian mech and armor tech in 1939 scenario
- Fixed countries having influence points at start of 1939 scenario
- Fixed surrendered nation build queue not clearing
- Fixed influence point gains
- Improved A.I. scripts and internal actions For France and Russia
- Modified Partisans to increase in frequency by year and country

v1.0.0 – 24th October 2019

- Release