

# Rule the Waves 3

## Read me File – 19<sup>th</sup> March 2026

### Version 01.01.32

#### **Welcome.**

Thank you for playing Rule the Waves 3™! 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](#).

Below you will find the latest and greatest information on Rule the Waves 3™. 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 [Ticket System](#) or post in the Rule the Waves 3 [Support Forum](#). 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:**

##### **v01.01.32 – 19<sup>th</sup> March 2026**

##### **Preferences**

- Deck color will now never be black. It will default to grey if not defined.

##### **Battle Resolution**

- Added message of a fleet has too few cruisers for scouting.
- The strike button will now be enabled if the player has AV but no carriers.
- Fixed a bug with computer AI when attacking convoys. This means it will be harder to distract the AI force from the convoy as a human defender.

##### **Ship Design**

- Many ship design templates have received a graphics facelift.
- Restored export button in Campaign mode.

##### **Bug Fixing**

- Fixed the missing small Spanish flag in some screens.

##### **v01.01.22 – 4<sup>th</sup> March 2026**

##### **Research**

- Reduced the chance for developing oxygen-fueled torpedoes (Japan has them as bonus tech, so will always get them). This means only Japan will have them in 1935 start.
- Increased the chance of developing +1 guns in the 1920s.
- Reduced the risk of dispersion problems..

##### **Fleet Management**

- Added the ability to change force for divisions and freer detachment of ships after researching Improved Command and control.
- Added the possibility to create AV-divisions in fleet organization.
- Fixed a bug with Fleet organization and subordinate divisions disappearing from view when their lead division was dissolved.
- More permissive rearranging of force organization in the pre battle screen.

##### **Battle Resolution**

- Fixed a bug with penetration values being randomized where they shouldn't be (like in the gun data screen).
- Divisions in screen role will now use line ahead formation at night, to better accord with historical practice.
- Uncertain identity modified so that friendly ships in the same direction as the enemy will increase the risk of ships holding fire.
- Improved performance for oxygen-fueled torpedoes.
- Increased maximum ranges for some gun calibres.

- Adjusted penetration for some gun calibres.
- Sunk ships can now be seen on the battle map after a battle has ended.
- All ships can now lay smoke once effective smoke generators are developed.
- Made smokescreens more effective.
- Improved messages on turret jams so that it is clear when they are caused by unreliable triple or quad turrets.
- Reduced bombardment damage to land airbases.
- Some improvements to the tactical AI.
- Some improvements to the damage model for splinter damage.
- Adjusted deck penetration.
- Fixed a bug that made heavy ships fire HE instead of AP as default choice in some situations.
- Revised penetration calculations for 18+ in shells.
- Prevented diving shell magazine hits for calibres less than 6 inch.
- Fixed a bug with enemy torpedo reloading being visible in the log.
- Fixed a bug with enemy ship name shown accurately when targeting a sighted ship for an airstrike.

#### **User Interface**

- Objectives will be visible on the map at the start of a scenario.
- Tertiary gun data can now be viewed in the ship status screen just like secondary guns.
- Added SAP to the gun penetration display.
- Info on hits received is now more "fuzzy" to prevent the player from identifying the type of enemy ships by looking at the hits received. Full info is given after the battle is over.

#### **Ship Design**

- Changed crew calculations to make crews of BB and CV somewhat larger (they tended to have too small complements compared to historical ships).
- Adjusted costs to make cruisers somewhat cheaper compared to battleships (cruisers were too expensive).
- Increased weight and topside load of fire Control.
- Added an extra confirmation when removing all visuals from a ship.
- Inclined belt is now somewhat heavier to account for the inclined belt being "higher" due to geometry.
- Some general adjustments of weight calculations.

#### **Aircraft**

- Increased ready times for catapult launches from non carrier or AV ships.
- Increased fire risk if non carrier ships are readying aircraft and take damage.
- Fixed a bug where aircraft types under development could win the air race.
- Improved the routine the AI uses for selecting aircraft type to launch on recon missions.

#### **Bug Fixing**

- Fixed a display bug with the HAA value not updating properly when changing from twin to single secondaries and the nation has single HAA tech.
- Fixed a bug with selecting a visual throwing an error.
- Fixed bug with show compass preference not saving.
- Fixed some 1890 templates with incorrect weights.
- Fixed a bug with provide CAP to division not being saved properly in save games.

### **v01.00.95 – 11<sup>th</sup> August 2025**

#### **User Interface**

- Restored the selected ships count label.
- Added filter on division type to fleet organization tab.
- Fixed unreadable oil locations in dark mode.
- Fixed sorting in submarine list.
- Fixed some problems with special characters. (We appreciate feedback on this, especially if you are running an asian language OS).
- Fleet organization tab: Edited division will be made visible in the list after most operations.

- Improved restoring the main screen to maximized on starting the game.
- The game will now remember the width of the left panel in the battle screen and the width of the left panel in the map tab of the main screen.
- Fixed problem with restoring left panel in main screen if it is made too thin.

#### **Officers**

- Added the possibility to rename officers.

#### **Ship Design**

- Fixed a bug with secondary gun placement.
- Fixed a bug with gun graphics not updating from turrets to shielded guns and vice versa when turret armor was changed.
- Added an option to add an odd centerline secondary turret.

#### **Bug Fixes**

- Fixed a bug in the Fleet Exercise setup screen that caused an error message when editing an independent division.
- Fixed problem with repeated rebellion victory.

### **v01.00.84 – 28<sup>th</sup> April 2025**

#### **Game Engine**

- Modernised game engine and appearance.

#### **Save Games**

- Savefiles should be fully compatible with the new version.
- Games are now saved in the correct path for your documents folder (...\\Documents\\My Games\\Rule the Waves 3). The first time it is run, it will copy all existing savefiles to the new correct save location if needed. It will leave a copy of the save files in the old location.

#### **Preferences**

- Added dark mode options (Preferences/Sound and video). The user can now choose between four different display styles, two light and two dark.

#### **User Interface**

- The division editor is now part of the main screen and the functionality is found under the tab "Fleet organization".

#### **Ship Designer - Graphics Interface**

- You now select the active superstructure layer from a list.
- Replaced the asymmetric superstructure checkbox with a mirror checkbox.
- When the mirror checkbox is checked, all points will be mirrored immediately when they are placed. You can click on either side of the centerline, and the point placed will be mirrored on the other side.
- If the mirror checkbox is unchecked, you can do a feature on one side of the centerline, like a CV island. No mirroring takes place.
- You can now click the color boxes for the superstructure layers to directly change the fill color of a layer.
- Saves the custom colors used in the color picker in the design screen so they are available next time the game is run.
- The color picker will have the color of the current layer selected.
- You can now set the superstructure layer on which a visual is drawn (right click in the list in the ship design screen). Note: This might cause some visual details on a few ships to be over or under other elements. This has no effect on gameplay, but may look strange.
- Display of fire arcs for submerged torpedo tubes improved.

#### **Ship Design**

- Made some adjustments to DD design weights to make US flush decker destroyers possible.
- Reduced the weight discount for fire control on cruisers. If you want battleship grade fire control on a cruiser, it should cost you (Looking at you Kriegsmarine).
- Ship designs named with space and number at the end, for example 'Subchaser 2', will not be suggested as names for the actual ships.
- Fixed a bug with BE being set to 1 inch when doing an auto carrier conversion.

- Fixed a bug with the weight gained from reducing CT and BU armor in a rebuild being restored in subsequent rebuilds.
- Fixed a bug with the heavy AA value not updating properly in the ship design screen.

#### **Strategic Layer**

- Reduced the crew quality penalty for ships under rebuild.
- Fixed a bug with budget becoming negative in unusual circumstances.

#### **Events**

- Choosing mobilize in the rising tensions event will now actually mobilize your fleet.

#### **Aircraft**

- Added an option to stop automatic upgrades of aircraft type for air units.
- Fixed a bug that could cause occasional error messages when an AI nation was trying to buy aircraft from other nations.

#### **Submarines**

- The reliability value for new submarines is now shown under construction in the submarine list.

#### **Battle Generation**

- Fixed the invasion problem for Norway.
- Fixed a bombardment target wrongly being in Africa in one of the France vs Germany battles.

#### **Officers**

- Fixed a bug where officers could have the same name.
- Added rank icons to the officer list (makes it easier to figure out the rank in a language you do not know).
- Fixed a bug that could cause access violation if there was a battle in an area without a commanding admiral.

#### **Battle Resolution**

- Fixed a bug with ships firing AP from secondary guns even if no AP shells were available on board.
- Prevented last minute reloading of weapon mounts when a ship is already sinking (makes no difference in gameplay but it looks silly in the log).

### **v01.00.59 – 29<sup>th</sup> October 2024**

#### **Turn Resolution**

- Fixed a bug where the game could in unusual circumstances freeze after the turn and not progress to next turn.

#### **Divisions**

- BC can now be reassigned to divisions with a BB flagship in the battle preview screen.
- Fixed a bug in the division editor with a division with no commander being treated as if it had one.

#### **Strategic Layer**

- A blockading enemy is now more likely to accept battles in the player build area.
- Fixed a bug with home areas sometimes being incorrectly set as target of invasion.
- Fixed a bug that could lead to error messages in the submarine phase of the strategic turn.

#### **Battle Generation**

- Fixed a couple of bugs that could lead to battles without any ships.
- Fixed a bug in raider battles where a second intercepting ship could get the same data as the first intercepting ship, even if of a different class.

#### **Battle Resolution**

- Fixed a bug where "fire spreading" could be falsely reported with no fire present on the ship.
- Fixed an issue with exaggerated penetration for HE shells.

#### **Officers**

- Fixed a bug with officers occasionally being auto assigned to command both a ship and a DD division.

#### **Bug Fixes**

- Fixed a data error with MTB having coal instead of diesel engines.

## **v01.00.52 – 17<sup>th</sup> July 2024**

### **Campaign Generation**

- France might now have one or two CV in their legacy fleet in a 1935 start.
- Japan, USA and Britain might now have CVL in their legacy fleet in a 1935 start.
- Fixed a data error that could cause a communist China to have the wrong flag in a 1920 start.
- Fixed a bug with legacy ships occasionally having a missile maintenance cost even though missiles were not invented.

### **Strategic Layer**

- Made unrest more likely to come down when naval budget is low.
- Fixed a bug where AI nations said they cancelled an alliance but then didn't.
- Made sure the AI is not building airbases or carriers ahead of their time in games with low research speed.

### **Battle Resolution**

- Some additional adjustments to splinter and HE penetration.
- Some tweaks to make AI ships less likely to get hung up on land.

### **Ship Design**

- Fixed a bug with the number of secondary guns determining the ammo loadout for the tertiary guns.

### **Officers**

- Commanders will no longer risk dying in fleet exercises.

### **Game Preferences**

- Fixed some tech inconsistencies when playing with low research speed.

## **v01.00.46 – 8<sup>th</sup> May 2024**

### **Strategic Layer**

- Fixed a bug that made surprise attacks very unlikely.
- Fixed a bug which could in unusual circumstances make nation base resources go negative.
- Removed Hereditary enemy from Spain vs USA. They have plenty of conflicting interests as it is, and the additional enemy status led to too high likelihood of early wars.

### **Battle Generation**

- Fixed a bug where clicking on a division in the pre battle screen could show an error message.
- Fixed a missing objective in an Italy vs France mission.
- Fixed a data error in a mission for the Ceylon possession.

### **Battle Resolution**

- HE penetration had been inadvertently lowered in a previous update. That has now been readjusted.

### **Officers**

- A Fleet exercise will now have a chance to reveal the ability of ship and division commanders.
- Dissolving a division with a commander will no longer cost prestige. (Reshuffling ships and creating new divisions will impact crew and division efficiency, so should be a sufficient downside to cheesy ways of getting rid of bad commanders).
- Officer ability will now be more likely to be revealed in wartime and less likely to be revealed in peacetime.
- There is now a chance that poor ship and division commanders will reveal their deficiencies in battle, giving a chance to dismiss them for free after a lost battle.
- Fixed a rare error in officer events that could pop up if there were too few officers.

### **UI Improvements**

- Added years in rank and battles fought to the select officer dialog.
- If Auto assign officers is selected in User preferences, then all vacant positions will be automatically filled as soon as they become vacant, thus leaving no incentive to micromanage.
- Rebuilt ships will now only have the last rebuild year after the class name.
- Made sure the flotilla attack flag is not behind the missile control panel, even on a small screen.
- Added a button to set preferences from the load/create game screen.
- Special characters in officer ranks and place names are now converted when that option is

- selected.
  - Added notifications when largest ship of type in the world is built.
- UI Fixes**
- Fixed a UI glitch with maintenance cost when a game is loaded. The number shown could be slightly wrong as it omitted effects of officer attributes. This was a UI thing only and did not affect the actual calculations.
  - Fixed a bug with torpedo range data not showing in the ship status screen.
  - Fixed some minor UI issues.

**Fleet Management**

- Fixed a bug that generated error messages when the last ship was removed from a division in the division editor.
- Fixed a bug with clearing all ships from a division in the division editor.

**Ship Design**

- Speed limit for triple turrets in A & Y and TPS > 1 changed to 21 knots. This is to fix an issue where some legacy ships could not be refitted.

**Aircraft**

- Later Jet Attack and Heavy Jet Fighters can now carry 2 ASM.
- Slightly raised the production rate for jet aircraft.

**Bug Fixes**

- Fixed a bug that could generate errors when checking if shipnames are used.
- Fixed a bug that capped AP penetration on higher AP tech levels.
- Fixed a bug with coastal artillery occasionally being placed at sea when loading a saved game.
- Fixed a bug with the space bar restarts game setting not being remembered when the game is restarted.
- Fixed a bug with bombardment ammo loadouts.
- Fixed an unusual case where the auto run battle could get hung up on a message box.

**v01.00.45 – 1<sup>st</sup> May 2024**

- Fixed some minor UI issues.
- Fixed a bug with bombardment ammo loadouts.

**v01.00.43 – 26<sup>th</sup> April 2024**

**Strategic Layer**

- Fixed a bug that made surprise attacks very unlikely.
- Fixed a bug which could in unusual circumstances make nation base resources go negative.

**Battle Generation**

- Fixed a bug where clicking on a division in the pre battle screen could show an error message.
- Fixed a missing objective in an Italy vs France mission.

**Officers**

- A Fleet exercise will now have a chance to reveal the ability of ship and division commanders.
- Dissolving a division with a commander will no longer cost prestige. (Reshuffling ships and creating new divisions will impact crew and division efficiency, so should be a sufficient downside to cheesy ways of getting rid of bad commanders).
- Officer ability will now be more likely to be revealed in wartime and less likely to be revealed in peacetime.
- There is now a chance that poor ship and division commanders will reveal their deficiencies in battle, giving a chance to dismiss them for free after a lost battle.

**UI Improvements**

- Added years in rank and battles fought to the select officer dialog.
- If Auto assign officers is selected in User preferences, then all vacant positions will be automatically filled as soon as they become vacant, thus leaving no incentive to micromanage.
- Rebuilt ships will now only have the last rebuild year after the class name.

- Made sure the flotilla attack flag is not behind the missile control panel, even on a small screen.
- Added a button to set preferences from the load/create game screen.
- Special characters in officer ranks and place names are now converted when that option is selected.
- Added notifications when largest ship of type in the world is built.

#### **UI Fixes**

- Fixed a UI glitch with maintenance cost when a game is loaded. The number shown could be slightly wrong as it omitted effects of officer attributes. This was a UI thing only and did not affect the actual calculations.
- Fixed a bug with torpedo range data not showing in the ship status screen.

#### **Fleet Management**

- Fixed a bug that generated error messages when the last ship was removed from a division in the division editor.
- Fixed a bug with clearing all ships from a division in the division editor.

#### **Ship Design**

- Speed limit for triple turrets in A & Y and TPS > 1 changed to 21 knots. This is to fix an issue where some legacy ships could not be refitted.

#### **Aircraft**

- Later Jet Attack and Heavy Jet Fighters can now carry 2 ASM.
- Slightly raised the production rate for jet aircraft.

#### **Bug Fixes**

- Fixed a bug that could generate errors when checking if shipnames are used.
- Fixed a bug that capped AP penetration on higher AP tech levels.
- Fixed a bug with coastal artillery occasionally being placed at sea when loading a saved game.
- Fixed a bug with the space bar restarts game setting not being remembered when the game is restarted.
- Let us know if you have any questions or concerns.

### **v01.00.42 – 24<sup>th</sup> April 2024**

- Fixed a bug with the space bar restarts game setting not being remembered when the game is restarted.
- Fixed a bug from 1.00.41 with ship types as text not being loaded.
- Fixed a bug that made surprise attacks very unlikely..
- Fixed a UI glitch with maintenance cost when a game is loaded. The number shown could be slightly wrong as it omitted effects of officer attributes. This was a UI thing only and did not affect the actual calculations.
- Fixed a bug that generated error messages when the last ship was removed from a division in the division editor.
- Fixed a bug with clearing all ships from a division in the division editor.
- Added some more explanatory messages when unrest level goes up due to high naval expenditures.
- Added notifications when largest ship of type in the world is built.
- Fixed some typos.

### **v01.00.41 – 16<sup>th</sup> April 2024**

#### **Officers**

- A Fleet exercise will now have a chance to reveal the ability of ship and division commanders.
- Dissolving a division with a commander will no longer cost prestige. (Reshuffling ships and creating new divisions will impact crew and division efficiency, so should be a sufficient downside to cheesy ways of getting rid of bad commanders).
- Officer ability will now be more likely to be revealed in wartime and less likely to be revealed in peacetime.
- There is now a chance that poor ship and division commanders will reveal their deficiencies in

battle, giving a chance to dismiss them for free after a lost battle.

### UI Improvements

- Added years in rank and battles fought to the select officer dialog.
- If Auto assign officers is selected in User preferences, then all vacant positions will be automatically filled as soon as they become vacant, thus leaving no incentive to micromanage.
- Rebuilt ships will now only have the last rebuild year after the class name.
- Made sure the flotilla attack flag is not behind the missile control panel, even on a small screen.

### Ship Design

- Speed limit for triple turrets in A & Y and TPS > 1 changed to 21 knots. This is to fix an issue where some legacy ships could not be refitted.

### Aircraft

- Later Jet Attack and Heavy Jet Fighters can now carry 2 ASM.
- Slightly raised the production rate for jet aircraft.

### Bug Fixes

- Fixed a bug with torpedo range data not showing in the ship status screen.
- Fixed a bug that could generate errors when checking if shipnames are used.
- Fixed a bug which could in unusual circumstances make nation base resources go negative.
- Fixed a bug where clicking on a division in the pre battle screen could show an error message.
- Fixed a bug that capped AP penetration on higher AP tech levels.
- Fixed a bug with coastal artillery occasionally being placed at sea when loading a saved game.
- Fixed a missing objective in an Italy vs France mission.

## v01.00.40 – 15<sup>th</sup> March 2024

- Reversed the "CA cannot have protected cruiser armour configuration" change.  
*Important Note: The earlier change to early CA in 1.00.37 proved to be ill considered. As some players have correctly pointed out, the main difference between pre-1900 in game CA and CL should be size, not armor configuration. Early cruisers have now been refurbished in the game and CA are now cruisers that have an armored belt or have a size over 8000 tons, others are CL. Templates and design logic have been updated accordingly. France and Russia have been given belt and sloping armor deck as bonus techs to reflect their early adoption of armored cruisers. This might cause transient issues in already started games with 1.00.37, in which case we advise continuing to play until this resolves itself or starting new game. The end result is that the treatment of pre-1900 cruisers is now much more historical and consistent.*
- Added an option to have spacebar both pause and run the game.
- Added weather forecast to pre battle screen. Note that this is unreliable, just as the real weather forecast. It will improve with tech and time.
- Prevented some cheesy tricks in officer assignment, for example assigning bad officers to empty divisions.
- Added possibility to manually change aircraft type of an air unit.
- Added save path info on main screen.
- Fixed a bug where the default settings were not used if the preferences file was not found.
- Fixed a bug that could set the year of ship designs to 1899 in an 1890 start.
- Fixed a bug where a Lieutenant commander could be promoted directly to Admiral in some cases.
- Fixed a bug with the free manual promotion per turn not resetting after the turn.

## v01.00.37 – 26<sup>th</sup> February 2024

### Save Games

- Games are now saved to the directory "C:\USER\Documents\My Games\Rule the Waves 3". Old saves are loaded from the old save directory and saved to the new save directory.
- Refurbished the saving of design files. All designs for each nation is now saved in one file. A saved game will now consist of fewer files, and the total save game size is reduced considerably. This should mitigate problems with saving to Steam cloud. It will also mitigate problems with some ship names on some (mainly Asian) language operating systems.  
*Important Note: The first time an old save game is opened, loading will take considerably longer*

*as old style design files are converted. Also note that there might be errors from inconsistencies in existing saved games. There are functions for the player to manually rectify these during the save conversion.*

### **Strategic Level**

- Penalty points for declining battle is now reduced for battles far from friendly bases.
- Adjusted some inconsistencies in the actions of allied nations in a multi nation war.
- There is now a chance that scrapped ships can be sold to small nations (less than average economy), including to the player if the player is playing a small nation.
- Adjusted submarine build times.
- Ships being rebuilt will now be automatically moved to the closest home area with a rebuild yard.
- There will be rebuild yards in home possessions with at least 200 base capacity. (That means US West Coast and Russian Far East will not have any initially on some starting dates, but by expanding base capacity, they will get the capability).
- Increased the maximum number of ships that can be built at one time in the build ships screen to 25.
- Nations at war with you will now not ask to buy a license for your aircraft.
- Increased the cost of missile systems and missile maintenance.

### **Battle Generation**

- Removed some occasional quirks in force selection in battle generator, for example having a BB subordinated to a CL flagship.
- Allied forces can now appear as support force.
- Added ship speed and displacement to ship list in battle preview screen.
- Background color now changed in battle preview screen.

### **Controls and Preferences**

- Added an option to convert some characters in German ship and officer names, for example ö becomes oe, ü becomes ue etc. This is for the benefit of users with Asian language OS which can have problems with these characters.
- Added an option to see submarine sinkings in aggregate only. (Useful if you have many submarines and want to bring down the number of after turn messages)
- The space key will now only pause the game. This is to prevent inadvertently restarting time when you want to pause.
- The alt key will run the game one minute (or longer if auto play is switched on).

### **Ship Design**

- Added an export/import function for ship designs. The export function for ship designs is located on the graphics tab in the ship design screen. It will let you export any ship design as a file. The design can then be shared with other players or reused in a later game. Exported ship designs are located in the folder "My Games\Rule the Waves 3\Save\Ship Designs".
- Moved the auto carrier conversion button to the box for flight installations.
- Added a function to auto change carrier graphics to angled flight deck.
- Curbed the tendency of the AI designer to overuse triple turrets on ships.
- Fixed a problem with rebuilding ships transferred from other nations.
- Fixed a problem with multiple classes being generated when fire control is upgraded for ships under construction.
- Further adjustments to secondary gun placement on cruisers and destroyers.
- Improved the autodesigner to avoid illegal triple turrets in A or Y position.
- The upgrade guns button will now be available when opening an existing design that has worse gun quality than available.
- Adjusted the automatic secondary gun placement on cruisers to avoid having them placed outside the hull. (It is better but not perfect)
- Using auto design in the design screen will now force a different template.
- Improved the British name list to produce more appropriate ship names from the 1920s.
- Prevented fitting V turret on ships that couldn't have X turret.
- Fixed a bug with the gun quality of the rebuilding nation not being taken into account for gun upgrades.

- Fixed a bug with the autodesigner sometimes building ship with AON armor when it isn't researched.
- Fixed a bug with ammunition weight calculation in the 80-85 rounds per gun interval.
- Fixed a bug where a CA could have protected cruiser armour configuration.

### **Map Changes**

- Updated the Chinese coastline with shallow water.

### **Battle Resolution**

- Adjusted HE penetration and splinter damage on armored areas.
- Some adjustments to the tactical AI.
- Some adjustments to mission data.
- Prevented avoiding battles by closing the battle preview screen.
- Field batteries will now only have HE ammo.
- Radar blind fire range reduced to 80% of radar sighting range.
- Gyro Stabilizer will now reduce the gunnery penalty for sea state.
- Improved go to base behaviour for divisions following the force flagship into friendly port.
- Improved AI convoy defence decisions.
- Ammunition expenditure is now spread more evenly across turrets. (Previously, A and Y turret tended to use somewhat more ammo than X and B).
- Reduced SAM hit rates (they were a little too good).

### **Aircraft**

- One floatplane squadron of up to 12 aircraft may now be based at any airbase without counting against capacity. (This is to increase the utility of floatplanes at land bases in the early game).
- Before 1930, a floatplane scout with bomb + bomb priority will have torpedo capability and can be used as strike aircraft from AV without catapults.
- Reduced the rate of aircraft production and added a column for production in the aircraft types screen. (The intention is that heavy aircraft losses should hurt more).

### **Officers**

- Area commander ability now influences the chance of unexpected battles.
- On auto assign of officers, rear admirals might now be auto-promoted to admirals to fill an empty slot, just like the case with empty division or ship commands.
- It is now possible to manually promote the senior officer of a rank for free (no prestige cost), You can only do this once per turn.
- The ROF enthusiast will now give -10% accuracy in addition to the +10% ROF (or 20% at shorter ranges).
- Adjusted officer promotions and retirements to reduce the risk that a nation should have too few admirals available.
- Fixed a bug with admirals not being removed from an area command when they were assigned to another.

### **AI**

- The AI will now be better at replacing floatplanes on ships with helicopters and helipad.

### **User Interface**

- Research breakthroughs are now also shown in the turn message summary.
- Made sure the commander text is visible in the ship status screen.
- Obsolete ships are now clearly marked as so in ship status screen.
- Officer list now remembers sorting and filter options.
- On the missile control panel, renamed the Fire Salvo button to Manual fire to better describe what it does.
- Added a button to exit the battle from the results screen and a button to view the map.
- Added a button to go back to the results screen from the map after battle.

### **Doctrines**

- Added doctrine choices for AP shell design.

### **Bug Fixes**

- Fixed a bug that prevented AI nations from taking territory from each other in AI wars.
- Fixed a bug in Fleet Exercise setup where a ship removed from a division would lead to all the

- ships in the division being duplicated in the available ships list.
- Fixed some typos in tooltips.
- Fixed the height of the ship status window.
- Fixed problems with some corrupted save files.
- Fixed a bug with divisions with Land CAP were not saved.
- Fixed some misspellings in Spanish officer ranks.
- Fixed a bug with the AI rebuilding ships occasionally producing error messages.
- Fixed a bug where having no fire control used more crew than intended.
- Fixed a bug with occasional miscount of free shipyard capacity to build ships.
- Fixed a bug with helicopters on recon sometimes going in the wrong direction.
- Fixed a bug with showing ship details from the build screen.
- Fixed a bug in scenario info that led to France having no convoy in one of the convoy defense missions.
- Fixed a bug with background sound not changing on weather change.
- Fixed a bug with magazine explosion sound playing even if sound options were set to No sound (I guess this one could have been somewhat jarring if you expected silence).
- Fixed a bug where in some cases a CL with 4 in B armor was classed as a CA.
- Fixed a bug where submarines could engage in gunnery duels with enemy ships in another area.
- Fixed a bug with ships not having missile or torpedo reloads in battles.
- Fixed a bug that could make the choice of scout force flag division ineffective in cruiser battles and other battles smaller than fleet.
- Fixed a bug that could lead to an error message when a peace breaks out.
- Fixed a bug with numbers of missiles not being included in the short ship description.
- Fixed a bug with getting the correct name of the nation whose aircraft sinks a sub.
- Fixed a bug with the number of reloads for missile launchers.

#### **Other**

- Miscellaneous minor improvements

### **v01.00.27 – 07<sup>th</sup> November 2023**

#### **Bug Fixes**

- Fixed a bug with KE being allowed to have submerged torpedo tubes.
- Fixed a bug with battlecruisers not being included in the losses history statistic.
- Made sure the the lukewarm wartime support event does not fire if the player nation has been at war with the enemy of the ally.
- Suppressed a debug message with "Too many rounds" that could appear very occasionally.
- Fixed a bug that made detached damaged ships occasionally go towards their original division instead of to nearest friendly base.
- Removed double message in turn reports about base expansion.

#### **Battle Generation**

- Fixed missing objective in a convoy attack battle Germany vs France.
- Completely new pre battle procedure that lets the player edit the force before battle, depending on a command roll for the commanding admiral.
- On an intelligence coup, you can decline the battle with no penalty.
- Fixed a bug in battle generation that could lead to error messages, primarily in carrier battles.

#### **Battle Resolution**

- Some tweaks to the tactical AI.
- Made the check for airstrikes in the air preventing scenario end more restrictive. An air formation must now have more than 3 aircraft and be within 100 nm of enemy ships to stop a scenario from ending.
- Improved the notification when a friendly ship suffers a magazine explosion from a torpedo hit.
- Limited flooding from collisions in some extreme cases.

#### **Ship Design**

- Fixed illegal AI build templates that combine protected cruiser and narrow belt.
- Prevented replacement of -2 quality main guns if ship has more than 2 centerline turrets.

- Stopped the auto-designer from using triple wing turrets.
- Improved Japanese ship names list (thanks to @Burningapple3 and helpers!).

#### **UI Improvements**

- On events, pressing the 1,2,3 key will now select the respective answer and close the event dialog.
- Escape button now closes the division editor.
- Current submarine reliability is now visible when building a new submarine.
- Added a button in the design screen for upgrading guns in a refit (instead of changing the calibre back and forth).
- The N key will now advance the turn in strategic mode.
- Added a help button on the main screen to show keyboard shortcuts.

#### **Officers**

- Admirals can now command forces in areas. Their ability will be used in the pre-battle stage.
- Admirals will not be eligible to send as Naval Attache.

#### **Divisions**

- Added warning when assigning more than one core division to follow the same lead division.
- Fixed oversensitive core divisions check.
- Fixed a bug that could cause an error message when the division screen was closed.

#### **Balance Changes**

- The Japanese surprise attack can no longer be declined by the defender.

### **v01.00.19 – 4<sup>th</sup> August 2023**

#### **Bug Fixes**

- Fixed a minor bug that led to some hits being without hit location explanation.
- All nations will now get numbered DD names if names run out.
- Fixed a bug that could delay gun research if playing with bigger fleet sizes.
- Fixed a bug with triple turrets in A or Y positions on high speed ships connected with the wrong tech.
- Fixed a bug with the ammo for secondary and tertiary guns in combat not corresponding to the designed amount.
- Fixed a bug where good quality heavy guns could be developed before longer gun barrels tech was researched.
- Magazine explosion sound will now not play if no sound is selected.

#### **New Game Options**

- Added option for more frequent large battles and fleet battles in the in-game preferences.

#### **Battle Generation**

- Made some adjustments in battle generation to reduce the risk of divisions assigned to support carriers being used for other duties.
- Adjusted pre battle placement to increase variability and give opportunity for more pre-battle maneuvering, especially in the missile age. Note, this might increase the number of no-contact battles.
- Fixed a bug with the battle generator ignoring the designated fleet flag division if the flagship was a B.
- Tweaked the battle generator to adhere more closely to division organisation in some cases.

#### **Battle Resolution**

- Tactical AI: Made cruisers and BC on AI control more careful about staying in range of enemy battleships.
- Fixed a bug with formation line abreast not really working. Note, as a consequence of this, ships in line abreast formation can now collide with friendly ships in the same division, to discourage unrealistic wild turning maneuvers while in line abreast.
- Ships maneuvering to avoid air attack will now tend to turn away from nearby enemy ships.
- Reduced the chance of friendly bombing of ships close to the originating carrier.

#### **Ship Design**

- Raised maximum ROF for autoloading light guns.

- Allowed DD with Unit machinery to be rebuilt to KE.
- Fixed a bug with battlecruiser building allowed too early (now requires four levels of ship design research).
- Corvette AI ship templates updated.
- DD ship type will be correctly classed when DD up to 3800 tons is researched early.
- Autodesigned ships will not have increased elevation if not researched.
- Made sure the autodesigner does not include inclined belt if not developed.
- Made sure the autodesigner does not include mines on AMC if not developed.
- Ship design: Fixed some quirks when entering numbers with the keyboard when editing rest angles for guns.
- Ship design: Funnel positions are now rescaled when ship displacement is changed.
- Ship design: When setting rest angle for tertiary mounts, opposite mount, if any, will automatically get corresponding rest angle.
- Ship design: Removed lingering red circles after editing secondary and tertiary gun positions.
- Improved AI design templates for early pre-dreadnoughts.
- Tweaked the AI ship designer so it will not mangle lozenge design old battleships.

#### **Officers**

- Made sure officers can never be so stupid that they get invalid ability ratings.

#### **Divisions**

- Made sure the division editor display of subordinate divisions is updated after dissolving a division.

#### **Balance Changes**

- Increased the treaty build limit by 20%.
- Adjusted some aspects of research when playing at less than 100% research speed.
- Changed the starting dock size for USA in 1890 to 10000 tons.
- Adjusted gun research on less than 100% research speed (now easier to develop guns).

### **v01.00.14 – 14<sup>th</sup> June 2023**

- Fixed a bug with warning when the player has exactly 2 AMC in peacetime, instead of more than 2.
- Fixed a bug with unrest sometimes unintentionally increasing when industrial productivity increases.
- More variation in first carrier AI design for some nations.
- Fixed a rare bug where an enemy ship could get speed 0, which would generate error messages in battle creation.
- Fixed a bug with Unit machinery sometimes being applied in battle even though the ship was designed without it.
- Fixed a bug with DD and CL division commanders not being auto assigned when they should be.
- Damage control training will now not be selectable before the tech is researched.
- Fixed a bug in the display of medium and heavy SAM ranges against surface targets.
- Fixed a bug where scrapped ships could turn up as coastal patrols in battles.
- Added function to multi select air units and make them night capable.
- Fixed a bug with industrialists complaining about the Navy buying foreign aircraft even if nation has no aircraft industry (China).
- Fixed a bug with magnetic pistols doctrine choice not being saved.
- Removed non-functioning auto ammo choice checkbox in doctrine screen.
- Made sure the DD request event does not fire before DDs are invented.
- You will now no longer be reminded if the museum ship is a carrier and has no aircraft assigned.
- The close button in the division editor now keeps alignment to the right edge of the screen.
- Fixed a bug with secondary hit modifier from director control sometimes wrongly calculated.
- Fixed a bug with small ships detaching/slowing down to quickly from flooding, and large ships being to slow to do it.
- User preferences, added option for no popups when divisions lose contact.
- Increased starting distance in battles with long radar ranges (this will primarily affect the missile

- age).
- CVL must now have a displacement of at least 6000 tons and a speed of at least 15 knots.
- Separated the commander and division submenus in the ships in service popup menu.
- In the ships in service popup menu, you can now reassign a ship to another division even if it already is in a division.
- Made it possible to assign officers to command destroyer divisions from the officers tab.
- Added a check for ship name being used when naming new ship classes.
- Added "Independent" in the role selection screen of the division editor (= effectively no specified role).
- Division editor: Made it possible to move divisions up or down in the division list.
- When creating a division and changing the type of an already autonamed division, a new appropriate name can be autogenerated.
- Made sure aircraft maneuverability can never go negative.
- Probably fixed a bug that could corrupt savefiles (hard to recreate the bug).
- Tweaked the AI to be more sensitive to threats to its home area.
- The VP display is now updated immediately after the player or the AI declines battle instead of at the end of turn processing.
- The visual equipment list in the design window is now cleared when you press "Clear all values" for the ship design.
- Added a button to clear all visuals.
- Reduced the chance of AI nations allying if they have incompatible government systems.
- Officers are now sorted on rank value and not on rank as text.
- Copy and paste air unit will now also copy carrier capable and night capable characteristics.
- Added option to center the map on selected possession when selecting possessions after a peace.
- Improved the list in the officer selection screen with sortable columns for traits.
- Added some Rear Admirals to the officer pool at the start of a new game.
- Added query for automatic mirroring of opposite mount when moving tertiary gun mounts.
- There is now a chance for officers in the starting pool to have their traits known at start.
- The player will now be asked about auto scrapping all AMCs after a war.
- Prevented an error when pressing OK on an aircraft prototype request without selecting a role.
- Ships transferred as reparations or lend lease are now automatically removed from division organization.
- Fixed a misleading description text in research of Wireless Telegraphy.
- Fixed a bug with not being able to add more tertiary guns when a ship has 25 visuals.
- Fixed a bug with the wrong message when tension is reduced due to the player being at war with another nations historical enemy.
- Fixed a bug with another officer than the one mentioned in the turn report getting auto promoted to fill a vacant division slot.
- Fixed a bug with dive bombers sometimes getting a heavy bomb load of 100 lbs.
- Fixed a rare case where AI designs could get the same calibre for main and secondary guns.

#### **v01.00.08 – 23<sup>rd</sup> May 2023**

- Fixed some glitches in torpedo fire arc visualization in the design window.
- Made sure tech sharing agreements are terminated if the nations are at war.
- Fixed a tension reduction bug
- Fixed some typos.
- Made slight adjustments to 1890 engine weight calculations and starting ship speeds.
- Fixed a bug in battle generation when one side has too few ships and only DD present.
- Fixed a bug that could generate error messages in AIDetermineTacticalStance
- Fixed a bug with placement of tertiary gun mounts occasionally not working.
- Tweaked some templates so AI generated legacy ships are not overweight in 1890 and 1900.
- Fixed a bug in blockade strength calculations.
- Removed confusing message "Ships without hangar can not have more aircraft than catapults"

when the ship has a helipad.

- Added popup menu items to increase or decrease number of tubes in missile launchers.
- Fixed an interface bug that allowed setting missile reloads too high.
- Fixed an interface glitch with entering course in numbers in the division status screen.
- Fixed a bug with submerged torpedo tubes contributing to topside load.
- Added a button to pick ship name from the list of historical names.
- Stopped the museum ship from counting as active ship in the almanac.

**v01.00.03 – 18<sup>th</sup> May 2023**

- Initial Release