**tommo8993:**

Played as UK until 1987, enjoyed it, but as an alpha it needs some work.

Tech Tree and Units:

For some reason conventional CV's stop in the 70's, this isnt very accurate. CVN's cost 50+ IC which is a lot and you can only have 1/5 CAGs on them.

All units have WW2 pictures, bit of an immersion buster for me.

Overall Gameplay:

Overall seems good, maybe decrease production costs as more provinces require more units.

Map:

Why are the likes of Liechenstein, Monaco, San Marino and other micro states in the game. This is just gunna slow down the game.

AI:

~~For some reason the above mention Micro states are more effective and agressive with espionage than the soviet union. Not once did the soviets try anything, Andorra on the other hand kept trying to fund partisans in Scotland.~~

Overall its a great start and i'm looking forward to future versions

**MrLevenstein:**

This is my review :

- First time I loaded the game with Romania it went fine !

-Second time I tried the soviets it crashed but after january 1985 the game is stable !

-There are no generals

-One exception in Romania I saw general Ion Antonescu even though he died in 1946 ...

-In the Black Sea the only soviet port is Sevastopol wich isn`t accurate

-I conquered the afghan rebels(mujadeens(spelling?)) and I can`t give their land to Afghanistan and I didn`t recived any event after the war ended .

-Romania has no navy

-Some countrys don`t have description

All in all the mod is really fu\*\*ing cool and fun to play but it`s just unfinished .

Post Scriptum : the game speed is really slow even on the highest speed (My specs:AMD Athlon 64x2 5000+ 2 gb ram (I know not the best PC )

**Supeermee:**

You only have 7 nations that have a Scenario Description. If you want, I can make some for you. The Tech tree is nice but I don't understand why the UK have all the Naval Doctrines researched but the hospital tech on the Land Doctrines aren't. Also you need to activate Air Supply from the start along with adding more supply depots as most of the UK Garrison divisions died off due to lack of supplies even though there was convoys to them.

Graphic:

http://en.wikipedia.org/wiki/ANZUS#N...clear\_material

New Zealand decided to ban all ships carrying nuclear weapons from their ports. As a result, the US decided to suspend its obligations to New Zealand as part of the ANZUS alliance.

This could also be an interesting event for New Zealand/France to drive NZ more towards non-alignment: http://en.wikipedia.org/wiki/Sinking...ainbow\_Warrior

--

~~USSR should guarantee Finland. Finland was a neutral but were extremely influenced by the USSR to have a strong stance of "aggressive neutrality" I guess you could say. The Soviets never intended to attack Finland, so the point was really to use them as a buffer against NATO attacks through Scandinavia, and thus got their assurances from Finland that they'd attack anyone who violated their sovereignty.~~

http://en.wikipedia.org/wiki/Finlandization

**Kennelly:**

Thanks for this great mod, only played a few months as USSR so far, a bit overwhelmed by the map but I guess that'll pass. I also liked the flavor events I saw for other countries really giving a 1980s feeling :-)

A few mistakes in scenario setup:

~~Vietnam has Saigon as capital, should be Hanoi.~~

~~Indonesia has Yogyakarta as capital, should be Batavia aka Jakarta.~~

~~Bhutan should have Thimpu as capital.~~

~~Nigeria's capital should be Lagos~~, changing to Abuja December 12th 1991.

~~Macao is Chinese, should be Portuguese~~.

Iceland is missing from NATO.

USSR guarantees Turkey, a NATO member?

Also I think USA+USSR should have some more military access through various countries, will research this further.

~~The "Chernenko dies" event window was so big, that its third option was blackened due to it being out of the screen. Anyone else seeing this?~~

~~Really minor minister thing, in UK the HoS is HRH Elizabeth II, should of course be HM Elizabeth~~ II. In other Commonwealth realms she is HM Elizabeth II of Windsor, no need for the "of Windsor".

**ajeto:**

~~Okay, I messed around with various countries a bit, releasing stuff and what not, then started a game as the USSR and am now in the second half of the 90s, both the USA and I have over 2000 available IC. As some have stated previously choosing Romanov makes no events appear.~~

~~My Inteligence funding was at level 20 from the begining and for most of the game pretty much all countries had a coup chance of 6-8. Later this become zero for most NATO members and some other countries, but not before I couped West Germany, the UK, Italy, India, Japan, Bangladesh, Albania, Austria and Thailand. I didn't want to coup the US (though I tried a couple of times) but rather see if can catch up to it industrially which prompted an insane IC building race.~~

I caught up to them in the mid 90s. 2730/1555-USSR (although the Union's metal production is so low that it had to invest hundreds into supply production to buy the needed metal) 2099/1602-USA (I loaded as the US to see how they're doing. They produce the IC in series of two and their factories cost 10 IC each. The soviet ones cost 5 IC each, I noticed we have the same industrial technology level so I'm not sure what this is about. The US would have around 3000 available IC if not for the peacetime penalty, but I think it's fair)

The US has it's armed forces pretty much upgraded by this point, the Soviets not so much, but aren't lagging behind by a lot.

There are decisions to reapproach China and Yugoslavia, but both refused my alliance when I offered it via those decisions. The USSR's influence nation chance is always 100% so it's kinda cheaper and more likely to suceed if one tries to ally them without using the decision once the relations are high enough.

The couping which I mentioned before caused only 2 minor problems (aside from NATO being unrealisticaly decimated without a shot fired, but this is Alpha and it was obvious to me that this would happen when I went on a putching spree) and these are: communist West Germany doesn't become a part of the DDR, there's no event for this as far as I've seen, I had two Germanies in the WP. The other problem was when the Security Council members were asked if they'd veto the peace draft in the Iran-Iraq war. The UK changed it's tag so it wasn't asked and no further events came regarding the UN resolution. Iraq-Iran war ended in the late 80s/early 90s when Iran's army was destroyed after an offensive into southern Iraq. I watched it for a little while and it played out pretty cool. Iraq took the disputed territory and puppeted Iran.

I LOVE THE RELEASABLE COUTRIES WITH THE CORE/CLAIM COMBOS.

-My favourite is the insanely spread out Kurdistan!

-Russia is missing a core or claim on Zoolon, north of Mongolia

-Hungary doesn't have any cores on southern Slovakia or on Hungarian majority area in Romania. It would make sense that Hungary is given cores there. Neither Romania nor Czechoslovakia have cores on those places, just claims.

-Czechoslovakia should have cores on Sudety, by this time there weren't that many Germans left there.

-Since countries can be released in form of their nationalists' wettest dreams I'm suprised Armenia doesn't have claims on it historical land in Anatolia or at least

-Certainly Mexico wouldn't mind a few cores and claims north of Rio Grande.

-South Africa has cores on all of it's territory, but at this time Namibia was fighting for indepenence, not to mention that most of the population were denied basic political rights, maybe it should only have cores on white majority areas and gain other cores once the appartheid is lifted.

-No reason for Serbia not to have cores o Novi Sad and Subotica.

-Croatia should have cores on Benkovac, Gracac, Petrinja and maybe Knin

-Bosnia might as well have a claim on Dubrovnik.

The wonderful releasable countries in North America

-Most of them make some sort of sense and I don't want to complain on how you designed the postwar map of the continent.

-The only one I really don't see a reason for is Wisconsin. It only serves to compete with the Great Lakes Republic over northern Michigan when it might as well be a part of the GL Republic, seeing as it is in the Great Lakes region. It just feels like it's taking up a tag which could be used for a country on the East Coast (New England, New York, Vermont...) or one within China or India if someone defeats them and wants to break them apart.

-Central American Republic has a bit of a misleading name, seeing how it's not south of Mexico or north of Colombia. Maybe Great Plains Republic or some other name would fit it better.

Starting governments: I realise that there are almost 200 countries in this time period, more if you count the revolters and the releasable ones, so it's understandable why you'd only focus on the majors in the alpha, I'll point out some mistakes for the future.

~~-Zaire wasn't left wing. It was ruled by a US backed dictator Mobutu Sese Seko.~~

~~-I already mentioned Olav V's Ethiopia.~~

~~-Somalia was maoist at the time, not market liberal.~~

~~-Albania has a right wing cabinet and ideology. It was still a stalinist state then.~~

That's all I can remember for now. I tried to contact you shortly before you released the mod, but I couldn't PM you. Seems your inbox is full, is there some other way we can send you tech teams, ministers, pictures and so on?

There will be some problems. By 1985 the two sides were in the Angolan civil war:

In the red corner:

Angolan government let by the Marxist MPLA (People's Movement for the Liberation of Angola)

The massive Cuban force.

SWAPO South West African People's Organisation- a leftist guerilla group fighting to liberate Namibia, they were allowed use of Angola as a base of operations.

They were all supplied by equipement and advisors from the Soviet block.

In the blue corner:

FNLA (National Liberation Front of Angola) - a right wing group supported by the US mostly through it's Zaire ally.(Mainly made up of the Bakongo people who also make up a large part of the population in both Congos)

UNITA (National Union for the Total Independence of Angola) - The main opposition to MPLA. Established with by Jonas Savimbi, a capable commander as his means of becoming the country's leader. Starting off as a maoist to win support of China and the country's peasants, by 1985 Savimbi and UNITA had an anti-communist ideology to win over the support of the US. (Mostly supported by the Ovimbundu ethnic group)

South Africa, fighting in order to weaken SWAPO and make sure that the government in Angola doesn't help the internal enemies of appartheid.

In 1985 this conflict can be simulated simply as a war between South Africa and a Cuba-Angola alliance. SWAPO, FNLA and UNITA units can be within Angola' and South Africa's army. If South Africa reaches Luanda it gets an event chain which will probably place Savimbi as the right wing leader of Angola. However, after Cuba and South Africa withdrew from the conflict, the Angolan factions continued their battles and I'm not sure how to simulate this. Rebels and events maybe?

**Biggus Dickus:**

I was playing around on this mod recently and noticed four things:  
  
~~1. The Laccadive Islands near India are owned by the Maldives, but should be owned by India.  
  
2. North and South Korea seem to have misplaced cores in China~~  
  
3. North Korea doesn't have any cores in central South Korea around   
  
4. Libya owns Bardai and Tekro, when they should be owned by Chad.

**Nhinhonhinho:**

Hi some bugs report here and this times concentrated in minor nations

~~- All the SEA are selectable beside Vietnam!!?? Why!?~~

- Most minor nations have no generals

- Many nations have their existing units more advance than their tech tree. i.e: USSR have 1980 MBT divisions but they can only build 1979 units (just examples)

**Peppiniello:**

Hi Hansnery,  
First of all excellent mod, it is really awesome and for me very stable, actually very very stable to be an Alpha.  
  
I've come across a couple of bugs and some issues though, I don't know if they are known or not so I'll put them here anyway:  
  
1-NATO doctrines do not upgrade HQs and some NATO countries (Italy and France for example) don't have them, is it WAD?  
2-Paratroopers and Marines brigades are not buildable, I don't know if divisions are I must check again.  
  
That's all for bugs I've found and have not saw on this board. Now issues:  
  
1-There is a lack of resources,metals especially, in the early game and it becomes worse later.  
2-Is there a way to increase the research technology? Or is it a placeholder for next versions?  
3-I think Mandela decisions should be event instead, I played until 2000 as south africa without firing it with no consequences, mantaining apartheid should be possible but costly in my opinion, maybe leave them as decision but add a dissent increasing event that pops from time to time if you don't pick one of the options and a civil war if you keep him in prison (for next version of course).  
4-How did you calculate IC levels? Was it only balancing or did you base it on GDP or industrial production?  
5-Brazil builds huge GDP, it surpassed USSR in my South African game reaching >600 actual IC by 1995.  
6-If I may, I would suggest some changes in italian tech teams listed below. (name: specialities to be added)  
  
  
Oto Melara:automotive, technical efficiency;  
ENEA:nuclear physics;  
Comando Logistico:management, gen. equipment;  
Accademia Militare di Modena:Training, mountain training, airborne training;  
Iveco:automotive;  
Agustawestland:avionics, aircraft testing (note: it should be AgustaBell in 1985, I know tech teams are from MDS but just for perfection :P);  
Alenia:avionics, aircraft testing, fighter design;  
Fincantieri:technical efficiency;  
Beretta:munitions, training;

**vanadio:**

Well, after play TP I have to say this: Best Mod ever!! Congratulations and thank you for making this possible!  
  
Playing with FRG  
  
- A bit of freezing when events popup, but nothing serious  
- Trade Agreements are not working (I proposed agreements to US, never got answer)  
- To test the mod, i declared war: France left NATO (?), US only helped with air strikes. I think communist have to many divisions...  
- Sound is Great!!!!!  
- Investments decision is not working.   
  
For an alpha this is AMAZING. I will work a bit on portuguese leaders, tech teams and ministers

**Teep:**

A few things with hotfix 2, most of which have probably been noticed but i'll leave them here anyway:

* Australia has cores on a couple of provinces in New Guinea.
* Most middle-major Industrialised states (Japan, UK, France, West Germany) have serious and somewhat surprising resource shortages, with West Germany having so little metal and rares to have lower effective IC than East Germany despite the much larger base IC. This is in addition to minor states especially Brazil having a cornacopia of resources.
* This is compounded by the 'free' resources from pre-researched techs not being given to those nations. Maybe an event at start up similar to FODD's "Curse of the Paradox"?
* The states with disputes in the Paracel/Spratley islands have claims on other state's territories but no core or claim on their own.
* Quite a number of techs including all of the CAG techs and the 1987 CVN have only 5 parts of the artillery specialty each with a value of 1.

A few more things:

Ethiopia has Norwegian ministers.

Motorised brigades cannot be upgraded to Mechanised brigades but can(not due to tech) be upgraded to mechanised divisions.

CVNs only have 4 attachment slots to a CVs 5. In addition a CVN cannot have ASW Bomber, AEW&C, ACAG or FCAG attachments that conventional CVs can.

The infrastructure increase should be 10, not 1:

A few more:

There are at least 2 techs that are unresearchable, Escort Carrier Role and Civil Defence. I think this is because the former refers to CV Positioning rather than CCV/N and the latter to radar station production.

There are some events that seem to have duplicates, these being the Chernobyl event (which seems to be misspelled) and the Fall of Honecker.

Motorised techs require both the previous Motorised infantry tech and the next Infantry tech while Mechanised infantry does not require the infantry tech.

The entire line of missile cruisers is misspelled as missle cruiser.

More stuff:

As well as the multiple choice version of the event, the FRG got two single choice versions of German Dread.

Germany was reunited peacefully, yet the United by Force event fired.

The compressed natural gas tech has no cost at all.

The belligerence from the nuclear techs doesn't work

Iran lacks cores on about half of its starting territory. This was after they had won the Iran-Iraq war and they liberated the Kurds so maybe that had an effect.

The 1975 Airborne infantry has the name "Basic Cold War Mechanised Infantry".

The Czechslovak Socialist republic has claims rather then cores on about half its territory.

Well, that was my intention initially, to sell my resources overseas to fund public works at home, it was just that public works as they stand are extremely underwhelming given that you gain 1/100 infrastructure and 0.1 IC per province that get the event. Given the sheer cost I assumed that it would give more though I believe there was a coding error involved somehow.

A few things from playing Iran:

I cannot detach brigades, I uncheck them but they stay in place.

There is a bit of inconsistency that I noticed with Brazil as well as to whether a nation uses divisions or brigades, Iran has a mix but has the Brigade doctrine.

Iran seems to lack much of what I was expecting, poorly trained militias and revolutionary guard troops.

I hope that my annexation of Iraq will spark another war with the Saudis and the rest of the region.

Bugs for the Bug God:

North Korea has no cores on Seoul or Chuncheon.

If one invests in research during the cycle of another research the blueprints for the second event do not turn up.

When the USSR collapses and the Warsaw pact declines some states stay in the alliance till 1994 at least, in my Iran game these were Azerbaijan, Kazakhstan and Kyrgyzstan.

The USSR goes Free Market really hard and really fast, like full Free Market by 1988, and it then moves straight back due to ideology.

Suggestions for the suggestion throne:

North Korea could in theory be attacked with impunity by South Korea as noone guarantees them or allies them. In practice they at least initially have the larger army.

Oil producing nations seem to love their rockets and hate their chemistry, from a brief survey Iraq has no chemistry specialists and one rocket specialist, Venezuela has the same, Saudi Arabia has 2 rocket tech teams and no chemistry ones while Iran has 4 rocket specialists and no chemistry one. Given how little use rocketry techs are for anyone let alone for small to medium powers like these states I have no idea while it is. There are quite a number of states with loads of rocketry other than these too.

South Korea's industry techs are on par with the likes of Iran which seems a little odd for an Asian Tiger in the 80s.

Maybe make the financial industry techs unlocked by a decision requiring being on the free market side at least.

Romania seems to have a claim on Sfantu Gheorghe rather than a core.

From what I can tell, Soviet doctrine unlike NATO doctrine has HQ upgrades but doesn't seem to have any between 1945 (WWII experience) and 1980 (Deep Offensive operations) so it may mean that the Eastern Bloc can only produce 1945 or 1980 HQs and not have the former upgraded to the latter.

Why would anyone in their right mind take Winter Warfare experience over Guerilla warfare?

Grand Battle plan seems to weaken attack in some terrain and increase it in others. Is this WAD?

Only Defensive focus and Light Infantry have 1995 HQs.

Branch Interoperability seems to set GDE to 5% not add 5% as Assault Breakthrough its parallel tech does. I think the ground\_def\_eff when = 5 on the last row is the problem.

**Insert-Name:**

Here's the Canadian Order of Battle it took me a while to figure out  
  
Please note: It's not infallible as it's based of documents from 1989 but also reconstructed with anecdotal evidence from veterans, modern day structural layout, and some documents from 1980.  
  
First major change: All units should be 1975 or 1980, not 1970. The new olive uniform was introduced in 1971 so there's no way they would be 15 years outdated even if still using FALs until 1988-89.  
  
OOB for Army and Air Force  
  
In Ottawa:  
National Defence Headquarters (HQ) at 50% strength  
Special Service Force/CAR (for Canadan Airborne Regiment) - airborne brigade at 80% strength  
Transport Section 80% Strength (air transport)  
  
  
In Edmonton:  
1 Canadian Mechanized Brigade Group (mechanized brigade, full strength)  
50% strength Fighter Wing (named 1st Fighter Wing)  
  
In Fredericton (New Brunswick):  
Combat Training Centre (so large and well funded as to be able to form a 75% mechanized brigade)  
35% strength Tac Helicopter Sqn names Tactical Section  
  
In Quebec City:  
5 Brigade mechanisee du Canada (mechanized brig)  
2nd Fighter Wing (50% strength)  
  
In Lahr (Nuremberg), FR Germany  
4th Canadian Mechanized Brigade (mech brig)  
CF Fighter Wing - Germany (60% strength)  
  
In Halifax:  
33% Strength Helicopter or Naval Bomber Wing  
  
In Victoria:  
40% Strength Naval Bomber Wing  
  
Reserves are fun as they can be represented as locked understrength dismounted infantry which swell if there's a war - the thing about them is they CAN be used to supplement Regular Force but are usually held back to be made into new cohesive units (and would have been had shit hit the fan)  
  
Ontario Brigade Group- 80% strength in Toronto  
Second Ontario Brigade Group - 30% in Ottawa  
  
BC Brigade Group - 25% in Vancouver  
  
1st Western Brigade Group - 50% in Calgary  
2nd Western Brigade Group 30% in Edmonton  
  
Maritimes Brigade Group - 40% in Halifax  
  
Brigade de Montreal - 70% in Montreal  
Brigade du Quebec 20% in Quebec City  
  
Royal Newfoundland Regiment - 20% in St John's (yes, it was and remains an extremely large unit, today almost 800 pers back then almost double including supporting units)  
  
Also, and this is unique for Canada, there should be 1x 1945 capped at 40% strength mountain brigade active in Yukon (close to Alaska) with 2 experience stars name Canadian Rangers  
  
Royal Canadian Navy:  
  
Atlantic Fleet (Halifax):  
2x 1970 Destroyer  
6x 1955 Frigate (with upgrade)  
2x 1960 Frigate (with upgrade)  
2x 1965 Frigate (with upgrade)  
4x transports  
  
Pacific Fleet (Victoria)  
2x 1970 Destroyer  
8x 1955 Frigate (with upgrade)  
2x 1960 Frigate (with upgrade)  
2x 1965 Frigate (with upgrade)  
2x transports

**Deounce:**

Playing as DDR  
  
I noticed that when it gets close to unification, my manpower pool drains from -50 other factors and so i tried to adjust it so when i pick a different political party but remain indepedant, my negative value goes away however the game just crashes. Anyway to fix this to restore my manpower growth?

**Asalto:**

Hansnery, two more issues from my side:  
  
1. Can you check ministers for Campuchea as well please, for some reason only HoS appears but their supposed HoG (Hun Sen) who is otherwise also in minister files and has been de facto ruler of both pro-Vietnamese Campuchea and also modern Kingdom of Cambodia is somehow missing in game. You should also add him as PM to reserve cabinet as PA so he won't be changed for blank SC shadow minister when monarchy is restored as he continued to serve in kingdom as well.   
  
2. Concerning leaders, there are a few in USSR and some other majors, but too few even for them. I'm not bothered by generic leaders that much than by those being default ones that are unable to gain xp, traits and promotions, so you're forced to move around stacks of only three brigades/divisions not to have penalty for lower rank commander leading big armies. Maybe you could just change end dates for vanilla ones? Their files are still located in TP files, so maybe it wouldn't be too hard simply to past some stacks of new end years (2012) there. Not sure if vanilla generals will appear with pics that way, if they would, it's not a big deal to delete pics descriptions in TP files as well, so you won't have Rommel and Patton running around in 1989. But eventually, we'll need to add some real leaders of course as well.

**Sovereign00:**

Wow, I got 8 hours long marathon last evening playing as USSR/Russia with my friend and we're both amazed this is absolutely **awesome mod** :D! It has really great potential.  
  
I spotted few bugs, I'm not sure whether they were reported before:  
After perestroika:

* Czechoslovakia remains Stalinist and doesn't leave Warsaw Pact
* Romania and Bulgaria become Social Democrat but stay pro-Russian and don't break off from Warsaw Pact
* Lithuania SSR is released as "Lithuania" with modern flag (but still a puppet)
* Lithuania (SSR) doesn't receive province Vilkaviskis around Kaliningrad
* Ukrainian SSR doesn't get Uzhorod province in Zakarpatia
* Uzbek SSR can't change its flag and name.
* Iran attacked Armenia. Just like that. I couldn't even react because no guarantees no nothing.

Also, I started a war against NATO in 93 as Russia and after capturing West Germany and few other NATO states I managed to land in Alaska,I realized American AI is still focused on building only air force even though they have very weak land force - maybe it could be switched to land production after fall of West Germany? Just brainstorming here :D  
  
There was also problem with provinces in Afghanistan and technology wrong historical data etc. but I'm sure it was reported.  
  
I have a question, is there a way I could help with a mod? Write few events, make ministers etc? :DDo you guys even need it?

**mumia:**

I had the CTD, just after choosing 'single player' option, savedebug file was saying that there were some 'unexpected field' in save files uploaded with Turning Point archive and as I was too lazy to search for those bugs I just deleted all saves and it solved problem for me.  
  
By the way - here are bugs I've found so far:  
1. Malawi uses flag of General Government.  
2. Cape Verde uses rebel flag.  
3. Province Zöölön #3761 owned by Soviet Union should be transfered to Mongolia.  
4. Province Changbai #2333 owned by North Korea should be transfered to China.  
5. I'm not sure if it's bug or not, but there are an UAE air force in north Ethiopia.

**Vladimir Zhang:**

Thanks Hans! I love this mod so much! This is the best mod I have ever seen! I am a big fan of USSR and Russia! I'm also good at Cold War history, maybe I can give you more suggesstion about some historical events.  
1.Firstly, the leader of Ethiopia from 1974-1991 is Mengistu, <http://en.wikipedia.org/wiki/Mengistu_Haile_Mariam>, not [Meles Zenawi](http://en.wikipedia.org/wiki/Meles_Zenawi). In additon, although those 2 guys are hostile, both of them are left wing, because of the ideology of Meles' party is also Marxism/Socialism[http://en.wikipedia.org/wiki/Ethiopian\_People's\_Revolutionary\_Democratic\_Front](http://en.wikipedia.org/wiki/Ethiopian_People%27s_Revolutionary_Democratic_Front).  
  
2. Secondly, Chinese leader should changed in 1987, because Hu Yaobang resighed after Hefei Protest.<http://en.wikipedia.org/wiki/Hu_Yaobang#.22Resignation.22>  
Hu Yaobang's successor Zhao Ziyang was in power from 1987-1989 until the well known Tiananmen Incident<http://en.wikipedia.org/wiki/Zhao_Ziyang#Tiananmen_Square_protests>.  
Zhao Ziyang's successor is Jiang Zemin who ruled China for more than 13 years until 2003.  
  
3.During 1980s, Angola was in Civil war with [UNITA](http://en.wikipedia.org/wiki/UNITA), an anti-government organization. Additional, Cuba and South Africa intervened Angola Civil War<http://en.wikipedia.org/wiki/Angolan_Civil_War>. I have a suggestion that Cuba allied with Angola Government, and UNITA allied with South Africa. In 1991, Cuba and South Africa quit.As a result, Namibia was independent from South Africa <http://en.wikipedia.org/wiki/Namibia#South_African_rule> in 1990 and Angola Civil war temporarily ceased fired in 1992.  
  
4.In 1986, Mozambique president died because airraft cruased.<http://en.wikipedia.org/wiki/Samora_Machel>  
  
5.Maybe you can also add a event for Czechoslovak Velvet Revolution as you have already done all collapse events for other Eastern Socialist Countries.<http://en.wikipedia.org/wiki/Velvet_Revolution> In addition, you can also add events for Albanian revolution in the earlier of 1990s.<http://en.wikipedia.org/wiki/Fall_of_communism_in_Albania>

**Adonnus:**

Ok, it's working OK now, but I think the air forces are 10x Hoi2 level overpowered, or at least in the Iran Iraq war scenario I played were.  
  
I think you could make air power more doctrine/terrain dependent: in the Kosovo war NATO air forces did little to no damage, but in the Gulf War they were devastating, so idk if you can edit terrain to modify air attack but that's be good. You should need good terrain + modern doctrines to do as much damage as you can do now in the scenario I played I think.  
  
Also, I can't seem to declare war. Understandable to stop AI attacking each other, but since this doesn't happen really anyway I think it'd be more fun if you could.

**Galbatorix994:**

If Romania chooses to remain loyal to communism after 1989,they ought to get the communist flag back since ATM,they are given the one with the coat of arms cut out.

**Insert-Name:**

Alright so I finally got the time to play 0.2 and I'd like to add my criticisms. I played as USSR but I also dipped into the Western countries.  
  
Here's what I LOVED:  
1) Correct OOB's (even for Canada!)  
2) A good selection of events  
3) Complete NATO generals  
4) it's the damn Cold War guys!  
  
Here's my major problems:  
  
1) The USSR is way, way, way, way too weak. They have a billion divisions but they hemmorhage money about 4x faster than historically accurate. Just to put things in perspective: Gorby's reforms probably caused a lot of losses because he instituted a market without fixing any of the state-owned enterprises, leading to corruption and black marketeering.But his positions "fix" the economy when historically they added to the general chaos. Meanwhile there is no way for a hardliner to fix anything on the basis of socialism (including the iron fist). If we're playing ahistorically where the USSR can make a puppet Confederate States of America, we should at least have as a priority a way for the Soviet Union to persevere as a socialist state. Moreover every single event hits their economy hard whereas there s nothing to do this to the West, and moreover there is no way to improve your own economy. I understand we want to be "accurate' but with the already-low IC of the USSR coupled with the terrible penalties, there's no way the USSR would have produced what it did hitorically (which it did while undergoing chaotic reforms and almost total meltdown)  
  
Its ground military is a steamroller but its economy is based on a very childish view of the 1980's in my opinion (especially as while there was economic hardship, there was no total suck until about 1988 which was when you got national rationing again).  
  
I would also echo that its Air Force is extremely underpowered; mine was very small and got blown up within about a month.  
  
I just want to clarify my theory for this: for whatever reason, hans you did a great job and made NATO divs brigade size while the USSR has actual divs as their smallest unit.  
  
This didn't happen for air units. Therefore UK "Squadrons" (which are only 1/4 of an air regiment aka air div) are at full div strength and annihilate my Soviet regiments (which realistically would be 4x larger).  
  
2) The Alliances are broken. DPRK joins my alliance and doesn't fight against SK in WWIII? Japan and France tell NATO to screw off? I know that I chose "ahistorical" options but c'mon  
  
3) Iran smokes Iraq in every play through I've done which is 3 so far.  
  
I can recommend fixes for this if anyone wants to make a version 0.21 (I can't due to work and lack of knowledge):  
  
1) A new event string for the USSR's economy (because in the mod it's getting the economy ruined much faster than historically) that allows for a socialist development path that doesn't destroy itself  
2) Fixing of the strength of the air force by amalgamating NATO units into regiments thus reducing their strength significantly as there is no way to make Air Brigades instead of Divs.  
3) As it's too hard to give Iraq an AI fix, just give them a pile of divs via an event when a bunch of their territory is lost.  
  
How's that sound for reasonable

**JackTheRed:**

Assuming you haven't picked up on this already, as far as Australia is concerned, I'd set the sliders somewhere in the region of a social democracy for the Hawke government. It's currently socially conservative, and as far right as you can go. Also I'd change Hawke and his ministers from social liberals to social democrats. Even if they were heretical market reformers, they were still social democrats, especially by today's standards.  
  
Also Australia still claims a few provinces in PNG.  
  
But great potential, would love to see this when it's finished.