

Hi there dear reader!

Making a changelog for GFM is no easy feat since so much content is added regularly and I myself haven't been around for the first few months of development, back when it was just Jman. When it was created, GFM was named HFMe or HFM Expanded, based on the Historical Flavor Mod by the legendary Sighpies. Jman merged content from many mods into HFMe, including but not limited to (because he himself refuses to fully disclose what he merged): GSG, DIM, NNM, PDM and others. In February of 2021, I joined the team (which was basically just Jman at the time) to add a little flavor here and there. A couple weeks later, he no longer had internet and more or less left the mod to me. Around that time we had a vote for changing HFMe's name on the modding server since people kept thinking it was a submod and complaining when it crashed, hence our current title of GFM. Over time, more people have joined the dev team, including but not limited to:

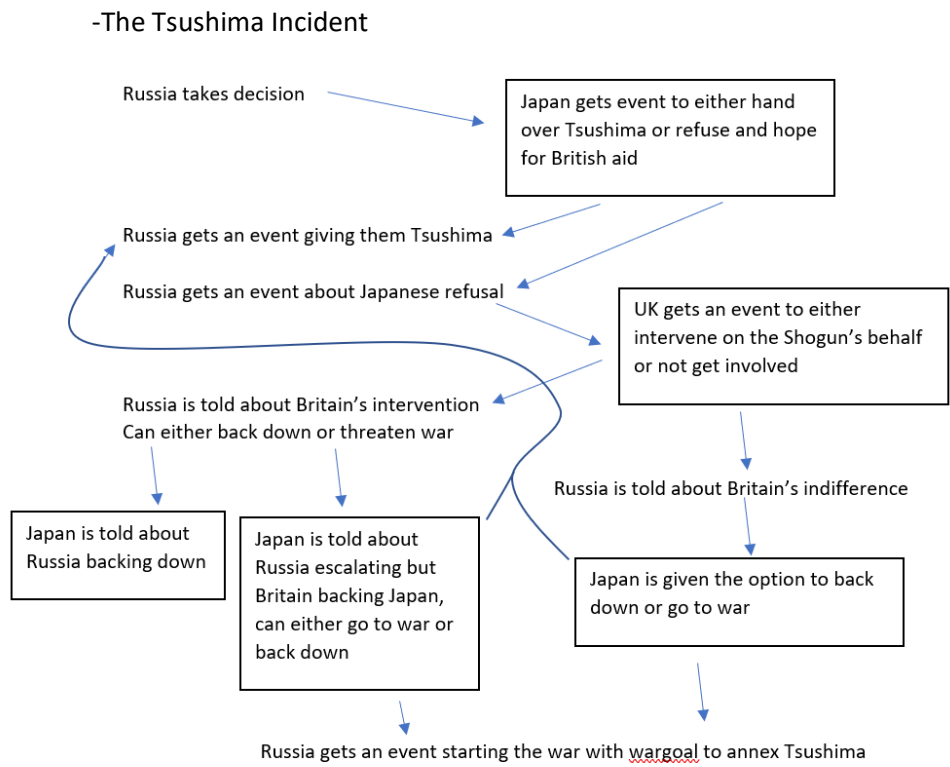
- dr, bugfixing wizard. He finds errors in 5 minutes that would take me hours. The mod would be a mess without him.
- Bob Bobbington, creator of the WIP flag submod and the coming dismantlement rework. He's also great at adding tags.
- Atlas, Iran nerd and mastermind of the Iran rework. I've never met anyone with better knowledge of the region.
- SirRunner, interface expert and utility professional. Thank him for the general traits, disunited kingdom decisions and more.
- General Garcia of the HFM Mexico submod. He kindly sent us his code and refitted a lot of it for GFM.
- Erling, Norwegian patriot. He made the Scandinavian War and Norway flavor (with a bit of help).

Other devs of note: Sarif, Ulf, Magma and Doble.

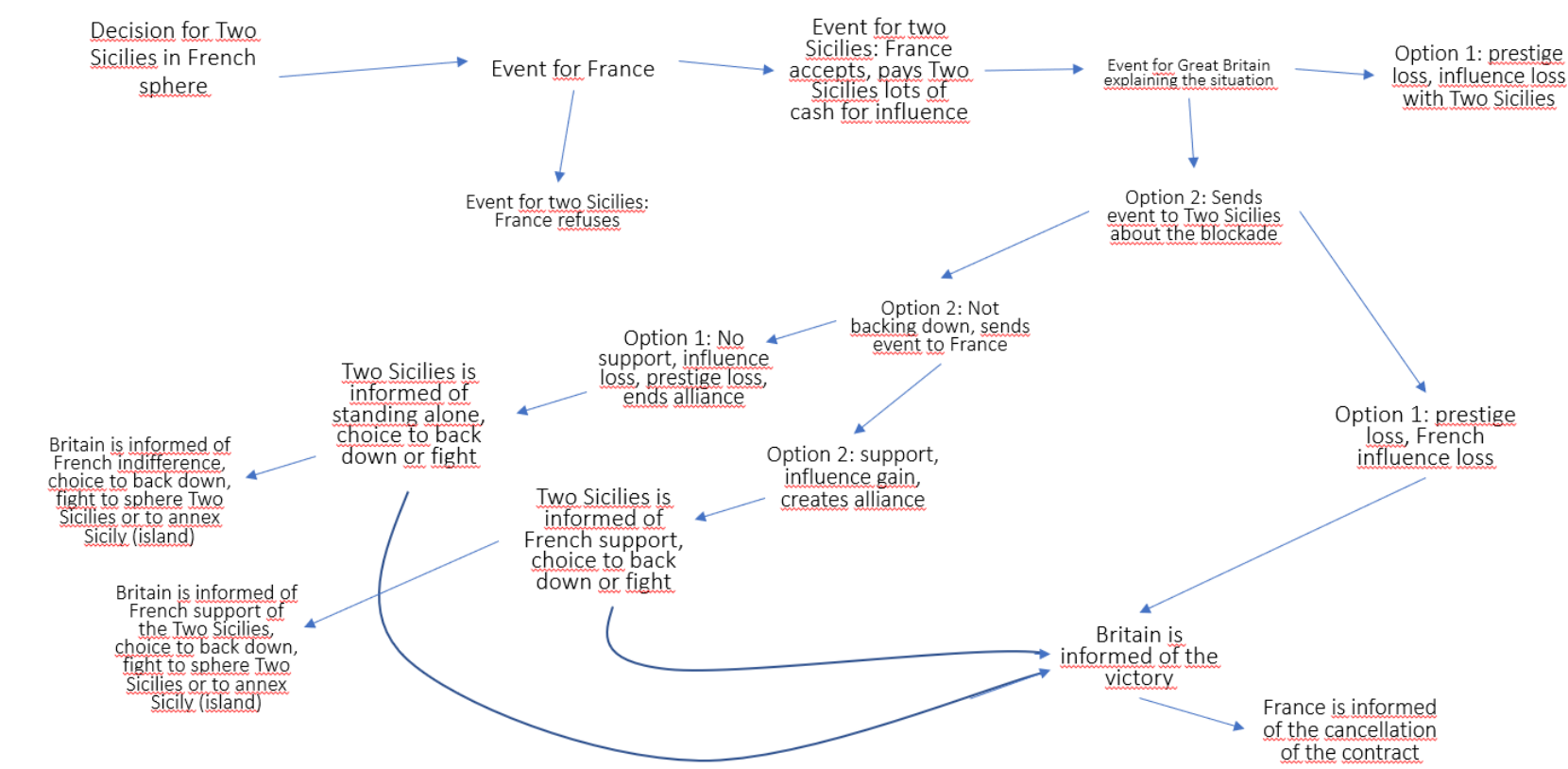
Now to the content:
I'll list additions in categories, such as the Iran rework, the Mexico update or interface improvements to keep an overview and underpoints to explain details where necessary.

- RECENTLY ADDED:
- Music and Trade Goods Submod relocation
 - The Music Submod got over a gigabyte, making it a pain to download for people who only wanted the main mod. It was therefore moved to a seperate github repository: <https://github.com/Elijah-maker/GFM-Music-Submod>
 - While relocating the submod I also removed duped tracks and added 20 new songs.
 - The Trade Goods Submod has been abandoned since Jman left the dev team since nobody on the team was interested in putting in the effort required to balance the economy in it. Therefore it was put on a static download: <https://drive.google.com/file/d/1iDgmCTRm0dJFqJvqQbv9cRdXt1b0NDYZ/view?usp=sharing>
 - Enabling CBs on vassals
 - It was formerly impossible to take land/humiliate/demand reparations/etc. directly from vassals; New casus bellis have been added to solve this.
 - Some Baden content
 - The Rastatt Fortress
 - Allows construction of a level 3 fort in Karlsruhe.
 - Terrain improvement
 - Adding the Feldberg as a mountainous area and the Rhine Valley as a non-forested area.
 - The Baden anthem added to the Music Submod
 - Adding a little historical starting industry
 - Wood from the Black Forest was used to make charcoal which was in turn used for glassmaking, both added as factories.
 - The Hecker uprising
 - Raises liberal militancy during the revolutions of 1848, informs the player of the historical uprising.
 - 116 new terrain pics
 - 113 of these were kindly donated from TGC whose devs allowed me to copy them over.
 - Removing snek provinces and splitting exclaves into new provinces
 - A lot of provinces that were added to GFM were a bit non-sensical for the period from 1836-1936 and only had a purpose thereafter and were therefore removed with the ID being reused in a more useful place (e.g. Transnistria, Abrene, Salcininkai, etc.).
 - 6 New Venezuelan Civil Wars
 - I got sidetracked with the Iran Rework when I was halfway done, now all Venezuelan Civil Wars are included.
 - Miscellaneous events
 - Mayerling Incident
 - Describes the 1889 murder-suicide of the Austrian crown prince Rudolf and Mary Freiin von Vetsera.
 - Thessaloniki Fire of 1917
 - Reduces pop in Thessaloniki, giving three options on how much to fund reconstruction efforts.
 - The Z~~ö~~riputsch
 - Event for Switzerland in 1839 about a failed peasant uprising in Zurich that gives militancy and consciousness.
 - Event about the New York Times
 - Just a bit of flavor and prestige for the US when the NYT is founded in 1851.
 - The May Coup
 - Serbian event about the assassination of the Obrenovic dynasty king and queen and the accession of the Karadordevic dynasty in 1903.

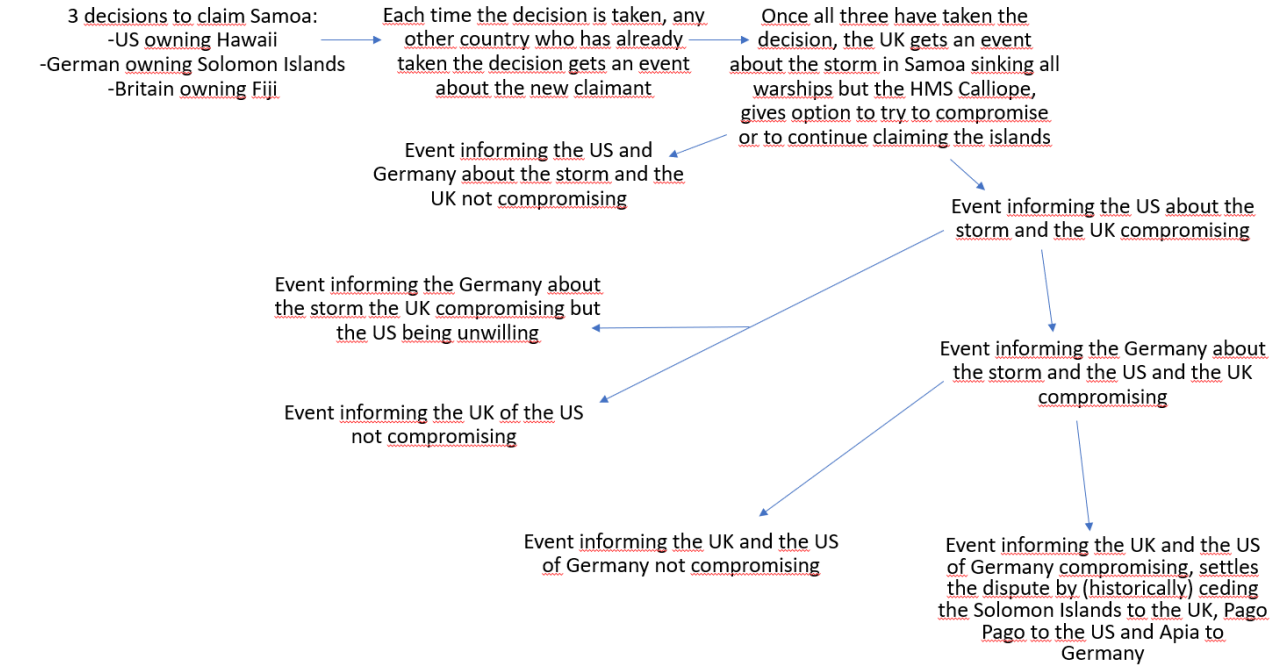
NEW EVENT CHAINS



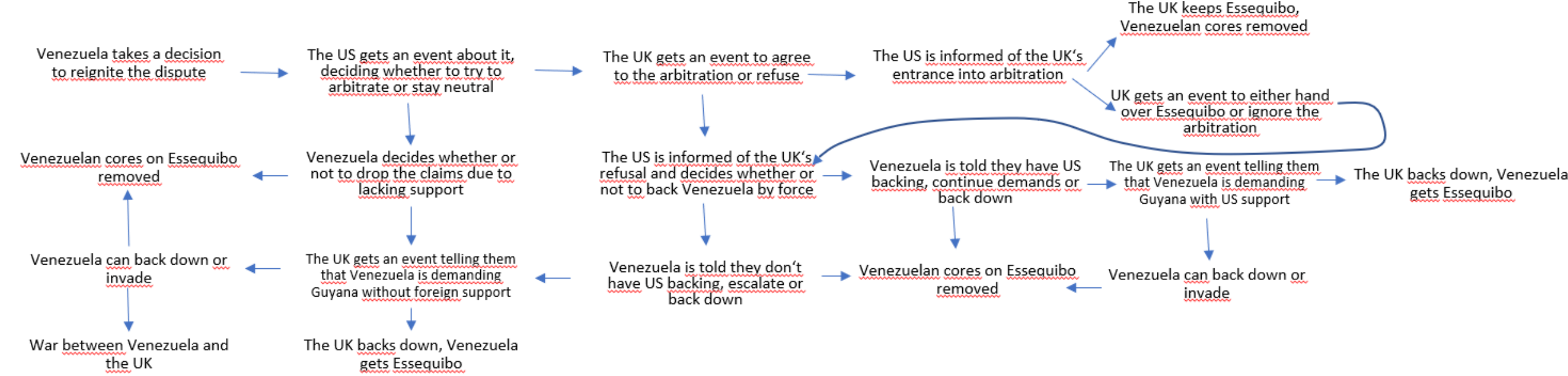
-The Sulfur Crisis of 1840



-The Samoan Crisis



-The Venezuelan Crisis of 1895



GENERAL GFM CHANGELOG

Submods

- GFM Shattered World
 - This alternate start date releases every country in 1836. It is a sandbox scenario with more infamy reduction.
- GFM Dynamic Nations
 - This is the flag submod, it adds dynamic flag and country name changes, e.g. US stars. Still WIP.
- GFM Trade Goods
 - Warning! This submod was Jman's project and has since not been updated. It has many bugs and is obsolete. We advise against using it.
- GFM Music Submod
 - The Music Submod is self-explanatory: It adds more and better music to the game.

QoL improvements

- Interface
 - New loading screens
 - Removed menu background in all government tabs, one can click through them to manage armies while in the tab
 - General trait visualisation by green and red listing of defense and attack stats, making generals easier to manage
 - Extended the cultures list size in a country screen so countries with lots of accepted cultures don't end in a ...
 - Extended the battle casualties counter so casualties in the millions are displayed
 - Extended the brigade counter so that 1k+ brigade countries don't end in a ...
 - Extended the country modifier list size so if one has many country modifiers they don't end in a ...

- Utility
 - Disunted Kingdom decisions for the UK to play as Australia, the Cape Colony or Canada
 - Grants decisions for MP
 - Craftsmen bug fix decision to remove craftsmen of non-accepted cultures
 - Starting option to set infamy reduction to -0.15 for people who like more reduction
- Casus bellis
 - Transfer for MP
 - Steal puppet
 - Free and puppet country
 - Take Capital
 - Take Capital concession
- Game Speed

Many people have said GFM runs faster than HFM for them, personally I find the difference small but noticeable, though a couple people have said it's slower for them.

The way we optimized is the following: Remember e.g. getting "Boiler explodes" "Foul Murder" "All the Tea in [countryname]" etc. all the time?

Those events also fire all the time for AI. We made them and other workplace or issue events player-only, thus reducing event load significantly.

Another major optimization is the removal of cultures in common/cultures.txt that are defined but unused in the code, thereby costing processing for every pop but not actually being of any use.

- Canals and Tunnels
- Kra Canal through Siam to bypass Singapore, only buildable if one spheres Siam and doesn't own Singapore (yes, this was proposed in the 19th century)
 - White Sea Canal from lake Onega to the White Sea, one can sail between the lakes from the start
 - Channel Tunnel from Dover to Calais (yes, this was proposed in the 19th century)

- New units
- Stormtroopers
 - Late-game offensive infantry
 - Submarines
 - Late-game ships on par with cruisers

- Terrain
- HD terrain textures have been implemented in GFM. I don't know about you, but I find the GFM textures absolutely stunning compared to HFM. Take a look, zoom in, it's so much better.

- RGO shifting
- Lots of RGO locations just plainly don't make any sense from base game, for example having grain in the Sahara or cotton in Normandy (and much much more).
- These non-sensical RGOs have been moved to realistic locations while also rebalancing general distribution for accuracy (e.g. there was barely any iron in Italy but massive sulfur reserves).

- Formable nations
- Fulani Caliphate: Own all cores as Tukulor Empire
 - Denmark-Norway: Puppet Norway or Denmark or annex them as either
 - Bulgaria-Romania: Own Sofia or Bucharest as either or have them in your spheres
 - Suvarnabhumi: Own the principle cities of Indochina as Burma, Siam, Vietnam or Cambodia
 - Portugal-Brazil: Own or puppet the cores of the other as Portugal or Brazil
 - Iberia: Puppet or annex Portugal or Spain as the other
 - South America: Puppet or annex every country in South America
 - Austria-Bohemia: Lose to Hungary in the revolt as Austria
 - Sur-Suomi: Own Karelia as Finland
 - Celtic Union: Be Scotland, Ireland or Wales and jingoist
 - Zapadoslavia: As Slovakia, Czechia or Poland, own or sphere all cores of the other two
 - Pacifica: Own all cores as California after doing the Greater California decision
 - Poland-Lithuania-Ruthenia: Own all of Ukraine as PLC
- Ones that require fantasy nations be activated:
- Abbasids: Own Baghdad as Waddai
 - Poland-Hungary: Own all Polish cores as Hungary
 - Francia: Own Frankfurt as Aachen

- The Iran rework
- First Anglo-Afghan War overhaul
 - UK victory puppets the Durrani Empire since the UK installed Shah Shujah Durrani as puppet ruler
 - It becomes Afghanistan once more after the event for the retreat of Elphinstone's army
 - An event for the Kabul Expedition to avenge the massacre
 - A decision to invite the Sikhs into the war in return for Jalalabad
 - A decision to invade Kalat which temporarily puppets them and makes them shatter thereafter
 - Second Anglo-Afghan War added
 - Russia sends an event for a diplomatic mission to Afghanistan
 - Britain is informed if they accept, have a decision to send their own
 - If Britain is refused, they can declare war, victory enables the Treaty of Gandamak
 - After puppeting Afghanistan via the treaty, another event fires that re-ignites the war with the Siege of the British Residency in Kabul
 - A decision to offer Iran Kandahar and Herat (as happened historically) in return for influence, Iran can accept, refuse or negotiate a better deal
 - In case of Iran accepting, upon peacing out with Afghanistan they receive Herat and Kandahar, Russia gets an event for a puppet CB on Iran
 - Otherwise Britain has a decision for installing the Iron Emir which enables the Durand Line and puts Afghanistan on good terms
 - Third Anglo-Afghan War added
 - Afghanistan gets a decision to attack British India to reclaim land they lost due to the Durand Line
 - Once Afghanistan reaches 5 war exhaustian, Britain has a decision for a treaty with the to relinquish their claims and remove British influence
 - Rework of the First and Second Siege of Herat:
 - Herat itself is now a substate of Iran at start, during the first siege (if Britain doesn't back down), they become a puppet of Afghanistan
 - If Britain doesn't back down and wins the second siege, Afghanistan annexes Herat
 - Goldsmid Arbitration
 - Afghanistan invades their puppet of Kandahar who, via a decision, ask for Iran's help
 - Britain gets an event to arbitrate which Iran can agree to or refuse, agreement leads to establishment of historical borders in Baluchistan and Sistan
 - Iranian refusal triggers a war (if Britain doesn't back down), Iran cores Kandahar and Britain gets a peace deal decision to enforce the Goldsmid Arbitration
 - Panjdeh Incident
 - Once Iran loses all the land around Panjdeh they get an event giving it to Afghanistan
 - Meanwhile, Russia has a decision to begin a border convention on the Afghan northern border with Britain
 - Once Afghanistan owns Panjdeh and the convention is ongoing, Russia gets a decision to push South into Panjdeh
 - Britain gets an event to either back down, force Russia to fully pull back or go no further than Panjdeh
 - If Britain backs down, Russia seizes Herat
 - If Britain pressures Russia and they refuse, Russia invades Afghanistan who allies Britain to seize Herat
 - The Commission finishes their surveys if no war happens, leading to historical borders
 - Revolts
 - Revolts of Hasan Khan Salar
 - 2 revolts of Khorasan and Shadlu
 - Allow annexation of Shadlu and integration of Za'faranlu
 - Hazara Uprising in Afghanistan, tag revolt that leads to reduction of Tajiks and Persians

- New tags
 - 2 Iranian substates on the southern coast, Shadlu in Khorasan, Jelali in the Northwest and Qa'inat and Herat in the East
 - Herat, Za'faranlu and Shadlu see above, the others by peaceable decisions with civilization progress
 - Chitral, Hunza-Nagar and Dhir as Afghan vassals in the Northwest Frontier
 - Puppeted by Britain via 2 events, released with the Durand Line
 - Kharan in Baluchistan, becomes independent with Kalat shattering, puppeted by Britain with the Goldsmid Arbitration
 - Chahar Vilayets, Afghan , get annexed by Afghanistan in 1871
 - Darvaz, Kokandi vassal in the Pamirs, gets annexed by whoever owns Hissar in 1876
 - Wakhan in the Wakhan corridor, stays independent until the border commission or the durand line gives Afghanistan cores there
 - Kohistan in Dozdab is freed with the shattering of Kalat, annexed by Iranian invasion with the coring decision
 - 7 new Kurdish minor vassals of the Ottomans, all are annexed by about 1841 through integration decisions, the Oriental Crisis or Bohtan's revolt
- Miscellaneous
 - Reshaped accurate Omani coastal leases that get revoked via decision
 - 43 new provinces in and around Iran
 - Total reshape of regions to historical shapes (no more colonial state borders in the Ottomans)
 - Total pop overhaul in the Caucasus, Anatolia, Afghanistan and Central Asia
 - New cultures
 - Pamiri
 - Burusho
 - Nuristani
 - Lazi
 - Removing unnecessary small cultures that cause lag, (e.g. Aromanians to Romanians, Polar Bears on Jan Mayen to Icelandic,...)
 - Fixing unnecessary provinces in the balkans and repurposing them sensibly elsewhere (e.g. Transnistria, Chepelare,...)
 - Qa'inat invades Kandahar via decision
 - Iran claims Baluchistan via decision
 - 7 new province pictures in Iran and Afghanistan
 - Total impassables rework
 - Battle of Jamrud event for Afghanistan, gives option to invade the Sikhs in 1837 to retake Peshawar despite the truce

Massive credit for the Iran rework goes to Atlas, it wouldn't have been possible without him.

- US flavor
 - 20 events for conflict with Native Americans
 - 10 decisions for treaties with Native Americans
 - Both Fiji Expeditions
 - Expedition to Korea
 - The Great White Fleet decision to send lots of events that give influence and relations
 - Panic of 1837, gives short-term economic debuffs
 - Fluff: Gilded Age, Standard Oil, Puck!, Moby Dick, Joshua Slocum, Lynn Shoeworker's Strike,...
 - Greenland Purchase

- Japan flavor
 - Mito Rebellion
 - Anti-Shogun revolt in Mito, militancy
 - Kinmon incident
 - Failed attempt by Choshu to capture the Emperor to use as a figurehead to topple the Shogun
 - First Choshu Expedition
 - Allowed by Kinmon incident, sends event to Choshu to either surrender its leaders or be declared war on
 - The Kanko Maru
 - Decision for the Dutch to gift a torpedo boat to Japan in return for relations and influence

More to come soon!

- Ottoman Empire funsies
 - 25 small independist and irredentist revolts in the balkans
 - Decision for Germany to send a the Liman von Sanders mission, gives army buff
 - Precious Goods RGO in Istanbul to symbolize trade
 - Decisions to reconquer these areas if the Ottomans are a GP and have subdued Egypt
 - Algeria
 - Crimea
 - The Caucasus
 - Serbia
 - Greece
 - Transylvania

- Scandinavian stuff
 - March revolts in Stockholm 1848
 - The Scandinavian War
 - Conflict between Sweden versus Denmark and Norway
 - Can be set off by Swedish provocation, Danish egging on of Norway or Norwegian agitation
 - If Sweden wins, it gets Danish colonies and annexes Norway
 - If Denmark and Norway win, they get Skane, Gothenburg, Jamtland and Gotland
 - Scandinavia can claim the baltics
 - Swedish or Scandinavian claims on Wismar
 - Norway starts with Danish accepted, gets event later on to choose a language

- The Mexico overhaul
 - Alternate peacedeals for the Mexican-American War
 - Mexico can take just Texas, also the Oregon Territory, also everything West of the Mississippi and also Florida depending on which of the 4 options they pick
 - The US can take less than historically from Mexico, the historical amount, further South, much further South or all of Mexico depending on which of the 5 options they pick (Appropriate infamy is dealt)
 - Expansion decisions
 - Claims on the Caribbean
 - Claims on Central America
 - Claims on the Philippines
 - Claims on the Oregon Territory (Canadian part)

- Flavor
 - Decision to rename Mexico City to Tenochtitlan
 - Decision to attract immigrants to the North
 - Renaming parts the US provinces to Mexican exonyms
 - Education decision that increases literacy
 - Army reorganization decision that buffs the army
 - Mobilization decision during the Mexican-American War
 - The Chimayo Rebellion (militancy, not a tag)
- The Pastry War
 - France gets an event whether to demand Mexico repay expenses suffered by a French baker in Mexico City when his shop was looted
 - If France pursues it and Mexico agrees, they lose lots of money
 - If France pursues it and Mexico refuses, France can go to war to make Mexico pay reperations
- Event in 1855 for the Revolution of Ayutla, installing a liberal democracy
- Decision for the new constitution that gives top tier reforms but causes a civil war in 75 days
- The Reform War, caused by the new constitution, sees Los Conservadores rise up against the liberal government with 3 peacedeals
 - Liberal Victory
 - Los Conservadores cores are removed
 - Conservative Victory
 - Los Conservadores become regular Mexico with crap reforms again, cores are removed
 - Stalemate
 - Los Conservadores are re-annexed into Mexico, cores are removed
- If a liberal victory or stalemate ensued, France under Napoleon III gets a decision to intervene in Mexico during the ACW
 - An event is sent to Spain/Carlist Spain and Britain
 - They can decline or agree to join the intervention, both choices notify France
 - If they agree, they declare war for reparations in 7 days
 - In 7 days, France gets an event to declare war on Mexico for cut down to size
 - Once France, Spain/Carlist Spain or Britain occupies Mexico City, France gets an event for either continuing the war to install Maximilian I or settling for reperations
 - The former creates the Mexican Empire as a French sphereling along the Gulf Coast and Mexico City for 8 infamy that goes to war with Mexico while the French war continues, Spain/Carlist Spain and Britain peace out
 - The latter peaces France, Spain/Carlist Spain and Britain out, each receiving 80.000\$ from Mexico
 - If Mexico manages to recapture Mexico City after France created the Mexican Empire, they get an event for Cinco del Mayo, annexing the Mexican Empire and peacing out France who gets notified
 - If France cuts Mexico down to size successfully, they get a decision to install Maximilian I as emperor of all of Mexico, annexing regular Mexico into the Empire and making it a vassal

Credit for the Mexican overhaul goes to General Garcia, it wouldn't have been possible without him.

Haitian content

- Claims
 - Claiming Guadelupe and Martinique
 - Claiming the Louisianna purchase (this happened IRL)
 - Colonizing Gabon, requires a good navy
- Miscellaneous
 - Haiti accepts Polish (historical)
 - Decisions to fund revolts in Quebec and the American South
 - Decision to form the national guard, buffs the army
 - Decisions for equal rule and wealth distribution to decrease militancy
 - Decision to accept all african expat cultures (Afro-American, Afro-Latino, Afro-French,...)

If you're wondering why there's so much content for Haiti, it's because Jman is Haitian (I had to heavily nerf a lot of this).

South American additions

- Proper Acre and Corumba borders for Bolivia
 - Brazil has decisions for both that give Bolivia an event to sell it or for Brazil to take it by force
- The Brazilian-Argentinian border dispute in Sao Miguel
- Proper borders in Colombia
 - 3 treaties to clear up cores and borders with Ecuador, Peru and Venezuela
- Venezuelan-Brazilian border dispute
 - Treaty decision and yes/no event for Venezuela
- 5 Colombian constitutions, each give reforms
- 7 Colombian civil wars, each dependent on ideology and varying in size
- 2 Chilean civil wars, each dependent on ideology and varying in size
- 6 Venezuelan civil wars and 3 coup events dependent on ideology and varying in size
- Sabinada, Cabanagem and Balaiada revolts in Brazil
- Rio Branco Law for Brazil preceding the Golden Law
- Better RGOs in Brazil and the Atacama

Miscellaneous revolts

- 1904-1905 Uprising in Madagascar
- Matele Rebellion in Sri Lanka
- Serbian revolt during the Hungarian war of independence
- Lithuania also revolts during Poland's war of independence
- 2 Cuban revolts

Miscellaneous event chains

- Sagallo for France and Russia
 - Some Russian explorer wanted to start a colony in Djibuti, France kicked him out
 - In-game France can concede or kick him out, Russia can push their claims or relinquish them, the former starts a war to conquer Djibuti
- Republic of Independent Guyana for France and Brazil
 - France and Brazil had a small dispute
- Austrian purchase of West Sahara and the Nicobar Islands (both were proposed but failed IRL)
- Kuldscha event chain for Russia to seize it during the Dungan Revolt and the Qing to demand it back thereafter
- Lorraine war for Germany claiming Lorraine, 4 possible peacedeals, 2 for France and 2 for Germany, 1 harsh and 1 lenient
- Dominican Republic annexation by Spain during ACW, American ultimatum to withdraw event chain, can result in war if neither side backs down
- Reworked Russian civil war and provisional government

Miscellaneous decisions

- Outside form Italy as France and Austria
- Education decisions for the Netherlands and Italy
- Settling balkan border disputes if one spheres two countries with a dispute
- Many "Greater x" decisions to add something to otherwise flavorless countries
- Burn down the palace of Westminster, the Eiffel Tower or the White House
- More Egyptian museums
- The Franklin Expedition for the UK and the Wilkes Expedition for the USA
- ...So much more!

Note: I came up with this list in a couple hours, it is by no means anywhere near complete, it only serves as a rough overview of the kind of content GFM adds.
It's also biasedly focused more on my commits and more recent additions than early ones because I simply know more about them.
I'd love to do an in-depth analysis for everything in the mod like I did with the Iran rework, but that just isn't viable to do due to the sheer load of content that has been added.

I hope you enjoy GFM, I and the other devs put a lot of work into it! If you have any suggestions or bug reports, head to the GFM section on the Victoria 2 modding server: <https://discord.gg/YhSd5AhhnY>