Hey, it’s me again, this is a new project; it’s a work in progress, but I shouldn’t add much new stuff apart from a few events. I made this because I felt like both HPM/HFM, while almost perfect, needed a bit more irrelevant, FPS-gobbling content. So here we are, Anon’s HFM edits!

-Special thanks to my friend Venezuelanon who has helped me implement a lot of stuff regarding Latin America. Also to whoever’s making PDM cause I ripped off a buncha assets from their terrain images. Stonkmonk for his insight in North American Natives and Dick Chappy for his insight in Texan and Confederate history.

Changelog:

V1.01:

* New cultures: Ossetian (Orthodox, Sunni minority), Llanero, Copt, Dalmatian
* New religions: Mazdayasna (Zoroastrian), Syriac and Armenian Apostolic Christianity
* New Countries: Ossetia (releasable), Ragusa (releasable)
* New provinces: Margarita and Riohacha (South America), Tarki (North Caucasus)
* Fixed terrain types and map terrain in several areas (Mostly Anatolia, Amazonian jungle and the Caucasus)
* New flavor for Byzantium, become the actual Roman empire with Justinian’s borders
* New flavor for Venezuela and the Gran Colombia
* Forgot what else
* Balanced several country’s populations (Venezuela, Egypt, Ossetia, Greeks in Anatolia and the Pontus)

V1.02:

* Boosted the number of soldier pops in Venezuela, it made no sense a country which pretty much liberated half of spicland had so little professional soldiers 10 years after their war of independence.
* Changed the Venezuelan centralization to federalism; they’ve always been a federal republic, kinda like Switzerland, but shittier. Also added a two year draft policy since apparently the draft has always been a thing down in that place
* Fixed some fuckups in BYZ’s flavor events, now Assyrians can become an accepted culture
* Nothing else

V1.03:

* Added special decisions to rename provinces held by the Greek culture (Anatolia, Italy, Dalmatia and Egypt)
* Fixed the Restore Pentarchies decision.

V1.04:

* Venezuelan flavor events: Federal war, Prussian military academy
* Chilean Flavor events: Prussian military academy
* Bay of Kotor actually looks like a bay now, also Montenegro now starts with a port (they originally held a small chunk of land inside the bay of Kotor, allowing them to have a port irl, it was their only port and they loved it very much)
* New province for Venezuela: San Carlos
* New countries: Federal Republic of Venezuela and the Sovereign State of the Zulia (Released in ~1858 during the Venezuelan Federal war)
* German names for Estonia and Latvia
* Ragusa can now claim the whole Dalmatian Coast

V1.07:

* Compatibility for HFM v1.25
* Fixed Venezuelan events

V1.08:

* Fixed Tunja’s positions

V1.09:

* Fixed some fucked up localisations

V1.10~13:

* Fixed a stupid fuckup with the form gran Colombia decision

V1.14:

* Overhauled Anatolia’s population with more Kurds, Armenians, Lazes (Sunni Georgians), Greeks and Assyrians to their original pre-genocide populations. Seriously you can’t trust ottoshit annals.
* Added cores to Transcaucasia, Georgia and Armenia in the Kars area. Originally this area will became the Kars oblast a few decades after 1836

V1.15:

* Flavor and new provinces for Italy: The Roman Question decision, new cultures (Central Italian, Sicilian, Corsico-Sardinian Insular) and several new provinces and releasable countries (San Marino, Benevento, Pontecorvo and Vatican City)
* A new event chain for Venezuela regarding the ‘expulsion’ of Jews from Coro in 1856

V1.16~18:

* Fixed several localization errors

V1.19:

* 2 new provinces: Tiraspol and Cetatea Alba in Transdnistria and Moldavia respectively.
* Changed some irredentism decisions to be activated with either a fascist dictatorship government type or a jingoistic war policy and a military score of 30 (about 100k troops more or less)
* Romanian and Hungarian options to rename Tisza strip territories.
* More localisation fixes.
* Fixed terrains in Tibet, it’s kind of odd how the whole Tibetan plateau is all fine and dandy with grassy rolling hills and grasslands; now it’s dry hills, montane tundras and semideserts just like irl.
* Niggers

V1.20:

* If the Federalist manage to win the Federal war in Venezuela, they now may form the United States of Venezuela, which is purely symbolic and offers no other buffs or changes
* Added 2 new provinces to Venezuela: Maturin and San Cristobal, both provinces become oil-producing in 1927 and 1870 respectively. Also altered the map a little bit; Angostura’s bigger, Guasipati now exists (big gold-mining town, gets gold in the 1860’s) and San Fernando de Atabapo is actually San Fernando de Atabapo
* Added 2 releasable countries in Transylvania: Siebenbürgen (Transylvanian Krauts) and Szekelyfold (Transylvanian Hungarians)
* Angostura now has an ‘iron boom’ in the 1920’s, an event changing the goods to Iron whilst adding a province modifier increasing RGO and factory output.
* Removed Brazilian cores from unclaimed Amazon jungle, it’s fucking unclaimed for a reason
* Forgot what else, it’s probably fixed localization errors

V1.21:

* Flavor events for Rio Grande do Sul. You’re off for a rough start, buddy.
* Added a releasable Coptic republic in Egypt, as per petitioned by a friend
* Added the Juliana Republic in Santa Catarina, Southern Brazil. It’s got a chance to become Rio Grande do Sul’s vassal
* Added a new province in Santa Catarina: Desterro, an island off the coast of Lagunas; the Juliana Republic was originally unable to claim it (cause they had no navy and shit) so it remained under Brazilian control.
* Gaucho culture in the Entre Rios and Banda Oriental areas, how come they missed this? You can’t have Uruguay and Rio Grande do Sul without Gauchos!
* Fixed even more localization errors.
* Balanced some irredentist decisions to require jingoism OR fascist dictatorship govt

V1.22:

* Rebalanced genocide options, now you get 80~50% less undesirable pops at the cost of 27.5 infamy (previously it was 30~70% for 50 infamy)

V1.23:

* Cossack culture and respective hosts, WIP, there’s no special events or anything. Just a bit more flavorbloat
* Made the previously landlocked country of Wallachia have a port in Braila, historically, Braila has always been a big port on the Danube, where actual sea ships could sail upstream. The port was ceded to Wallachia in 1820something by the ottoshits, who lost some stupid war with the Russians or something.
* What, you’re expecting more? That’s it for this update. No united Cossack Hetmanate yet.

V1.24:

* BUT WAIT, THERE’S MORE! MOLDAVIA NOW HAS A PORT ON THE PROVINCE OF GALATI. That’s it, that’s the whole update. Have fun.

V1.25a:

* Made some provinces in Wallonia/France prettier, props to whoever made Divergences of Darkness mod, because I copypasted the stuff you made, thank you.
* Fixed a fuckup that caused the Coptic Republic of Khemit to spawn in China as the Chinese Republic.

V1.26:

* Changed goods for several provinces in Colombia (Cartagena and Riohacha; Coal. Colombia’s always been a pretty big producer of coal, biggest in LatAm) and Venezuela (San Cristobal; Cotton [replaced by oil in 1870], La Guajira; Sulphur [salt/guano], Roraima; Tobacco) and Guyana (Mahdia; Gold rush in 1893)
* Made some renaming decisions for Greek-owned Palestine, Lebanon, Syria, Transjordan and Aleppo
* Raised the % of Copts living in Egypt (Should be around ~18%, we’re not taking into account all the massacres of the 20th and 21st century)
* The Sinai now has mountains (still desert terrain though)

V1.27:

* New nation in the Venezuelan llanos: Barinas. I had to make it, otherwise Llanero pops would get assimilated since their culture has no nation of its own.
* Fixed some localization errors.

V1.28:

* Several new provinces for the Caucasus and Transcaucasia.
* New flavor for Transcaucasia, you can now sunder the Transcaucasian Oblast/union, slip away from Russian power and continue playing as an independent Caucasian nation (Georgia, Armenia, Abkhazia or Azerbaijan)
* New flavor for Dagestan as well, you can now form DAG (non-theocratic Caucasian Imamate) as one of the new Caucasian principalities.
* A decision to form Greater Armenia as either Cilicia or Armenia herself
* An irredentist decision to expand Georgia to its golden age borders.
* Increased pops in Transcaucasia, it made no sense the whole place had only 135k people living in it, now it’s got almost a million, with the population evenly distributed on all provinces.
* Overhauled goods around the area, Georgia has coal, Azerbaijan has dyes and Armenia has cotton.

V1.29:

* Added coal to Montenegro
* Added a custom province picture to Cetinje (Montenegro)
* Modified terrain type in Montenegro (3 mountain provinces)
* Rebalanced pops in Transcaucasia (reduced a few province’s population, it seemed like too much.)

V1.29a:

* Added lake skadar in the Albanian-Montenegro border
* Redrawn borders of Cetinje, they actually didn’t hold clay in Kotor bay but instead had a small port near ulcinj (at least according to the map I’ve seen)
* Higher literacy (~20%) and more clergymen/intellectuals for Montenegro, after all, they’re a Theocracy (that’s also ruled by nobles)

V1.30:

* Added a new province in the Vojvodina region: Subotica
* Integrated Pancevo to the Banat region
* Integrated San Andres (Colombian islands) to the Caribbean Islands region
* Actually added those new events for oil in Venezuela (see V1.20)
* Event for rubber in San Fernando de Atabapo, 1900

V1.30a:

* Rebalanced decisions to form Gran Colombia: You now need the National Fraternity and Manifest destiny inventions (from Nationalism & Imperialism tech)

V1.31:

* Compatibility with HFM 1.26

V1.32:

* Fixed some flavor for Georgia, mainly localization errors
* New province for Georgia: Zugdidi, coal-producing, changed Kutaisi’s goods to Precious Metals (in this case gold and silver)
* Changed the name of several provinces in the Caucasus

V1.32a:

* Added new province to the Caucasus: Shamakhi, Azerbaijan. Tradegood: Fruits
* Replaced Azerbaijan’s steppe terrain with grasslands
* Balanced Transcaucasia’s population a bit, now it’s back to under a million pops

V1.32b:

* Added decision to claim Armenian cores as a successful Greater/Golden age Georgia
* Added decision to claim Georgian cores as a successful Greater Armenia

V1.33:

* Added Cornwall and the Isle of Man as releasable nations, both have their respective cultures. Hurray for a proper Anglo partition!
* Celtic union coming soon (tm)

V1.33a:

* New options for dismantling France: Occitania, Normandy and Lorraine are now available as releasable nations. Hurray for proper Frog partition! You’re gonna have a blast as ebin germaniums.
* Fixed Normandy’s coastline
* Sonora as a releasable nation (Mexico), spic partition

V1.34:

* Compatibility with HFM v1.27

V1.35:

* Added a new formable country: The Celtic Union. Formable as Ireland, Scotland, Wales, Isle of Man, Cornwall or Brittany. It’s also got a few irredentist decisions to claim Galicia in Northern Spain and the Island of Newfoundland in Canada.
* Renamed Jerriais culture to Norman, also repopulated Normandy with the new renamed Jerriais (Norman)
* Rebalanced and increased compatibility with a few of my own events for Byzantium and Greece

V1.36:

* Compatibility patch for HFM v1.27a

V1.37:

* Flavor and new provinces for Hawaii
* New provinces in California: Trinidad and Del Norte
* Releasable Oregon since I couldn’t do what I wanted (was trying to make an independent Oregon in the 1840’s, but it seems that dominions/sub-territories can’t release independent countries)
* A Decision to form Cascadia as Oregon

V1.38:

* Compatibility for HFM v1.27b

V1.39:

* Releasable republics of Antioquia and Guayaquil
* A chain of events representing the short-lived, unrecognized republic of Counani
* A chain of events representing the short-lived, unrecognized republic of Acre
* Overhauled Bolivia’s borders
* 3 new provinces: Pacatuba, Boca de Abuna and Corumba in Brazil (Formerly Bolivian), along with a new region: Acre
* The last independent Native nation of SA: Araucania/Mapuche, along with a new culture: Mapuche. You have until 1861 before getting annexed by Chile
* Independent provisional government of Oregon; can form Cascadia and shit. This feature is still in beta, as I haven’t had much time to test it out, should work 100% though. Basically Oregon tag gets released in 1843, you get the option to ‘support them’ (aka play as Oregon) or to continue as whatever you’re currently playing as, this event should be syncretic with the other events revolving the Oregon territory and hudson’s bay company. So instead of USA annexing the shit out of empty Oregon, you should see the actual country popping up.
* Revamped PBC – Peru-Bolivia Confederation’s starting troops.
* Modified Paraguay’s stupid Francia’s maluses to diplo and research points

V1.39e:

* A cool picture for Easter Island
* An event to form the Kingdom of Araucania and Patagonia as Mapuche/Walhmapu
* Decision to rebuild the ancient city of Ani
* Corrected several Greco-Roman province names
* Decision to solve a possible border conflict between RUS and BYZ over the Kars region
* Some nice events to expel turks and azeris from your country as either Armenia, Cilicia, Greater Armenia or Georgia.

V1.39f:

* New decisions for Venezuela: modernize the navy and outlaw slavery
* Fun and historical border conflicts for the Amazon and Orinoco basins, the affected countries are Brazil, Venezuela, Colombia, Peru and Ecuador; they’re probably gonna get GLOM’d by Brazil, but who cares?
* An option to surrender and become the United States of Venezuela right before the Venezuelan Federal War begins.
* Some pop changes to Essequibo, now half the niggas there are Afro Latino as well as some north Andeans.

V1.40:

* 6 new provinces: Arauca, Chincha Islands, Apartadó, Bocas del Toro, Golfito, Greytown.
* Arauca Republic, a releasable nation. Originally a secessionist movement in Tunja and Arauca
* Chain of events representing the Spanish occupation of the Dominican Republic
* Moskitia, a central american principality/protectorate under British suzerainty
* Miskito culture for Moskitia
* 3 new regions: Moskito Coast and Magdalena (CLM) and Erzurum (TUR)
* Added compatibility for renaming decisions for Erzurum
* Several changes to the shape of Caribbean seazones to reflect a better interpretation of their real life counterparts.
* Decisions to annex Azerbaijan, Greater Armenia and Sochi as Transcaucasia
* A chain of events representing the Chincha islands war between Spain, Peru and their allies
* New decision for countries with Armenian as their primary culture: Fund the Fedayi. AKA anti-ottoman self-defence/nationalistic militias.
* New names for Grancolombian ships

V1.40a:

* Province pictures for Lima, Andorra, Cluj and Muscat
* Fixed liferatings in the sahara as to make them colonizable by the AI

V1.40b:

* Province pictures for Iasi and Trebizond
* Decision to claim Provence as Italy but ONLY if you refused Plombiere’s idea
* Decision to remove French cores from Italian soil after having claimed Provence (after refusing Plombiere’s idea)
* Decision to rename Provence as either ITA or FRA
* Modified the terrain in the Sinai Peninsula as to make it look like an actual montane desert
* Added Nestorian and Apostolic (and Coptic just to be sure) pops to the massacres of Bedr khan
* Corrected the casus belli of the Chincha Islands war.
* Better province picture for Cluj

V1.40c:

* Made Pontecorvo’s province text visible again
* Fixed some broken BYZ decisions
* Allowed more government types to partake in ethnic cleansing decisions (constitutional and semi-constitutional monarchies)
* Province picture for Aleppo

V1.41:

* Compatibility with HFM v1.27E+ beta
* Better province picture for Tehran
* Fixed some wrong terrain settings in Persia/Afghanistan and Essequibo
* Added icon for Druze religion
* Fixed noculture pops spawning in Acre and Nablus due to an outdated file (religions.txt)
* Two new provinces for Trebizond region: Argyropolis/Gümüshane and Rizaion/Rize
* New province picture for Trebizond
* New segregation, removal and integration acts for Turkish pops, enabled for Balkan countries, Georgia and Armenia.

V1.41a:

* New names and flags for BYZ:



BYZ;Greek Empire;;;;;;;;;;;;;;;;;;;;x

BYZ\_ADJ;Greek;;;;;;;;;;;;;;;;x

BYZ\_democracy;Greek Commonwealth;;;;;;;;;;;;;x

BYZ\_presidential\_dictatorship;Greek Federation;;;;;;;;;;;;;x

BYZ\_bourgeois\_dictatorship;Greek Federation;;;;;;;;;;;;;x

BYZ\_proletarian\_dictatorship;Union of Socialist Greek Republics;;;;;;;;;;;;;x

BYZ\_fascist\_dictatorship;Greek Commonwealth;;;;;;;;;;;;;;

* Province picture for Thessalonica
* Enabled province picture for Ankara
* Added decision to get tea-producing provinces in the Pontus region
* Added gumushane and rize to their right continent (forgot to do this on the last update)

V1.41b:

* Fixed Guajiro pops not showing up correctly

V1.41c:

* Corrected BYZ’s names and flags

V1.41d:

* Corrected BYZ’s names and flags, again, for real and definitively:



V1.41e:

* Fixed some province positions in Poland, Germany and Lithuania
* Added iron to Poltava as to reflect real life
* Added timber to Lodz, it used to have Timber before being industrialized (kinda useless and redundant change, but it don’t matter)
* New province for Poland: Dzikow, tradegood: Sulfur
* Event for Oil in Poland (triggers ~1853) for Provinces Przemysl and Nowy Sacz
* Compatibility for the latest HFM Beta (24-02-18)
* Added Western Slavic, Latvian, Byelorussian and Ukrainian as accepted pops for the PLC

V1.41f:

* Polish and Lithuanian names for East Prussia.
* Corrected localisation errors for decisions to rename Egypt as BYZ
* New triggered modifier for countries who own the Bosporus and Dardanelles (both sides)

V1.41g:

* Modified the chances Spain goes to war/Peru pays up during the Talambo incident (Chinchas war)
* Limon (Costa Rica, Central America) is now owned by Colombia, it wasn’t until 1941 that Costa Rica properly defined its borders with Panama
* Removed decision for Costa Rica to join the Gran Colombia, it’s unnecessary since the addition of the Bocas del Toro/Moskito Coast region
* Added Central American as an accepted culture to Colombia and Gran Colombia
* Core for Ecuador in Pasto
* Iron for Angostura, as Iron’s been mined in the region since colonial times (though on a small scale until the 1880’s)
* Coal for Bor, Pristina and Nish (Balkan)

V1.41h:

* Balanced pops in Maria-Thessiopel (Hungary)
* Fixed several misaligned province positions

V1.41i:

* Updated the ‘Turkish question’ decision with new flavor text
* Redistributed Assyrian cores so they reflect better those of the Paris convention of 1919
* Updated the irredentist decision ‘Claim Greater Assyria’

V1.41j:

* Fixed some unit/building positions on the Baltic coast
* Changed PLC’s (Polish Lithuanian Commonwealth) color from gay pink-purple to manly crimson red
* Added a new un-releasable country in Anatolia: Ikonion. This was made so the Greek pops in central Anatolia won’t be assimilated. Also added this country to the pre-existing flavor decisions and events regarding Anatolia (As with the countries of Pontus and Anatolia)

V1.41k:

* Fixed even more unit/building positions
* Added a new decision to annex the western Balkans as BYZ
* Added new decision to rename the western Balkans as BYZ (Greek/Roman names)

V1.42:

* Compatibility with the newest version of HFM (7-4-18; v1.27F)
* New irredentist decision to take Pomerania (west all the way to Stettin) as Poland or the PLC
* A new Slavic nation to further partition Germany: Lusatia
* Decision for POL and PLC to become a constitutional monarchy
* Added some more Poles and Western Slavs here and there around Pomerelia and Pomerania, nothing unbalanced I assure you.
* Decisions to rename Latvia, Pomerania and Upper and Lower Silesia as Poland.

V1.42a:

* Fixed a fuckup when renaming Banat as Romania and/or Serbia. No more infinite prestige.

V1.42b:

* Fixed a fuckup regarding Banat in decisions/Flavourmod\_GER.txt.

V1.42c:

* ‘Overhauled’ citizens’ rights:
  + - Primary culture voting grants 2.5% assimilation rate (for those individuals who’d want to convert to the primary culture in order to be able to vote) and 0.01% non-accepted pop consciousness modifier (vanilla)
    - Accepted culture voting grants 7.5% assimilation rate (formerly 5%)
    - All voting pops grants 15% assimilation rate (vanilla) 0.01% militancy for non-accepted pops (vanilla) and 10% global immigrant attraction (formerly 8%)
* Abolishing slavery now grants you a +10% global immigrant attraction
* Settlement colonial policy grants 10% immigrant attraction
* Overhauled some Boer and Griqua pops in the Cape Colony

V1.42d:

* Fixed several Oregon events not firing

V1.43:

* Compatibility with the latest version of HFM (1.28i)
* New terrain pictures for Adana, Nicosia and Antioch
* Redistributed Laz (‘Georgians’ living in Trebizond and Rize) to their respective borders
* Reshaped Zugdidi province to accommodate the Samegrelo principality}
* Overhauled Derbent, Sheki and Zakatala’s population
* Divided Georgia (Caucasus) in 2 provinces: Eastern and Western Georgia
* Added yet another decision to genocide turks: After conquering Anatolia as GRE or BYZ, you will now have the option to genocide, integrate or leave the turks alone.
* Overhauled the ‘Sunder the Transcaucasian Union’ decision: The country will now explode into several OPMs, the player will get to choose who to play as; Armenia, Imereti, Kartli, Abkhazia or the Baku Khanate
* Added a special decision to reform Georgia and Azerbaijan as one of the aforementioned OPMs
* Added a decision to claim Imereti’s old territories (Svaneti [Technically 1/3rd of Svaneti was ruled by Imereti], Abkhazia, Guria and Mingrelia)
* Added a decision to unify the kingdoms of Kartli and Kakheti
* Added a decision to give the Kars region to TCA after conquest (possible outcome of the Crimean War)
* Gave more starting units to the Caucasian Imamate

V1.43a:

* Changed GCO/VNZ ‘good\_immigrants’ modifier from 40% immigrant attraction to 150% (after playing a bit, the country still had a sub-par immigrant attraction that was easily surpassed by the USA, I’m only planning to make things equal)
* Removed Venezuela’s core from Essequibo and Mahdia, reverted both provinces back to colonies (might work on the Venezuelan crisis of 1895 in the future)
* Removed Venezuela’s cores from Aruba, Curacao, Trinidad and Tobago and in its place made two jingoistic decisions to annex the aforementioned islands
* Removed Brazil’s core from Counani, it’s now a colony
* Corrected a wrong country tag in GRE.txt
* Updated the ‘new colonies.txt’ file
* New country to further partition France: Picardie
* Changed the Mashriq’s borders to resemble the old Ottoman Vilayets a bit more (Fuck those ugly straight lines)
* New province in the Levant: Golan
* Rebalanced some pops in Jerusalem
* Added Lebanon cores to Acre and Latakia
* Fixed a buncha events modified by the new territorial divisions in the Mashriq
* Added some Ashkenazis to the USA (in truth, they were Yankee/Dixie pops with Jewish religion, I just made them Ashkenazi.)
* Made Ashkenazi an accepted culture in the USA
* Fixed Cascadia getting cores on some Caribbean islands

V1.43b:

* Cetatea Alba will now be properly seceded to RUS/ROM as one of the outcomes of the Crimean war/Great eastern crisis .
* Added more starting units to Circassia.
* Fixed some shit where the Papal States would get Rome instead of the Vatican city upon being released by Italy.
* Overhauled Greek populations in Syria, Lebanon and Egypt.
* Fixed a fuckup when renaming Syrian provinces (Hamas as Golan.)
* Added a new nation: The Patriarchate of Antioch (So Greek pops living in Antioch don’t get assimilated.)
* New province picture for Beirut.

V1.43c:

* Added a new nation: The Patriarchate of Alexandria (So Greek pops living in Egypt don’t get assimilated.)
* Added a few more Greeks to Egypt, as well as several Armenian pops (which are also historical.)
* Made Ikonion, Pontus, Antioch, Anatolia and Alexandria releasable.
* GRE can integrate any country with Greek as primary culture (Cyprus, Crete, Ikonion, Pontus, Antioch, Anatolia and Alexandria) via decision provided they are under GRE’s sphere of influence (This was technically already in vanilla HFM, but I tweaked it a bit. Also it’s GRE only for some reason, can’t do anything about that.)

V1.43d:

* Overhauled Greek pops in the Caucasus (There were far too many.)
* Added more pops to Cyprus and Crete
* Added decision to remove Russian, Austrian and German cores once you unify the PLC.
* Removed the 6 gorillion accepted cultures BYZ got from claiming its Justinian borders.
* Added GRE’s core back to Gjirokaster.
* Renamed Georgian culture to Kartvelian as to better incorporate territorial dialects and subcultures (Like the Svan, Migrelians, Adjarians and Lazes.)
* Added five new countries: Kashubia (In Western Prussia and Pomerania), Lazistan (Originally a Sanjak of the t\*rks, it can now be released as an independent country), Hazaristan (An OPM in Afghanistan, might work on this on the near future), Lasbela (independent state in Balochistan) and Kharan (a vassal state of Kalat.)
* Added decisions for BYZ to integrate the following cultures: Armenian, Assyrian, Copt, Serb, Montenegrin and Bulgarian.
* Province pictures for Sochi, Batumi, Sinope, Chania, Smyrna, Konya, Iraklion, Kabul, Tabriz, Khiva, Bukhara, Kashgar, Surat, Ahmedabad and Kokand. Also changed Tehran and Nicosia’s picture (Again.)
* Renamed Dalmatian culture to Italo-Dalmatian as to better represent both Dalmatians and Istro-Italians.
* Made Italo-Dalmatian Carnaro’s and Ragusa’s primary culture.
* Changed Jagdalpur, Vizagapatnam, Mangalore, Calicut, Cochin and Trivandrum’s terrain to Jungle (It was forest.)
* Overhauled pops in the Northern Caucasus (Mainly Ossetia and Chechnya) as to better represent the different religious groups living in the area.
* More Polish pops to Küstrin and Stettin.
* Less Greek pops in Northern Thrace and Northern Macedonia.
* Rebalanced pops in the t\*rkshit black sea coast.
* Added a few Armenian and Arabs pops in Cyprus.
* Less t\*rks for Antioch.
* Added some Italian pops to Corfu and Zante.
* Added t\*rkmeneli cores to Antep and Urfa.
* Changed Tulta, Aqsu and Urumqi’s terrain to semidesert.
* More names and last names for Pashtun, Hazara, Brahui and Persian cultures.
* Actually fixed the bullshit where the Papal States would secede the Vatican while holding Rome.
* Changed Balearic Islands, Karachi, Homs, Mashhad and Halaib’s terrain to dry hills. As-Suwayda, Samarra, Darna, Benghazi, Misratah, Bela and Suhar to semidesert. Changed Jumla, Kathmandu and Dehradun’s terrain to montane forest. Dalbandin and Semnan to desert. Tunis, Algiers, Tangier, Gabes and Kairouan to steppe. Bizerte, Mustaghanim, Oran, Tlemcen, Ajdir, Wazzan, Rabat, Casablanca, Safi and Sawira to dryhills.
* Reworked the decisions revolving around BYZ’s formation.
* Added port to Beersheba. Repositioned Constantinople.
* Added +0.5 attrition to dry hills terrain.
* Changed semidesert’s immigrant attraction to -40% and desert’s immigrant attraction to -90%, seriously that shit was -150% for both, neither were getting any immigrants, which is bullshit.
* Reshaped the Taman province.
* Made Georgia unreleasable. It doesn’t make any sense to release a united Georgian realm when all the minor principalities exist.
* New events to welcome Montenegro and Serbia to the cosmopolitan Hellenic Orthodox Empire.
* Less Greek pops in Antalya, Konya and Kayseri. More for Adana and Mersin.
* Added Brahui culture to Balochistan, changed Kalat’s main culture to Brahui, Balochi as accepted (At the time its rulers were Brahui.)
* Changed Quetta’s tradegood to coal, added Balochistan core.
* Added 3 new provinces to Balochistan: Kech, Dhadar and Kharan.
* Integrated Hazaristan, Kharan and Lasbela to the respective events and decisions for the Great Game, Pakistan and the EIC.
* Fixed Afghanistan’s irredentist decisions to reform the Durrani territories.
* Added some Bulgarian pops to Debre (N. Macedonia) and made most Albanians living there Sunni (Roughly 75% of them.)
* Changed Novopetrovskoye’s name to Mangghyshlaq (You can change it back to its Russian name via decision.)
* Fixed some misaligned province positions in Siberia.
* Rebalanced Assyrian pops, there were far too many.

V1.43e:

* Integrated TUR\_887 #Erzurum to a bunch of different events and decisions.
* Added GRE cores to Thrace region.
* Lowered the % of Greeks killed by TUR upon taking the Megali Idea, it was bullshit, 90% Greek pops removed from Constantinople and 40% Greek pops removed from all their territories. Changed to 45% and 20% respectively. I know t\*rks are dastardly evil, but this is just silly.
* Added a decision to dismantle the ottoshits upon becoming BYZ, IE: Removing all their cores.

V1.43f:

* Changed Bam’s terrain to semidesert.
* Fixed Isfahan’s terrain properties to match those of montane grasslands.
* Fixed Russia’s starting units, it was taking soldier pops from Alaska for some reason.
* Fixed some erroneous tags on BYZ’s irredentist decisions.

V1.43g:

* Removed Hazaras as an accepted culture in PER. It made no sense as they have no provinces with Hazara pops. Might be because they’re Shiite like most of PER though. But I still opted to remove them anyways.
* Added more Armenian pops to Smyrna.
* Reworked the Greater Iran irredentist decision.
* Reworked (again) TUR’s event that’s triggered upon taking the Megali Idea. It decreased Greek pops in Constantinople regardless of who owned the province.

V1.43h:

* Updated countries/TCA.txt
* Updated contient.txt
* Fixed crash when hovering over Demand Concession CB
* Beautified the Persian Gulf and Caspian Sea (AKA added coastal detail.)
* Added Zoroastrian pops to Sirjan and reduced the overall number of Zoroastrians in Persia, it was too high. Added Azeri pops to Zanjan, Hamadan and Qazvin. Changed the Northwest Bantu slave pops in Persia, Oman and the Gulf area to Kilombero, made more sense since most of their slaves were from Zanzibar.
* 3 new cultures: Jaziri or Peninsular Arab (Integrated to the countries, events, decisions and provinces in the Arabic Peninsula), Astur-Leonese and Andalusian (Spain.)
* More names for Galicians.
* Added port to Al-Ahsa province.
* Fixed Nordhorn’s pops.
* Added Asturias core to Oviedo.
* 2 new countries: Leon and Andalusia.
* Terrain images for Granada, Coruña (Spain) and Ava (Burma.)

V1.43i:

* Renamed Sheki to Nukha.
* Renamed Sabzevar to Nishapur.
* Renamed PER\_1122 to Kurdistan.
* Added Persian pops to Quba, Baku and Shamakhi (More specifically Tati pops.)
* Updated decisions\SPA.txt to use the new cultures and countries.
* Increased the overall number of Azeri pops in Armenia and Shirvan.
* Added Azeri pops to Akhaltsikhe, Gyumri, Ardahan, Kars and Van.
* Added a few Peninsular Arab pops to Gunib, Tabasaran, Shamakhi and Baku (See Shirvan Arabs.)
* Added Peninsular Arab pops to Nishapur, Birjand, Mashhad and Kabul.
* Added Kurdish pops to Shushi.
* Added way more pops to Nishapur (It was a big city, province also encompasses Sabzevar, which is sizeable as well.)
* Changed Baku’s terrain to Steppe.
* Added Assyrian cores to Khvoy, Van and Bitlis.
* Added Terek Host core to Stavropol.
* Added Tarki core to Kyzylyar.
* Added Cossack pops and Don Host core to Luhansk.
* Changed Peninsular Arab pop color.

V1.43ihotfix:

* Fixed typo regarding Astur-Leonese culture.

V1.43ihotfix-2:

* Added an extra condition to the formation of Oregon so the player won’t get a game over upon already having formed Cascadia.

V1.43ihotfix-3:

* Fixed CEL's decision to annex Spanish Galicia.

V1.44a:

* New Countries: Lipka, Gagauzia, Aruba, Curacao, Bonaire, Ulster, Sapmi, Mandaeans, Principality of Trinidad, Arabil, Irevan, Maku, Tabriz, Canarias. Chan Santa Cruz, Poyais and Arpitania. Nova Scotia, Newfoundland Island (Irish centric), and Prince Edward Island countries. Suriname and French Guyana. Formable United Guyanas. Kingdom of Tavolara. Guadeloupe, Barbados, Grenada, Tovar Colony (decision), Dutch Antilles (formable by decision), NOTCARICOM aka West Indies Federation (formable by decision, different from CRB Caribbean Federation which is formable only by ENG.) Banda Oriental (Federation comprised of Juliana, Rio Grande do Sul and Uruguay, can form La Plata)
* New Cultures: Mandaean, Faroese, Ryukyuan, Afro-Dutch, Ulster-Scot, Canarian. Indo-Caribbean (East-Indian ingame.) Cascadian, Mormon and Californian (Obtainable via decision.)
* A metric shitton of new provinces: Trinidade & Martin Vaz, Fernando de Noronha Archipielago, Lakshadweep, Khuriya Muriya islands and Djerba. Prince Edward Islands (Antarctic), Amsterdam and St. Paul Islands, Kerguelen Islands, Crozet Islands, Juan Fernandez Archipielago, Cocos Island, Revillagigedo Islands and Clipperton Island. Added back Jan Mayen. Also added 2 more provinces for Iceland, their names are unpronounceable (Akureyrarkaupstaður and Borgarnes). Cahul in Moldova. Rawaki and Southern Line Islands. Also Bonaire. And 2 new provinces to Ireland: Roscommon and Cavan. Added 2 new provinces for Circassia: Tuapse and Maykop. Added Tenerife province to the Canary Islands. Added Izamal, Valladolid, Tekax and Tihosuco to Yucatan. Added El Viento (modern day Elorza) to Colombia, El Picacho to Venezuela, Islas de la Bahia to Honduras, Tavolara to Sardinia and Isle of Anglesey to UK. Apolobamba & Magdalena (Bolivia), Tumbes, Macapiri, Bucaramanga, Tumaco & Zipaquira (Colombia), Rupununi (Guyana), Purús, Pasco (Peru), Maroa & Amacuro (Venezuela), Jaén (Ecuador), Mau & Pirara (Brazil), Tigri (Guyana/Surinaam), Marouini (French Guyana), Tapahoni (Dutch Guyana.) Rincon, Aguaray and Yacundo (Bolivia.) Kodiak Island (Alaska.) Fort Ross (California.) Wasco, Carson City/Tahoe, Mohave, Taos, Warm Springs, White River and South Pass, Tulare (USA.)
* New regions: Coquimbo (Chile), Ucayali (Peru), Santander (Colombia), Oaxaca (Mexico), Bahamas and the Leeward Antilles (Venezuelan Coast.) Eastern Pacific Islands and East Cuba (Renamed the original Cuba to Western Cuba.) Misiones (Argentina) and Apure (Venezuela.) Tarija (Bolivia.) Yukon (Canada.) Northern California (Renamed California to Southern California) and Baja California. Added these new regions to their respective pre-existing events and decisions.
* Overhauled border conflicts in Peru, Bolivia, Ecuador, Colombia, Venezuela, Guyana and Brazil. Now South America will never know peace.
* Added Persian pops all over Azerbaijan and Samandaj.
* Overhauled the Circassian genocide a little bit, now TUR gets actually destabilized from the huge influx of churkas they settled on Christian provinces. You can expel the Circassians from your precious Balkans too, by either occupying Circassian-inhabited provinces as RUS or by being an independent Orthodox, Nestorian, Apostolic, Catholic or Coptic country.
* Added some Polish pops in Haiti. Yes, this is real, go google it.
* Integrated new Circassian provinces to their respective events and decisions.
* Orthodox and Animist pops in Circassia.
* Cossack pops to Circassia.
* Rebalanced pops in Circassia.
* Renamed Taman to Novorossiysk, reshaped the province and ceded to Russia.
* Made Sochi the capital of CIR.
* Beautified Grozny and Pyatigorsk’s terrain.
* Added 4 new religions: Baha’i, Maronite Christianity, Mandaeanism and Taoism. Integrated new religions to pre-existing events.
* Added more tributaries to the Tigris-Euphrates river system.
* Added more marshes to lower Iraq/Iran.
* Updated pop\_types.txt with the new religions.
* Add new religions to genocide options.
* Redistributed religions in China, Korea and Japan.
* Changed diaspora chinks to Confucian.
* Updated Azerbaijan-related decisions.
* Rebalanced some pops in Jujuy and Northern Chile.
* Reshaped Bandar Abbas and gave it to Oman along with Qeshm.
* Province picture for Potosi, Cusco, Valparaiso, Bandar Abbas, Qom, Bushire, Basra, Mosul, Asuncion, Mogadishu, Tananarive and Mombasa. Curacao, Bahia and Recife too. Merida in Mexico, Veracruz, Guanajuato, Acapulco. Santo Domingo (Dominican Republic) and Puerto Rico, San Salvador (El Salvador) and Jamaica. Tenerife. Halifax. Isle of Man. Province pictures for Nishapur and Shiraz. Sana’a in Yemen. Constanta in Romania. Porto Alegre in Brazil. Novoarkhangelesk/Sitka (Alaska.) Victoria Island (Canada.) Kalat (Baluchistan.) Fort Ross & Monterey (California.)
* Rebalanced pops in Medina, Mecca, Sana’a, Muscat and several cities in Persia.
* Rebalanced pops in Alta California, added more Mexicans.
* Renamed Nishapur back to Sabzevar, reverted pop changes back to their original numbers and replaced Nishapur’s pic with one from Mashhad. I fucked up on that one, don’t ask.
* Treaty ports to Huriya Muriya and Djerba.
* Ibadi pops to Zanzibar as well as Djerba, Ouargla (M’zab) and Gharyan (Nafusa Mts)
* Added a shitton of events for OMA and PER revolving around the ownership of Qeshm and Bandar Abbas and gifting the Khuriya Muriya islands to ENG.
* Beautified the Red Sea.
* Added some farmlands to Yucatan. Changed Merida’s tradegood to Coffee.
* Dye (cochineal) to Oaxaca, Canary Islands and Cusco.
* Triggered modifier for controlling Bandar Abbas, Qeshm and Khasab, another one for controlling Djibouti and Aden.
* Fixed Konstanz, Mannheim, Darmstadt, Mainz, Neuwied, Sigmaringen, Ingolstadt, Augsburg, Bialystok, Brest and Grodno’s positions. Also fixed positions in New Zealand.
* Reshaped the Nizwa province.
* More pops to Muscat and Nizwa.
* Updated decisions/SouthAmerica.txt
* Fixed TUR\_oob.txt
* Added Lipka Tatars in Poland, as well as some Christian Tatars in Izmail (Gagauzia) and some other shitters in Bessarabia (Cahul.) Also added Bessarabian Bulgarians.
* Decision to expel Albanians from Greece, Kosovo, Montenegro and Macedonia.
* Decision to expel Bosniaks from Montenegro and Serbia.
* Renamed Bal el Mandeb (To Horn of Africa) and Straits of Obokk (To Bab el Mandeb). Laquedive islands (To Konkan Coast) and coast of Malabar (To Laccadive Sea). Renamed Mozambique Channel, Gulf of Zambeze and Coast of Natal to Northern, Central and Southern Mozambique Channel respectively. Swapped names of Del Cano Rise and Prince Edward Islands. Renamed Coast of Cameroon (To Coast of Kongo), Renamed Coast of Angola (To Skeleton Coast), renamed Gulf of Kongo (To Coast of Angola) and renamed St Paul Island (To Southeast Indian Basin). Renamed Antofagasta Coast (To Atacama Coast), Atacama Coast (To Northern Chilean Coast) and Coast of Chile (To Central Chilean Coast.) Switched South Brazilian Basin for Martin Vaz Ridge; Fernando de Noronha and Romanche Gap. Switched Inaccessible Island with Coast of Tristan da Cunha. Renamed Inaccessible Island and Gough Island to South Atlantic (Couldn’t come up with a better name.) Changed Shetland Straits (To Coast of the Faroes), Jan Mayen Sea (To Northern Atlantic) and Spitzberg Sea (To Jan Mayen Sea.)
* Changed new\_world\_boreal, new\_world\_montane\_tundra and new\_world\_arctic from their silly -1080 farm size and -1000 mine size to more reasonable values. Also changed new\_world\_small\_island to have -50% farm & mine size and -25 immigrant attraction.
* Updated FRAFlavor.txt
* Added proper party names for the Coptic Metropolitanate.
* Added a few more conditions for the independent Oregon Republic events, now the player won’t have a gameover upon having released UOR from the beginning of the game after USA and ENG sign the Oregon Treaty.
* Added more Cajun pops around the USA, mainly in Mississippi.
* Gypsy pops in Brazil, those animals were expelled there from Portugal back in the 16th century.
* Fixed positions for Tristan da Cunha.
* Enabled Djibouti-Aden strait.
* Fixed a bunch of positions in Northern Russia.
* New cultures: Faroese and Ryukyuan (Integrated to pre-existing events and decisions).
* Changed the way the United Principalities of Romania are formed, Akkerman was not part of their territories, added Cahul province to the events.
* Added Canarian pops in Venezuela, Cuba, Puerto Rico, Dominican Republic, Uruguay, Louisiana and San Antonio (Texas.)
* Changed Canarias’ trade good to dyes (Cochineals.)
* Added more Jews to Austria, made Czech and Hungarian Jews actually Ashkenazi (Instead of just being Czech and Hungarian, you can’t hide anymore, yidboi.)
* Updated Chaco territorial disputes between Paraguay, Argentina and Bolivia.
* Added proper party names for Poyais, Chan Santa Cruz/Mayapan and Principality of Trinidad.
* Overhauled pops in Newfoundland Island, Nova Scotia, Cape Breton and Prince Edward Islands. Added more Irishmen, Scotsmen and French-Canadians to the area.
* Added Rimouski, Sherbrooke, Concord and Burlington as cores for Acadie.
* Optimized GRA formation decisions (Only their inner workings, didn’t change any of the prerequisites.)
* Localization for St. John’s province pic.
* Reworked the Celtic Union’s decision chains. Now you can claim Newfoundland (As Ireland or the Celtic Union) and Nova Scotia (As Scotland, Ulster or Celtic Union) in Canada.
* Option to rename Ireland, Scotland, Brittany, Isle of Man, Wales and Cornwall to their Celtic variants.
* Proper party names for Celtic Union.
* More ship names for Celtic Union, Brittany, Wales, Isle of Mann and Cornwall.
* Y wladfa (Welsh Colony) in Argentina. (Rawson and Esquel). Added irredentist decisions to Claim it (As Wales or Celtic Union.)
* Added decisions for IRE, SCO and ULS to diplomatically integrate Nova Scotia (SCO & ULS), Newfoundland (IRE) and Prince Edward Island (SCO & ULS.) Also added decisions to rename said places with Celtic names.
* Added decisions for Scotland to unite with Ulster or claim it by sword.
* Added decisions for Ulster to unite with Scotland or claim it by sword.
* Added a decision for The Celtic Union to diplomatically annex Spanish Galicia.
* Gauchos in Falklands and Buenos Aires province. Platineans in the Falklands, as well as Scotsmen, Irishmen and a tiny Patagonian native minority.
* Fixed province positions in Exeter and Bristol.
* Made kikes living in London actually Ashkenazi.
* Added decision to build the Central Chubut Railway
* Integrated Ulster Scots to Scotland’s irredentist decision.
* Integrated new Irish provinces to their respective events and decisions.
* Integrated Cornwall, Ulster and Isle of Man to pre-existing decisions to dismantle the UK.
* Integrated Irish-related events and decisions to Celtic Union
* Reworked the inner structure of Gran Colombia’s formation.
* Reworked the inner structure of FRCA’s formation.
* Reworked the inner structure of La Plata’s formation.
* Added Ecuador cores to Piura and Moyobamba
* Renamed Puerto Limon to Vaupes in Colombia.
* Rebalanced pops in the Guyanas, added more Creoles. Added Indo-Caribbeans to Guyana, Suriname, Trinidad & Tobago, Jamaica and Barbados, added Javans to Suriname.
* Added decision to unite all the Guyanese countries.
* Added decisions to choose religion, culture & capital for United Guyana.
* Added an irredentist decision for United Guyanas to claim Venezuelan Guayana.
* Added decisions to employ indentured Indian workers in Guyana, several Caribbean Islands, Mauritius and Reunion, South Africa and Fiji.
* Added decision to unite all the Dutch Antilles as an independent country.
* Added decisions to choose religion, culture & capital for Dutch Antilles.
* Added decision to unite all the West Indies (French & British Caribbean) as an independent country.
* Added decisions to choose religion, culture & capital for West Indies.
* Added decision to form a puppet United Guayanas as a GP.
* Added decision to reform a puppet Gran Colombia as an American GP.
* Added decision to reform a puppet Peru-Bolivia Confederation as an American GP.
* Added decision to form a puppet United Provinces of La Plata as an American GP.
* Added decision to form a puppet Antillean Confederation (Spanish Antilles) as an American GP.
* Added decision to form a puppet West Indies Federation (British & French Caribbean) as a non-ENG GP.
* Added decision to form a puppet Federation of the Dutch Antilles as non-NET GP.
* Add gauchos as an accepted culture in the Platinean countries.
* Modified cultures accepted by HND.
* Reworked Colonia Tovar decision.
* Reworked Chincha war events.
* Reworked 1861 DOM’s annexation request for SPA.
* Streamlined Venezuelan events regarding the Federalist War.
* Streamlined Venezuelan events regarding the expulsion of Jews from Coro.
* Modified the switch\_to\_traditional\_academic decision (What uncivs take in order change their tech school to traditional\_academic) to make it friendlier for landlocked nations. Previously it required either 45 prestige or doing research on the first rows of technology including naval techs, which made no sense at all being landlocked; this requirement for naval techs has been removed for nations with less than one port (AKA landlocked.) One could argue they have it easier now, but whatever, it makes no sense to research naval techs when you don’t have any ports. Uncivs with more than 1 port still have to take the naval techs though.
* Added kikes in Brazil, Chile, Cuba and Colombia.
* Renamed Puerto Maldonado (Peru) to Madre de Dios (Puerto Maldonado was founded in the 1900’s.)
* Reworked Quechua and Aimara pops in Bolivia, NW Argentina and N Chile.
* Added decisions to rename Alta California with Spanish names.
* Reworked the way re-conquered Spanish viceroyalties form; for example, New Spain obtains claims all over former Alta California and Spanish Florida.
* Gave acceptable\_schools reform to Austria, Austria-Hungary, Banat, Transylvania, Siebenburgen, Szekelyföld and the Danubian Federation. Austria enacted compulsory primary education in 1775, so it kinda makes sense for these countries to have that.
* Reworked the law\_1420\_of\_general\_common\_education Argentinian decision to grant acceptable\_schools reform instead of low\_schools, as that law granted free secular education.
* Updated Greater Germany.txt
* More Transylvanian Saxons to Transylvania, redistributed cores of Siebenburgen and Szekelyföld
* Reworked the Acre war, treaties of Petropolis and Ayacucho. Streamlined the pre-existing chain of events. Now Brazil is given the option to protect the Republic of Acre.
* Added several decisions to ship indentured Indian workers to several British, French and Dutch colonies around the world.
* Added a decision for India, Dravisdistan and Mughals to claim any places with indo\_caribbean pops.
* Added a decision for Indonesia to claim indentured Javanese in Suriname.
* Added Roraima to Guayana region.
* Changed Cunani’s terrain to savanna, Georgetown and Essequibo’s terrain to farmlands.
* Added Pasco province to CleanUp and Setup silver mines.
* Changed gold rush province modifier duration from 730 to 1095
* Added new modifier for rubber boom provinces, immigrant\_attract =1, population\_growth = 0.01 & pop\_consciousness\_modifier = 0.1 for 25 years
* Added a bunch of RGO changing events for the new provinces I’ve added: Gold and Diamond Rush, Rubber Boom, Oil. As well as reworking several new provinces RGO changing events.
* Renamed Sao Miguel to Palmas, changed terrain to hills and gave it to Entrerios.
* Added Palmas to all the events/decisions pertaining Misiones.
* Reworked several decisions and events about USA immigration, renaming provinces and opening of frontiers; made it work along with Cascadian stuff.
* Added Csángó people (Hungarians) in Moldavia.
* Gave Oman its characteristic mountainous terrain.
* Updated decision files to match the latest versions:; thanks to anon for pointing out the outdated files.
* Rebalanced pops in Brazil; South Brazil has no slaves now (Actually most slaves worked up north in Maranaho and Nordeste as well as Minas Gerais, Bahia and Sao Paulo), Added Tupi Indians to their historical distribution. Added more Afro-Brazillians to Grao-Para.
* Beautified the Orinoco delta, Essequibo delta, Cartagena cienaga and the coast around Guyana and Venezuela.
* Renamed Januaria to Diamantina in Brazil and Liberia (Costa Rica) to Guanacaste.
* Reshaped Guanacaste and San Jose in CR.
* Gave more trees to the Chaco.
* Added the Mato Grosso Pantanal.
* Gave Brazil a bunch of RGO-changing events, mostly in Minas Gerais which is a pretty big producer of Iron, Gold and Diamonds.
* Changed Garapuava, Passo Fundo, Lajes and Santa Maria’s RGO to Coal (Brazil.)
* Changed Cauquenes tradegood to coal (previously iron.)
* Fixed claim\_santa\_catarina decision giving cores in Moldavia to JLA.
* Added new cultures to the Setup.txt decisions.
* Gave Venezuela, Colombia and Ecuador a starting Navy.
* Reworked decisions pertaining Spain and the Reconquista of its old colonies, now New Spain gets cores all over Mexico’s former territories, as well as Florida, because fuck you. Also streamlined the rest of the Viceroyalties.
* Added the British-Venezuelan Guyanese conflicts as well as the Schomburgk Line events affecting Brazil and Dutch Guyana and the Pirara Question; there’s several ways to solve the issue (Vanilla [subject the territorial claims to arbitration with the help of the USA], diplomatically [Form a Tripartite Alliance of Dutch, Venezuelans and Brazilians against Britain and subject the claims to arbitration with the help of USA] or by war [only as Venezuela, can get support from the USA.]) Also enabled the Monroe Doctrine CB for several outcomes of this issue (If Britain decides to expel Venezuelans or if they refuse to subject their claims to international arbitration)
* Added the Franco-Dutch Guyana border conflict, as well as a small chain of events to solve the issue.
* Beautified Santa Catarina state in Brazil and the Uruguayan coast (Mirin Lagoon.)
* Added several decisions to assume ownership of the new sub-Antarctic islands I’ve added, as well as to establish a coal-mining penal colony on Kerguelen’s Island for funsies.
* Reworked the wars of the Peru-Bolivia Confederacy with Argentina and Chile.
* Integrated Aguaray to the Argentine claims in the Chaco.
* Overhauled the events and decisions related to the Pacific War between Chile, Bolivia and Peru. Added the Puna de Atacama region as a new territorial dispute between the involved parties, with several ways to be solved.
* Reworked all events and decisions related to Rio Grande do Sul and Juliana Republic, these countries (as well as Uruguay) can now unite as a single country called Banda Oriental, which is also able to form La Plata.
* Renamed Jaziri Arabs to Khaleeji since that word is actually used to refer to Peninsular Arabs.
* Fixed some duplicate decisions from GER’s African colonies.
* Added gold RGO events for Sitka and Juneau in Alaska (1872 and 1880 respectively) also added an oil RGO event in 1902 for Valdez in Alaska.
* Added the Klondike (1896), Fairbanks (1903) and Nome (1899) gold rushes.
* Enabled ENG\_6 (Yukon) region.
* Edited all events and decisions with ENG\_6 region.
* Added several new decisions for Cascadia (Cascadian National Identity, Alaska Purchase, Claims in the Yukon, Territorial Reorganization.)
* Implemented several new terrain types: Montane Taiga, Montane Desert, Dry Montane Grasslands, Montane Jungle, Montane Farmlands and Farmland Hills.
* Updated the map with the new terrain types, as well as updating the special provinces with pictures.
* (Still testing) Rebalanced several terrain types (more def to montane\_forest, montane\_tundra, bigger farms and immigrant attraction for farmland type terrain.)
* Rebalanced pops in Balochistan, Tajikistan, Persia, Tarim Basin, Tibet and Ecuador.
* Reworked the terrain in several montane\_farmland and farmlandhills terrain type provinces around the globe.
* Gave more pops to Basrah and Baghdad.
* Added a decision for the sale of Fort Ross (Russian holding in California) and alternatively, developing it into a city.
* Modified the Sale of Alaska decision and events a little bit, it now works along with the Sale of Fort Ross.
* Fixed the Colorado River basin, now the river goes through its actual course.
* Updated FlavourMod\_FRA\_Colonial, MEXFlavor, FlavourMod\_USA, CAL\_California, irredentism, ACW, Second ACW, American\_wars, Flavourmod\_SPA and USAFlavor with some new provinces.
* Modified Tibet’s irredentism.txt decision to include all of the Tibetan Empire borders (MIGHT be OP.)
* Reworked Cascadia’s flags.
* Added several decisions for RUS and Alaska involving North America.
* Reworked the way Hawaii can be annexed, a shitton of East Asian, Indochinese, Indonesian, Australia & New Zealand countries can annex it. Netherlands, Portugal, Russia, Japan, Germany (if they own Papua-New Guinea), England and even China can now attempt to annex it.
* Russia and Alaska now have a CB-granting decision to annex Hawaii as a colony (To successfully recreate the Schäffer Affair.) Cascadia can now annex it in a similar way.
* Added decisions to rename the Hawaiian Islands and the Central Pacific Islands as Russia and Hawaii.
* Added some more flavor decisions and Russia and Alaska pertaining their American holdings.
* Changed pops in Chitral, made Kashmiri the majority. Also changed their culture to Kashmiri, Pashtun as accepted.
* Gave optional country names to Alaska, you may now know them as Rossiyskaya-Amerikanskaya Kompaniya since their government is a colonial company.
* Re-enabled Hawaiian pops.
* Gave Hawaii a starting navy. They did have a small one before disease almost wiped out the natives by the end of the Kamehameha Dynasty.
* Gave Hawaii proper ship names, they previously used Melanesian names for their boats.
* Modified the ‘Increase Conscription time’ decision to alert the player when it’s available.
* Gave independent Deseret and California a special decision to change their primary culture to Mormon and Californian.
* Renamed Ciudad Juarez to Paso del Norte.
* Made the Juan Fernandez Archipelago a penal colony. Gave Chile the colonial\_transportation penal system as well as a settlement colonial policy.
* Added a decision to turn Isla del Coco in Costa Rica into a penal colony.
* Changed Texas’ communist flag to something more believable.
* Added Tavolara, Benevento and Pontecorvo to the Italian plotline.
* Added a notification event for GRE about the inheritance of Samos & Chios
* Updated a bunch of old events and decisions.
* Updated to the latest beta version of HFM 1.27I

V1.44b:

* Added more Mormons to Nevada.
* New Culture: Comanche.
* Added the Nevada and Colorado Silver Rushes.
* Added the Colorado Gold Rush.
* Gave Rubber Boom, Diamond Rush and Silver Rush new global immigration modifiers.
* Added new silver rushes throughout the USA
* Rebalanced the Rubber Boom modifier.
* Gave more pops to Baton Rouge and New Orleans.
* Added more marshes to Louisiana.
* Removed Kilobero, Sukuma, Unyamwezi cultures, merged into Northeast Bantu
* Removed Makua culture, merged into Southern Bantu
* Removed kavango culture, merged into Central Bantu
* Fixed some fuckups in decisions that formed vassal countries in Latin America.
* Added Ezequiel Zamora as a General for Federalist Venezuela. He’s Implacable and Sycophant.
* Added Jorge Sutherland as a General for the Sovereign State of the Zulia. He’s Audacious and a Natural Born Leader.
* Reshaped Ciudad Acuña province and repurposed as Monterrey in order to better represent the territorial divisions of 1836 Mexico.
* Rebalanced pops in Coahuila and Durango regions (Aguas Calientes.)
* Reshaped Zacatecas and Aguas Calientes.
* Modified Coahuila’s coastline to be more realistic.
* Changed Mexico’s presidential\_dictatorship name to Centralist Republic of Mexico.
* Fixed some positions in Yakutia.
* Fixed Krepost Ross purchase event.
* Inverted Geneva Convention’s infamy gain, now you lose 0.01 infamy when you sign the devil’s pact.
* Fixed an issue where ENG, RPL and COL cores weren’t getting removed from Seattle and Olympia.
* Fixed and rebalanced some events in goods.txt and ANON\_goods.txt
* Messed with the Karafuto decision, it shouldn’t show up again once you take it.
* Implemented new provinces to Oregon’s formation.
* Renamed MEX\_2149 from Coahuila to Tamaulipas.
* Added the following provinces: San Saba, Matagorda and Beaumont in Texas.
* Added the following regions: West Texas, Sinaloa and Nuevo Leon & Coahuila.
* Embellished Mexico’s coastline.
* Renamed 2288 Yuncos to Maynas, 133 Austin to Waterloo and 132 Houston to Washington on the Brazos.
* Fixed localization error with Edo culture being renamed to Farmlands
* Added new Texas provinces to Oil RGO events.
* Reworked the way country recognition works (CSA, Dagestan, Chechnya, etc) Now upon taking the decision, the player will be prompted with an event showcasing three options: Support, denounce or stay neutral.
* More names for Tatars, Tibetans, Mongols, Turkmen, Tajiks and a buncha other cultures, exported from CK2
* Added several flavor decisions for Texas, more coming.
* Added the Californio Revolt of 1836, led by Juan Bautista Alvarado.
* Reworked the Rio Grande Republic rebellion, more features to come in the near future.
* Fixed the formation of a vassal Dutch Antilles, as well as with other possible countries with the same issue due to shitty coding from my part.

V1.44C:

* Reworked the natives in North America, now they’re culturally divided (instead of having a generic culture like Native American Minor.) The subdivisions are: Desert, Plains, Pacific Coast, Atlantic Coast, South-East and Great Basin Indian.
* Reworked the natives in South America, renamed Guajiro to Northern Southamerican Native and gave them a wider range. Added a new culture: Chibchan, located in the Northern Andes where Quechuas are not present. Extended the range of Central American Natives.
* Reworked the conditions under which the player can expel turks as GRE; now the player can only expel turks if TUR doesn’t own Konya, Trabzon, Gjirokaster, Skopje and Plovdiv.
* Reworked the ‘An end to the Turkish Question’ decision/events, now instead of removing turks from province to province, the event will do it on a regional scale, reducing the event spam.
* Fixed the ‘Reform Gran Colombia’ as an American GP.
* Overhauled Cuba’s terrain.
* Fixed some localization errors for the ‘Recognize X State’ decisions.
* Fixed Texas initial political parties not going away (hopefully.)
* Added strait between Habana and Nueva Gerona.
* Renamed: Vila Bela (2417) to Diamantino, Corumba (3313) to Vila Bela
* Reshaped some provinces in the deep amazon and made them colonizable; Brazil will now claim them around 1855.
* Separated the Hawaiian Archipelago from the Central Pacific Islands with a new region.
* Enabled Norteno, Californio and Mormon cultures from gamestart.
* Reworked the Mormon exodus decision, it’s now an event (or series of events depending on the outcome.)
* Added tons of flavor events and decisions for Texas and California.
* Reworked the way north American minors request US statehood.
* Added a new formable nation: Aridoamerica. Spanning from California to Texas and Northern Mexico, this nation (and its propose irl counterpart) are a parallel of sorts to the proposed Cascadian Movement, but in the deserts of Northern Mexico and the Southwest US.
* Added oil to Maykop in 1910
* Fixed Russia not coring the North Caucasus in Ossetia.
* Made Pontecorvo and Benevento lose cores upon ITA’s unification.
* Fixed Russia not selling Fort Ross.
* Gave more names to the Llanero culture.
* Overhauled Tibet’s terrain.
* Overhauled Tibet’s territorial divisions and pops.
* Renamed the Tibetan Plateau region to Ü-Tsang.
* Added the following regions: Ngari, Kham, Arunachal.
* Added the following provinces: Gerze, Rutog, Tsongdu, Kumantag, Amdo, Nyingchi, Itanagar, Anini, Dartsedo.
* Gave Qinghai to Gansu and renamed the Qinghai region to Amdo, the whole Qinghai administrative region was created in 1928.

V1.44D:

* New flags for Fascist and Monarchy Tibet.
* Gave china several montane farmland terrain provinces in Yunnan and Guizhou
* Added the requisite of owning Texas to demand the 36 parallel as CSA.
* Reworked the Aridoamerica alliance and vassalization decisions.
* The player can now choose whether to accept or reject a GP building the Panama/Suez canal on their clay.
* Fixed Austin still being a port.
* Added a decision for Texas/Rio Grande to claim Texas/Rio Grande if either nation doesn’t exist.
* Added the following provinces: Xalapa in Veracruz, Hopelchen and Ciudad del Carmen in Yucatan, Holpatin in Belize, Carmelita in Guatemala. Olbia, Orisanto, Siracusa, Trapani, Agrigento and San Felipe, Comitan, Tenosique and Calakmul. Lappeeranta, Joensuu, Alakurtti. Dogubayazit, Mezereh, Igdir. Amapala. Huimanguillo, Pichucalco. Maqên, Khurnak Fort, Mazar, Baltit, Skardu. Phodrang, Phagri, Birgunj, Taulihawa, Dipayal.
* Added the following regions: Campeche, East Yucatan, Belize, Peten. Tabasco. Kola Peninsula, Bitlis, Harput, Sivas, Ganja, North Caucasia. East Himalaya.
* Added the following sea provinces: St. Lawrence River, Lower Don, Lower Volga and Danube Delta. Gulf of Fonseca.
* Added the following province pictures: Amapala. Thimpu. Kermanshah. Aqaba. Sokoto. Herat. Kandahar, Simla, Turkistan.
* Added the following cultures: Iranian Minor, Syriac-Aramean (Levantine Christians who were previously Mashriqi). Lur. Austroasiatic Minor, Cham. Chin, Himalayan Minor. Qiang. Druze and Alawites. Kashubian & Sorbian, renamed west\_slavic to Silesian.
* Renamed Manipuri to Purvanchal Hill Tribes.
* Renamed Tati-Talyshi to Caspian.
* Added the following religions: Syriac Orthodox Church. Alevism and Alawism
* Added the following countries: Luristsan, Mazandaran, Zafaranlu, Jelali, Mohammerah Emirate, Kunduz
* Added the following terrain types: Floodplain Farmlands, integrated into a bunch of provinces, mainly in Egypt, Mesopotamia, Timbuktu and India.
* Added Caspian and Lur pops to Persia, also reworked its population.
* Added a portage/canal-type province to the Welland Canal which connects Lake Ontario to Lake Eire.
* Added a canal-type province to the Volga-Don River system, the player can choose to build a canal there much like the Suez or Panama Canals, granting access to the Caspian sea; the AI will only build it in after 1948.
* New terrain type: High Plateau, mostly on Tibet and the Southern Andes.
* Added the following RGOs: Sugar, Spices, copper, lead.
* Added the following factories: Rum Distillery, Bronze Foundry, Bronze Artillery Factory.
* Modified the RGO change events to better fit the new RGOs.
* Added a new formable country: Andean Federation. Before Bolívar died, he had envisioned a united republic comprised of Gran Colombia, Bolivia and Peru. Now you can fulfill this ambition as either Gran Colombia or the Peru-Bolivia Confederacy (but only if you kept the confederacy alive or reformed the confederacy as Bolivia, for historical reasons Peru cannot form this union)
* Added a decision a-la Turkish Removal but for slaves in the Gran Colombia/Andean Federation: You can send all your ex-slaves to Haiti while vassalizing them.
* Added a decision to choose Andean Federation’s capital and primary culture.
* Added Rum distilleries to Maracay, Jagua, New Orleans and Recife.
* Changed Hispaniola’s tradegoods to sugar and terrain types to farmland hills and montane farmland.
* Added steel factory to Tunja.
* Fixed the Gran Colombia formation decision.
* Fixed several events in the Venezuela-UK Guyana arbitration.
* Reshaped Veracruz in Mexico.
* Nigger-rigged event 1999998025 (VNZ’s plea to the USA) to work as player USA. Sadly non-ai USA won’t get the event, but will still be able to play the game. I encountered an odd error here that makes the game randomly crash and sadly I haven’t found a proper solution for it.
* Overhauled the dismantling events for RUS, FRA, ENG, USA and TUR
* Plagiarized a bunch of cool inventions from PDM
* Added several new inventions for the new RGOS
* Plagiarized a bunch of cool techs from PDM
* Cracking (oil) can now be researched in the 1850’s
* Reshaped the following provinces: Bluefields, Puerto Lempira, Greytown.
* Added the following cultures: Karelian, Turkic Minor, Tati-Talyshi, Mizrahi, Laz.
* Added the following countries: Melikdoms of Khamsa, Tabasco Republic.
* Added Ingriyan cores to Ingriya (Previously unused.)
* Added decisions to rename stuff claimed by Greater Finland.
* Added a realistic lake Vygozero.
* Added a buildable canal connecting the Baltic and White Seas.
* Added the following province pictures: Arkhangelsk, Azores.
* Overhauled Anatolia with several new provinces and regions.
* Added a decision to annex California or Alta California diplomatically.
* Reworked the Greater Georgia and Armenia decisions
* Added gypsy pops to Armenia, Georgia and turkroachistan.
* Added impassable crossings all over the Caucasus, Zagros, Alborz, Hindu Kush and Kunlun.
* Added ‘developing academia’ tech-type to the ottomans and Caucasian principalities.
* EXPERIMENTAL: Rebalanced new RGO needs.
* Added chain of events for the French interventions in Mexico.
* Renamed Sayaxché to Santa Elena. Villahermosa to San Juan Bautista.
* Added a new government type: Provisional Government, it’s like a presidential dictatorship but it allows liberals and conservatives. It’s only used for Mexico during the 1855-1857 period.
* Enabled socialists to rule presidential dictatorships, and theocracies and monarchies to appoint fascist parties in their upper house.
* New cultures: Yucateco
* Made decision to annex the reformed USCA as GP Mexico.
* Rebalanced pops in Central America, added natives and negroes.
* Somewhat corrected Qinghai’s borders.
* Rebalanced pops in Tibet, Qinghai, Kashmir and Sikkim.
* Renamed Thimphu to Punakha since that city was made the capital of Bhutan in the 1950’s.
* Reworked mountain passes in the Himalayas and Pamir to better fit the new provinces.
* Added the Ante-Lebanon and Jabal Druze to terrain details.
* Added more Coptic pops in Egypt.
* Rebalanced Christian pops in the Levant.
* Rebalanced pops in the Kazakh Khanate.
* Rebalanced Hui pops in Xinjiang.
* Rebalanced pops in Indochina/south china to be more realistic.
* Rebalanced pops in Qinghai.
* Beautified the Aral Sea and Syr & Amur Darya rivers
* Remade terrain around the Urals.
* Split Iranian and Turanian cultures from the Iranian-Turanian group.
* Updated the Great Game events and decisions to better fit the new reworked central asia.
* Updated all the Persian, arab and great game events to better fit the reworked levant and Arabia.
* Integrated the following HPM submods: Steppe Wolfe and Israel Mod.Kredits to their respective creators.
* Added a machine parts factory to new york.
* Added a way for revolutionary countries (IE Hungary revolt, Taiping) to spawn armies faster (1 day), greatly increasing their chances of survival.
* New casus belli: Dismantle Factories, Take Puppet.
* Made new RGOS modular
* Reworked the way Russia annexes central Turkestan
* Plagiarized a bunch of Persian events and decisions from the Concert of Europe mod
* Made Congress Poland a Substate of Russia, they now get annexed in 1861 during the January Uprising.
* Fixed USCA’s starting army.

V1.44E:

* Made the American decision “manifest destiny” require nationalism and imperialism instead of state and government.
* Reworked the Dungan Revolt.
* Added the Treaties of Livadia and Chuguchak
* Added a buncha stupid provinces lol
* T\*rks now properly annex Annizah

ANON’s Historical Bloat Mod splits from HFM! For this, I’ll create a new version of the mod.

V0.0.1, checksum HICW :

* Anon’s HBM is borne, efficiently splitting from old HFM and introducing (as best as I could) the new HPM features missing from the main HFM mod since 2018, expect lots of errors! This version is made for testing as the porting IS NOT COMPLETE YET. Please do tell me about any bugs and errors.
* Also, no new RGO version yet.

V0.0.2, checksum IEZA:

* Fixed tons of errors from porting HPM
* Merged Coptic, Nestorian and Apostolic into Oriental Orthodox
* Merged Syriac and Maronite into Oriental Catholic
* Implemented the following terrain types: Dry Forest, Dry Forest Hills, Dry Forest Mountains, Desert Hills, Forest Hills, Jungle Hills.
* Added several new provinces to bloat the game with (Which also fixed the ghost units cleanup decision, don’t ask.)
* Gave Khiva a funny shape.

V0.0.3, checksum TTCD:

* Fixed even more porting errors.
* Changed unciv process percentages back to those used by HFM
* Changed the East India Company flags
* Made it so that the East India Company can now revolt against their masters
* Added a decision which enables Russia to help the East India Company shake off British Rule if they so happen to own Lhasa or border the EIC.
* Made Alaska a substate of Russia (like the East India Company to the UK)
* Raised pops in Alaska in order to make the country more playable.
* Gave TUR developing academia (20% tech research malus) and a way to get rid of the modifier by enacting the tanzimat reforms and having 90 prestige.
* Reduced the active time for the academic\_confusion malus (changing tech schools) from 10 years to 2.5 years.
* Added several new provinces to: Venezuela, Colombia.
* Added several new regions to: Colombia, Venezuela, Greenland & Iceland.
* Diamond Rush in Gran Sabana and the founding of Santa Elena de Uairen
* Rubber and oil event integration for the new provinces.
* Re-added the stupid modular new RGOs

V0.0.4, checksum n1gg3rs:

* Added several new provinces and regions to: Pannonian basin, Balkans, Ukraine.
* Added mountain passes to the Carpathians.
* New cultures: Rusyn, Vlach, Gagauz, Tuvan.
* Changed Russia’s Turkestan conquest CBs to give no infamy

V 1.44 BETA 0.7.9:

* Reverted back to HFM, couldn’t handle the heat (This is probably temporary)
* Added Liechtenstein to the list of eligible countries for the fort ross-alaska purchase
* Changed PLC’s fascist flag
* Reworked the way Russia conquers Turkestan, now they can conquer it even if they’re fallen from GP status
* Added a small 15 prestige boost for RUS as a test (they kept falling from GP status)
* Finally fixed Ft. Ross and Alaska not getting sold.
* Fixed Darjeeling’s lease events.
* Fixed some localization errors pertaining to Mexico.
* Fixed Aspen/Oro city changing RGO’s every 5 years.
* Fixed some terrain types in: Chernigov, Paraná, Orsha, Smolensk.
* Messed with Ireland’s political parties, now they should have varied policies.
* Re-enabled the starting options decisions which were somehow removed.
* Added the following provinces: Tepich.
* Added Yucatan republic and Caste War plotline.
* Fixed Natalia republic not spawning properly
* Removed Sonderbund from the ANON\_total\_war invention as they always won the war.
* Reduced RUS’ starting prestige a bit as they always surpassed other GPs
* Fixed bordergore when doing the Guadalupe-hidalgo treaty.
* Replaced civil war cb for Yucatan/Chan Santa Cruz with restore order. Hopefully it’ll properly annex the countries now.
* Fixed Russia having influence over a nonexistent Congress Poland
* Rebalanced pops in Zakarpatia.
* Replaced neutrality\_modifier for neutrality (also a modifier) fixing a bunch of events and decisions.
* Fixed rename Ft Ross decision.
* Fixed national\_awakening decision for Alaska.
* Fixed genocide/internment camps crash.
* Fixed the Jizya and Umar Pact mechanics.
* Fixed Debt System cooldown crashes.
* Fixed monthly substate payments.
* Fixed Neuchatel invalid tags spread along Switzerland events.
* Added an additional flag for the Oregon Treaty events which requires the Provisional Government of Oregon to exist in order to complete the plotline.
* Better integrated the Provisional Government of Oregon to the Oregon Treaty plotline.
* Modified the way HUN secedes from AUS during the Hungarian Revolution (again)
* Hungarian Revolution now fires properly.
* Updated the way Arab nations colonize the Empty Quarter.
* Added several new provinces: Neum, Herceg Novi, Korcula, Sušak, Kastav, Koper, Gradisca, Bakar, Kythira, Tolmezzo, Sumy, Ostrogozhsk, Sedovo, Chelm, Starodub, Mohács, Auschwitz, Skole, Krynica, Kolomiya, Nyasvizh, Kobryn, Nowe Miasto, Ostroda, Jansbork, Kamianets-Podilskyi, Chortkiv, Sagan, Gubin, Bautzen, Kandava, Orust, Laeso, Oldenburg in Holstein, Perekop, Yevpatoriya, Yalta, Feodosia, Oleshky.
* Added several new regions: Herzegovina, South Küstenland, Ionian Islands, Friuli, Western Slovakia, Vitebsk, Poltava, Chernigov, Kola and Fiume.
* Renamed Istria to North Küstenland.
* Redistributed Montenegrin provinces to Herzegovina and Southern Serbia.
* Added new province pictures: Fiume, Kamianets-Podilskyi, Poltava, Lutsk, Bilhorod Dnistrovskyi, Minsk, Grodno.
* Gave Serbia and Montenegro cores in Shkoder.
* For Taiping, ANON\_totalwar will only activate for non-AI players, removing the 100% chance of success against Qing.
* Renamed Romansch to Rhaetian as to better represent the Romansch, Ladins and Friulians spread along Switzerland-Austria-Eastern Italy, also distributed pops along said areas.
* Modified the borders along Russia-Belarus with Ukraine and added several new cores to the old Ukrainian Borderlands as to better represent the 19th century Ukrainian settlement in the Russian Empire.
* Fixed several missing country tags from CleanUp’s missing\_government\_flags decision.
* Re-enabled enabling\_crisis, modern\_central\_banking\_system\_flag, clean\_up\_crisis\_tension\_unciv decisions
* Re-rebalanced Unciv Reforms (basically removed civ progress % and copied most values from vanilla HFM)
* Re-enabled the ANON\_ancap decisions and events (concerning the EIC)
* Added more conditions for the EIC to declare independence from ENG.
* Fixed some localization errors for several ENG decisions.
* Re-enabled Congress Poland as a Substate of the Russian Empire, which will be absorbed upon a failed January revolution.
* Changed Transcaucasia’s primary culture to Russian.
* Added a higher chance for AI France to help Player Congress Poland during the January Revolution.
* Added a notification event from every GP and country supporting Congress Poland during the January Revolution, for RUS and CPL.
* A more liberal, democratically-oriented Russia now has the option to add Polish, Georgian and Armenian as accepted cultures upon researching mass politics.
* Fixed the following decisions: mallarino\_bidlack\_treatise, BRZ\_vassal\_of\_ENG\_resolution, ENG\_calcutta\_convention, reform\_C4R\_outside, fund\_fedayi
* Added more ship names for Yugoslavia
* Yugoslavia now needs biased\_multiculturalism to be created.
* Added the Voivodeship of Serbia and Banat, an autonomous crownland of the Habsburg Empire which revolts from Hungary during the Hungarian Revolution of 1848. It comes with a short questline which allows player Serbia to annex it.
* Removed Serbian cores in Habsburg territories.
* Added the following cultures: Danube Swabian, Carpathian German, Baltic German, Masurian, Criollo, Ukrainian, Karaite, Samaritan, Italo-Diaspora.
* Changed Banat’s primary culture to Danube Swabian.
* Changed Bukovina’s primary culture to Carpatian German.
* Added irl Serbian cores to Austria-Hungary dismantlement during a great war.
* Added several AI-exclusive events to reduce bordergore in Banat-Vojvodina-Baranya
* Changed Danzig’s terrain to urban.
* Gave Deutsche Krone province to Westpreussen region as to better reflect the borders of the era.
* Fixed the Tavolara Question decision.
* Fixed tons of malfunctioning events in ANON\_himalaya\_tibet\_events, ANON\_kebab\_events, ANON\_Cascadia\_n\_Alaska, ANON\_aridoamerica\_events
* Rebalanced pops around the former Polish-Lithuanian Commonwealth.
* Added a ton of different culture renaming decisions.
* Shuffled around several northern Russian provinces.
* Fixed a bunch of missing event modifiers.
* Fixed Maine Incident’s free peoples cb not covering all of Cuba.
* Fixed Kufra province being assigned to the wrong country by the desert reclamation event chain.
* Gave Austria cores on Galicia-Lodomeria and Bukovina, didn’t make sense they didn’t have those since those lands were part of the Austrian Crown.
* Re-enabled my custom Rio Grande Republic secession event.
* Re-enabled Reichstag conference.
* Overhauled the Krakow and Congress Poland uprisings.
* Added a Berlin-conference like event for the partitions of Poland, now a rebel player Posen, Congress Poland or Krakow can unite and form the Polish National Congress which, upon holding its capital Warsaw for 3 months during a war against Russia, Prussia and Austria, can call for a congress in hopes of undoing the partitions and getting some nice clay.
* Modified several CB’s to be disabled while the Congress on the Partitions of Poland is underway.
* Reworked the Ukrainian irredentist decision.
* Separated and seamlessly integrated the old Baltic governorate, it’s been split into 3 duchies: Livonia, Courland and Esthonia. All come with their flavor, and if they have an East German primary culture, can now form the United Baltic Duchy, allowing for more flavor and even a chance at forming Germany.
* Poland can now be ruled by the Habsburgs via special event during the Polish National Congress Revolt, won’t spoil it, but you’ll be able to create a special Habsburg Poland tag.
* Reworked pop religions in Belarus and Western Ukraine to have more Eastern Catholics, since historically the area’s full of them.
* Added a final goal for the Polish-Lithuanian Commonwealth: Forming the Polish-Lithuanian-Ruthenian Commonwealth as it was proposed in the 1600’s.
* Hopefully fixed the Yucatan event line.
* Increased the MTTH for Liechtenstein to obtain an offer for ft Ross. Also fixed the Ft. Ross and LSK sales not firing (again.)
* Removed some requirements for AI Russia to colonize central Asia in hopes of giving the braindead AI some chance at doing so.
* Streamlined the Ayutla Revolution Rebels.
* Added the following rebel types: Federalist (for a unitary PLC and conservative VNZ)
* Modified the Ober Ost decisions to include adding German cores to the conquered territories.
* Fixed the Perfect Fusion decision for Sardinia-Piedmont to include Peninsular Italians as accepted, instead of south-italians
* Fixed Volga-Don canal construction.
* Added the following terrain types: Jungle Farmlands, Forested Farmlands.
* Changed the terrain around Lithuania and Manaus-Belem Brazil to accommodate for the new terrain types.
* Added several new events and decisions for Poland-PLC, mainly for the dismantlement of Prussia.
* Modified the terrain types in the Low Countries to include floodplain farmlands.
* Fixed USA displaying a Monroe Doctrine CB against UK but being unable to use it.
* Changed North German pops in East Prussia and some provinces of West Prussia to Eastern German.
* Merged Carpathian Germans, Danube Swabians and Transylvanian Saxons into Eastern Germans and renamed them Auslands Deutsch.
* Added the following Seazones: Gulf of Danzig, Eastern Baltic Sea.
* Fixed irredentist conclusion for CAS\_from\_whitehorse\_and\_down assigning cores to Russia despite the player being a different tag.
* Fixed the Ayutla Revolution not ending properly.
* Fixed Italia Irredenta not giving cores in the Austrian Coastland.
* Enabled turn\_on\_government\_decisions again.
* Removed Austrian cores on Galicia-Lodomeria and Bucovina, it just didn’t work.
* Updated decisions using the flag government\_decisions\_on
* Corrected Greece not getting cores on Scutarion upon taking the Megali Idea.
* Re-rebalanced pops in Lithuania and Belarus
* Renamed Ukrainian to Malorussian and Rusyn to Starorussian (Galician Russophiles) as to better represent the pre-nationalistic Ukrainian pops.
* Increased Gibraltar’s province defense to 4, attrition to 2 and Malta’s defense to 3.5, attrition to 2 because why not.
* Added an assimilation modifier to drang\_nach\_osten and raised assimilation rates for immigration\_boom\_baltic.
* Lots of content for Poland: Unify Baltic Duchy, Habsburg-ruled Poland, forming a Scandinavian puppet, and much more.
* Reduced Yucatan’s bordergore by railroading the final annexation event to trigger if YUC is a vassal of Mexico, also revised and polished the Yucatan Plotline and Aridoamerican plotlines.
* Fixed dismantle factories CB and Great Game events.
* Added the following religions: Karaite Judaism, Samaritanism, Zaydi and Ismaili Islam, Jainism, Anabaptism, Atheism, Secularism.
* Reworked religious icons to look more like their counterparts from CK2/EU4.
* Reworked the Crimean Peninsula.
* Added Jews to India.
* Pops adhering to the Jewish religion are 3~6 times more prone to becoming communist.
* Pops adhering to the Jewish religion are 4-8 times more prone to becoming socialist.
* Slaves and Serfs are 3 times more prone to becoming socialist, and 2 times more prone to becoming communist.
* Added the option to create Israel in Crimea.
* Enabled Israel to claim Karaites and Samaritans.
* Made it more likely for Italian pops to migrate to Argentina; Japanese pops to Brazil, Argentina and Peru; Polish pops to Paraguay and Brazil; Chinese and Japanese pops to Peru; British, South Slavic and Germanic culture groups to Chile; Canarian, Andalusian, Spanish and Galician to Venezuela, Dominican Republic, Cuba and Puerto Rico; Christian and Muslim Levantines to (lesser degree) Venezuela, Dominican Republic, Cuba and Puerto Rico and (higher degree) to Mexico, Brazil, Central America, and Argentina; East Slavs to a free Alaska; Welsh to Argentina (and free Y Wladfla); Scots and Ulster Scots to Nova Scotia; Irish to Newfoundland; German pops to southern Brazil.
* Added and option to legalize polygamy in Israel as Fascists or Liberals.
* Reworked map and province terrain types in West Africa.
* Overhauled Madagascar to be more historicaly accurate, gave it the same treatment as Crimea, added province rename decisions, reworked terrain and provinces, more flavor decisions, etc.
* Added failsafe event for the Papal States, if they happen to own Rome but not Vatican Hill, the event will transfer Vatican to them.
* Fixed some stuff pertaining Italy and Ireland not getting their respective cores when taking some events/decisions in their plotlines. Should reduce bordergore.
* Lowered supply limits in dry montane grasslands, dry montane forests, dry forest hills and dry forests.
* Enable the creation of artillery to most Japanese minors.
* Fixed the second treaty of Erzurum decision between Persia and the roaches.
* Fixed issue where Italy was forming way too early.
* Fixed issue with South Tyrol compromise not including all Italian cultures.
* Fix map issue which allowed fleets to immediately travel to the coast of SEA.
* Fixed country flag missing from Neuchatel integration decision, causing Switzerland to annex it right at gamestart
* Fixed wrongly-placed pixels which were preventing some seazones from being properly used.
* Disabled fort and railroad 3d models as to increase late game performance
* Added PDM’s +50% infamy decay rates for uncivs, makes for annexing other uncivs a more pleasant experience in my opinion and it makes sense since nobody would bat an eye at a savage killing another savage.
* Added a failsafe event for AI Russia which reduces its infamy whenever they’re past 25 (since I don’t know the exact reason why AI Russia keeps going over the infamy limit.) This is a placeholder and will be removed whenever I find what’s going on. The infamy charts are as follows: 25~30 infamy, -10 reduced; 30~40 infamy, -20 reduced; 40+, -30 reduced.

Installation:

For V2 3.04. Delete old versions, drag & drop to your mods folder, make sure to also tick ***HFM v1.27i+***’s box since this is a submod. If you want some new experimental RGOs then tick the ANON\_RGO box.