

Modern Warships (MW) v 0.93 Balance Changes

T3 Equipment ENGLISH

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Missile Launchers

All Missile Launchers:

- Increased base durability (except for missiles that already had high durability) – Anti-aircraft now needs more time to destroy missiles. (See individual missiles for specific changes)

YJ-18B

- **Equipment Parameters (YJ-18B):**
 - Decreased base ammunition count from 16 to 14 (max: 24 → 21)
- **Projectile Parameters (YJ18B_Projectile):**
 - Increased base damage per projectile from 8000 to 11000 (max: 10400 → 14300)
 - Increased required flight altitude from 15 to 20
 - Increased overall speed and guidance (bulletGuidanceSpeed: 80 → 90, altitudeChangeSpeed: 2 → 3)
 - Increased durability from 25 to 90

Happy Swarmer (NYSwarmer)

- **Equipment Parameters (NY Swarmer):**
 - Increased base ammunition count from 14 to 15 (max: 21 → 23)
- **Projectile Parameters (NYSwarmer_Projectile):**
 - Increased base damage per projectile from 5000 to 6500 (max: 6500 → 8450)
 - Increased durability from 7 to 63

RIM-161 (SM-3)

- **Equipment Parameters (RIM161):**
 - Increased base ammunition count from 16 to 28
 - Increased base firing range from 6 km to 6.7 km (fireRange: 900 → 1000)
 - Decreased lock-on time from 0.5s to 0.4s (lockTimeMax: 0.5 → 0.4)
- **Projectile Parameters (RIM161_Projectile):**
 - Increased base damage per projectile from 9000 to 10000 (max: 11700 → 13000)
 - Increased overall speed and guidance (startSpeed: 100 → 110, speedChange: 60 → 80, bulletGuidanceSpeed: 100 → 110, startImpulse: 800 → 900, altitudeChangeSpeed: 2 → 3)
 - Increased durability from 90 to 180

Teseo MK2/E

- **Equipment Parameters (MK2E):**
 - Increased base ammunition count from 13 to 14 (max: 20 → 21)
 - Decreased lock-on time from 1.5s to 1.2s (lockTimeMax: 1.5 → 1.2)
- **Projectile Parameters (MK2E_Projectile):**
 - Increased base damage per projectile from 17500 to 20000 (max: 22750 → 26000)
 - Increased durability from 80 to 180

YJ-18

- **Equipment Parameters (YJ-18):**
 - Increased base ammunition count from 15 to 16 (max: 23 → 24)
 - Decreased base reload time from 9s to 8s (reloadTimeMax: 9 → 8)
- **Projectile Parameters (YJ18_Projectile):**
 - Increased overall speed and guidance (startSpeed: 15 → 20, maxSpeed (max): 227.500 → 234, speedChange: 35 → 45, bulletGuidanceSpeed: 50 → 90, altitudeChangeSpeed: 5 → 8)
 - Decreased required flight altitude from 15 to 12
 - Increased durability from 85 to 180

Kh-35

- **Equipment Parameters (X35):**
 - Decreased base ammunition count from 18 to 13
- **Projectile Parameters (X35_Projectile):**
 - Increased base damage per projectile from 10500 to 12000 (max: 13650 → 15600)
 - Increased durability from 75 to 95

RBS-15

- **Equipment Parameters (RBS-15):**
 - Increased base ammunition count from 10 to 11 (max: 15 → 17)
- **Projectile Parameters (RBS15_Projectile):**
 - Increased durability from 60 to 95

CHAMP

- **Equipment Parameters (CHAMP):**
 - Increased base ammunition count from 15 to 16 (max: 23 → 24)

P-700 Granit

- **Equipment Parameters (P-700 Granit):**
 - Decreased base ammunition count from 8 to 7 (max: 12 → 11)

GTX 690

- **Equipment Parameters (GTX690):**
 - Decreased lock-on time from 3s to 2.2s (lockTimeMax: 3 → 2.2)
 - Decreased base reload time from 25s to 19s (reloadTimeMax: 25 → 19)
- **Projectile Parameters (GTX690_Projectile):**
 - Increased overall speed
 - Increased explosion damage per hit from 100 to 150 (explosionDamage (max): 130 → 195)
 - Increased required flight altitude from 15 to 18
 - Increased durability from 200 to 250

MGM-140 NTACMS

- **Equipment Parameters (MGM-140 NTACMS):**
 - Decreased base ammunition count from 13 to 11 (max: 12 → 17) (*Note: original German max ammo seems to have a typo: 12 -> 17 is an increase, while base decreases. Assuming "max: 20 -> 17" or similar was intended if base decreased.*)
- **Projectile Parameters (MGM140NTACMS_Projectile):**
 - Increased overall speed (startSpeed: 25 → 40, speedChange: 65 → 70)

- Increased base damage per projectile from 8000 to 17500 (max: 10400 → 22750)
- Increased durability from 80 to 235
- **Spewer Projectiles (MGM140NTACMSSpewer_Projectile):**
 - Decreased damage per projectile from 4000 to 3000

Broomstick Rocket

- **Equipment Parameters (Broomstick Rocket):**
 - Increased base ammunition count from 14 to 15 (max: 21 → 23)
 - Increased base firing range from 6.7 km to 8 km (fireRange: 1000 → 1200)
 - Decreased lock-on time from 2s to 1.6s (lockTimeMax: 2 → 1.6)
 - Decreased base reload time from 11s to 10s (reloadTimeMax: 11 → 10)
- **Projectile Parameters (BroomstickRocket_Projectile):**
 - Increased overall speed (startSpeed: 20 → 40)
 - Increased base damage per projectile from 20000 to 24000 (max: 26000 → 31200)
 - Increased required flight altitude from 15 to 18
 - Increased durability from 50 to 190

YJ-12A

- **Equipment Parameters (YJ-12A):**
 - Decreased lock-on time from 2s to 1.8s (lockTimeMax: 2 → 1.8)
 - Decreased base reload time from 10s to 9.5s (reloadTimeMax: 10 → 9.5)
- **Projectile Parameters (YJ12A_Projectile):**
 - Increased overall speed (startSpeed: 20 → 40, speedChange: 60 → 80)
 - Increased base damage per projectile from 11000 to 13000 (max: 14300 → 16900)
 - Increased required flight altitude from 15 to 18
 - Increased durability from 85 to 95

S-500 Prometheus

- **Equipment Parameters (S500):**
 - Increased base ammunition count from 15 to 25 (max: 23 → 38)
 - Increased base firing range from 6.7 km to 7.3 km (fireRange: 1000 → 1100)
- **Projectile Parameters (S500_Projectile):**
 - Increased overall speed and guidance (speedChange: 40 → 50, bulletGuidanceSpeed: 120 → 125, startImpulse: 800 → 900, engineStartDelayMax: 0.8 → 0.6)
 - Increased base damage per projectile from 5200 to 6500 (max: 6760 → 8450)
 - Increased required flight altitude from 20 to 35
 - Increased durability from 40 to 95

Hycore

- **Equipment Parameters (Hycore):**
 - Decreased lock-on time from 2s to 1.8s (lockTimeMax: 2 → 1.8)
 - Decreased base reload time from 12.5s to 10s (reloadTimeMax: 12.5 → 10)
- **Projectile Parameters (Hycore_Projectile):**
 - Increased overall speed (speedChange: 30 → 40)
 - Increased durability from 40 to 180

ATMACA

- **Equipment Parameters (ATMACA):**
 - Decreased base ammunition count from 19 to 15 (max: 29 → 23)
 - Decreased delay between projectile launches from 0.5s to 0.4s (lauchDelayMax: 0.5 → 0.4)
 - Decreased lock-on time from 1.1s to 1s (lockTimeMax: 1.1 → 1)
- **Projectile Parameters (ATMACA_Projectile):**
 - Increased base damage per projectile from 10000 to 11500 (max: 13000 → 14950)
 - Increased overall speed (startSpeed: 10 → 20)
 - *(General durability increase for missiles)*

MANSUP-ER (MANSUPER)

- **Equipment Parameters (MANSUPER):**
 - Decreased base ammunition count from 16 to 15 (max: 24 → 23)
 - Decreased delay between projectile launches from 0.35s to 0.3s (lauchDelayMax: 0.35 → 0.3)
 - Decreased lock-on time from 1.5s to 1.3s (lockTimeMax: 1.5 → 1.3)
 - Decreased base reload time from 10s to 9s (reloadTimeMax: 10 → 9)
- **Projectile Parameters (MANSUPER_Projectile):**
 - Increased overall speed (maxSpeed (max): 279.500 → 292.500)
 - Increased base damage per projectile from 10500 to 11000 (max: 13650 → 14300)
 - Added explosion damage +150 per hit (explosionDamage (max): 0 → 195)
 - Set explosion radius to 500m
 - Increased durability from 50 to 115

Type 17 SSM

- **Equipment Parameters (Type 17 SSM):**
 - Decreased base ammunition count from 13 to 12 (max: 20 → 18)
 - Decreased lock-on time from 1.7s to 1.5s (lockTimeMax: 1.7 → 1.5)
 - Decreased base reload time from 10.5s to 10s (reloadTimeMax: 10.5 → 10)

- **Projectile Parameters (Type17SSM_Projectile):**
 - Increased overall speed (startSpeed: 20 → 30)
 - Increased base damage per projectile from 12000 to 13500 (max: 15600 → 17550)
 - Increased required flight altitude from 25 to 30
 - Increased durability from 70 to 95

3M-80M Moskit (MoskitM)

- **Equipment Parameters (MoskitM / P-270 Moskit-MVE):**
 - Decreased base ammunition count from 16 to 13
 - Decreased delay between projectile launches from 0.55s to 0.45s (lauchDelayMax: 0.55 → 0.45)
 - Decreased base reload time from 10s to 8.5s (reloadTimeMax: 10 → 8.5)
- **Projectile Parameters (MoskitM_Projectile):**
 - Increased overall speed
 - Increased required flight altitude from 25 to 30

Karambit

- **Equipment Parameters (Karambit):**
 - Increased base firing range from 8.3 km to 8.7 km (fireRange: 1250 → 1300)
 - Decreased lock-on time from 1.8s to 1.5s (lockTimeMax: 1.8 → 1.5)
 - Decreased base reload time from 11s to 10s (reloadTimeMax: 11 → 10)
- **Projectile Parameters (Karambit_Projectile):**
 - Increased base damage per projectile from 21000 to 23000 (max: 27300 → 29900)
 - Increased durability from 60 to 190

Maritime Strike

- **Equipment Parameters (Maritime Strike):**
 - Decreased base ammunition count from 16 to 14 (max: 24 → 21)
 - Decreased delay between projectile launches from 0.6s to 0.5s (lauchDelayMax: 0.6 → 0.5)
 - Decreased base reload time from 9.3s to 8.5s (reloadTimeMax: 9.3 → 8.5)
- **Projectile Parameters (MaritimeStrike_Projectile):**
 - Increased base damage per projectile from 11000 to 12000 (max: 14300 → 15600)
 - Added explosion damage +400 per hit (explosionDamage (max): 0 → 520)
 - Set explosion radius to 333.3m
 - Increased durability from 60 to 100

CVS401 Perseus

- **Equipment Parameters (CVS401Perseus):**
 - Decreased lock-on time from 2.5s to 2s (lockTimeMax: 2.5 → 2)
 - Decreased base reload time from 9.5s to 9s (reloadTimeMax: 9.5 → 9)
- **Projectile Parameters (CVS401Perseus_Projectile):**
 - Increased base damage per projectile from 20000 to 21000 (max: 26000 → 27300)
 - Increased durability from 100 to 230

Gabriel V

- **Equipment Parameters (Gabriel V):**
 - Decreased base ammunition count from 13 to 8 (max: 20 → 12)
 - Decreased base reload time from 15.5s to 14s (reloadTimeMax: 15.5 → 14)
- **Projectile Parameters (GabrielV_Projectile):**
 - Increased overall speed (startSpeed: 20 → 30)

HQ-26

- **Equipment Parameters (HQ-26):**
 - Increased base ammunition count from 19 to 32 (max: 29 → 48)
 - Decreased lock-on time from 0.35s to 0.3s (lockTimeMax: 0.35 → 0.3)
- **Projectile Parameters (HQ26_Projectile):**
 - Increased overall speed and guidance (startSpeed: 70 → 80, bulletGuidanceSpeed: 100 → 125, altitudeChangeSpeed: 10 → 15, bulletGuidanceSearchTargetCone: 0.75 → 0.8)
 - Increased base damage per projectile from 7000 to 7500 (max: 9100 → 9750)
 - Increased explosion damage per hit from 2000 to 2500 (explosionDamage (max): 2600 → 3250)
 - Increased required flight altitude from 60 to 65
 - Increased durability from 100 to 200

DF-17

- **Equipment Parameters (DF-17):**
 - Increased base ammunition count from 15 to 17 (max: 23 → 26)
 - Decreased base reload time from 10s to 9s (reloadTimeMax: 10 → 9)
- **Projectile Parameters (DF17_Projectile):**
 - Increased overall speed (startSpeed: 25 → 40)
 - Increased durability from 25 to 70

P-750 Meteorit-M

- **Equipment Parameters (P-750 Meteorit-M):**

- Increased base ammunition count from 14 to 16 (max: 21 → 24)
- **Projectile Parameters (P750MeteoritM_Projectile):**
 - Increased base damage per projectile from 20000 to 21500 (max: 26000 → 27950)
 - Increased overall speed (startSpeed: 15 → 30)
 - Increased durability from 60 to 80

Mako

- **Equipment Parameters (Mako):**
 - Decreased base reload time from 8.5s to 7.5s (reloadTimeMax: 8.5 → 7.5)
- **Projectile Parameters (Mako_Projectile):**
 - Increased detonation radius from 2 to 4
 - Added explosion damage from 0 to 400 (explosionDamage (max): 0 → 520)
 - Increased explosion radius from 10 to 50 (explosionRadius (max): 13 → 65)
 - Increased durability from 55 to 100

9K720 Iskander

- **Equipment Parameters (Iskander):**
 - Increased base ammunition count from 11 to 12 (max: 17 → 18)
 - Decreased lock-on time from 2s to 1.8s (lockTimeMax: 2 → 1.8)
 - Decreased base reload time from 14s to 13.5s (reloadTimeMax: 14 → 13.5)
- **Projectile Parameters (Iskander_Projectile):**
 - Increased overall speed (startSpeed: 10 → 25, maxSpeed (max): 390 → 377, speedChange: 80 → 90)

BrahMos-II

- **Equipment Parameters (BrahMos2):**
 - Decreased lock-on time from 2s to 1.5s (lockTimeMax: 2 → 1.5)
 - Increased delay between projectile launches from 0.5s to 1.5s (lauchDelayMax: 0.5 → 1.5)
- **Projectile Parameters (BrahMos2_Projectile):**
 - Increased overall speed (startSpeed: 20 → 40)
 - Increased durability from 40 to 100

SSM-750K Sea Dragon

- **Equipment Parameters (SSM750K):**
 - Increased base firing range from 6.7 km to 7.3 km (fireRange: 1000 → 1100)
- **Projectile Parameters (SSM750K_Projectile):**
 - Increased durability from 70 to 100

S-350 Vityaz

- **Equipment Parameters (S-350 Vityaz):**
 - Increased base ammunition count from 17 to 25 (max: 26 → 38)
- **Projectile Parameters (S350Vityaz_Projectile):**
 - Increased base damage per projectile from 12000 to 12500 (max: 15600 → 16250)
 - Increased required flight altitude from 30 to 40
 - Increased overall guidance (altitudeChangeSpeed: 12 → 14, bulletGuidanceSearchTargetCone: 0.75 → 0.8)
 - Increased durability from 90 to 190

X-51 Waverider

- **Equipment Parameters (X-51 / X51):**
 - Increased base ammunition count from 9 to 13 (max: 14 → 20)
 - Decreased base reload time from 25s to 22s (reloadTimeMax: 25 → 22)
- **Projectile Parameters (X51_Projectile):**
 - Increased durability from 7 to 15

NSM Block 1A

- **Equipment Parameters (NSM Block 1A):**
 - Decreased base ammunition count from 16 to 13 (max: 24 → 20)
- **Projectile Parameters (NSMBlock1A_Projectile):**
 - Increased base damage per projectile from 12750 to 13500 (max: 16575 → 17550)
 - Increased durability from 75 to 95

3M22 Zircon

- **Equipment Parameters (Zircon):**
 - Decreased lock-on time from 2s to 1.5s (lockTimeMax: 2 → 1.5)
- **Projectile Parameters (Zircon_Projectile):**
 - Increased base damage per projectile from 26500 to 28000 (max: 34450 → 36400)
 - Increased required flight altitude from 18 to 25
 - Increased overall guidance (bulletGuidanceSpeed: 80 → 100, startImpulse: 800 → 1000, altitudeChangeSpeed: 4 → 6)
 - Increased durability from 60 to 150

IDAS

- **Equipment Parameters (IDAS):**
 - Increased base ammunition count from 15 to 26 (max: 23 → 39)

- **Projectile Parameters (IDAS_Projectile):**
 - Increased overall speed (startSpeed: 20 → 40)
 - Increased durability from 60 to 95

Type 40 JHGV

- **Equipment Parameters (Type 40 JHGV / Type24SSM Weapon as Proxy):**
 - Increased base ammunition count from 13 to 14 (max: 20 → 21)
 - Decreased lock-on time from 1.9s to 1.5s (lockTimeMax: 1.9 → 1.5 for Type24SSM)
 - Decreased base reload time from 10.5s to 9s (reloadTimeMax: 10.5 → 9 for Type24SSM)
- **Projectile Parameters (Type24SSM_Projectile as Proxy for Type 40 JHGV):**
 - Increased overall speed
 - Increased base damage per projectile from 22000 to 23000 (max: 28600 → 29900)
 - Increased required flight altitude from 35 to 40
 - Increased durability from 45 to 180

ASN4G

- **Equipment Parameters (ASN4G):**
 - Increased base ammunition count from 11 to 12 (max: 17 → 18)
 - Decreased lock-on time from 2.5s to 2s (lockTimeMax: 2.5 → 2)
 - Decreased base reload time from 13.5s to 11s (reloadTimeMax: 13.5 → 11)
- **Projectile Parameters (ASN4G_Projectile):**
 - Increased durability from 35 to 250

YJ-21

- **Equipment Parameters (YJ-21 / YJ21):**
 - Decreased lock-on time from 2.5s to 2s (lockTimeMax: 2.5 → 2)
 - Decreased base reload time from 14.5s to 12s (reloadTimeMax: 14.5 → 12)
- **Projectile Parameters (YJ21_Projectile):**
 - Increased durability from 100 to 250

Pralay

- **Equipment Parameters (Pralay):**
 - Decreased delay between projectile launches from 0.5s to 0.35s (lauchDelayMax: 0.5 → 0.35)
 - Decreased base reload time from 11s to 9.5s (reloadTimeMax: 11 → 9.5)
- **Projectile Parameters (Pralay_Projectile):**
 - Increased overall speed (speedChange: 50 → 70)

Haeseong III

- **Equipment Parameters (HaeseongIII):**
 - Decreased lock-on time from 1.2s to 1s (lockTimeMax: 1.2 → 1)
 - Decreased base reload time from 12.5s to 11.5s (reloadTimeMax: 12.5 → 11.5)
- **Projectile Parameters (HaeseongIII_Projectile):**
 - Increased base damage per projectile from 22000 to 23500 (max: 28600 → 30550)
 - Increased required flight altitude from 25 to 35
 - Increased altitude change speed (altitudeChangeSpeed: 5 → 7)
 - Increased durability from 80 to 270

DF-12

- **Equipment Parameters (DF-12):**
 - Increased base ammunition count from 9 to 10 (max: 14 → 15)
- **Projectile Parameters (DF12_Projectile):**
 - Increased overall speed and guidance (startSpeed: 15 → 30, bulletGuidanceSpeed: 80 → 100)
 - Increased base damage per projectile from 30000 to 33000 (max: 39000 → 42900)
 - Increased durability from 200 to 270

RIM-174 (SM-6)

- **Equipment Parameters (RIM-174 SM6):**
 - Increased base ammunition count from 18 to 27 (max: 27 → 41)
- **Projectile Parameters (RIM174_Projectile):**
 - Increased overall speed and guidance (startImpulse: 800 → 1000, altitudeChangeSpeed: 2 → 4, bulletGuidanceSearchTargetCone: 0.75 → 0.8)
 - Increased base damage per projectile from 10000 to 11500 (max: 13000 → 14950)
 - Increased required flight altitude from 15 to 25
 - Increased durability from 125 to 240

SCALP Naval

- **Equipment Parameters (SCALP Naval / StormShadow Weapon as Proxy):**
 - Increased base ammunition count from 13 to 14 (max: 20 → 21)
 - Decreased lock-on time from 2s to 1.8s (lockTimeMax: 2 → 1.8 for StormShadow)
- **Projectile Parameters (StormShadow_Projectile as Proxy for SCALP Naval):**
 - Increased base damage per projectile from 22000 to 22500 (max: 28600 → 29250)
 - Increased durability from 150 to 250

HVGP (Block I)

- **Equipment Parameters (HVGP Block I):**
 - Increased base ammunition count from 14 to 15 (max: 21 → 23)
 - Decreased base reload time from 21s to 19s (reloadTimeMax: 21 → 19)
- **Projectile Parameters (HVGPBlock1_Projectile):**
 - Increased base damage per projectile from 20000 to 22500 (max: 26000 → 29250)
 - Increased durability from 20 to 40

Feitian-1

- **Equipment Parameters (Feitian-1 / Feitian1):**
 - Increased base ammunition count from 12 to 19 (max: 18 → 29)
 - Decreased lock-on time from 1s to 0.8s (lockTimeMax: 1 → 0.8)
- **Projectile Parameters (Feitian1_Projectile):**
 - Increased base damage per projectile from 20000 to 21000 (max: 26000 → 27300)
 - Increased overall guidance (startImpulse: 800 → 900, altitudeChangeSpeed: 4 → 5, bulletGuidanceSearchTargetCone: 0.75 → 0.8)
 - Increased required flight altitude from 18 to 27
 - Increased durability from 150 to 255

Wedge

- **Equipment Parameters (Wedge):**
 - Increased base ammunition count from 17 to 24 (max: 26 → 36)
 - Increased base firing range from 6.7 km to 7.3 km (fireRange: 1000 → 1100)
- **Projectile Parameters (Wedge_Projectile):**
 - Increased overall guidance (bulletGuidanceSpeed: 80 → 100)
 - Increased required flight altitude from 25 to 30
 - Increased durability from 80 to 140

P-900 Alfa

- **Equipment Parameters (P-900 Alfa / P900Alfa):**
 - Decreased delay between projectile launches from 0.35s to 0.3s (lauchDelayMax: 0.35 → 0.3)
- **Projectile Parameters (P900Alfa_Projectile):**
 - Increased durability from 50 to 88

P-500 Bazalt (Nuke)

- **Equipment Parameters (P-500 Bazalt (Nuke)):**
 - Increased base ammunition count from 8 to 10 (max: 12 → 15)
- **Projectile Parameters (P500BazaltNuke_Projectile):**

- Increased durability from 90 to 250

HyFly-2

- **Equipment Parameters (HyFly-2 / HyFly2):**
 - Increased base ammunition count from 9 to 11 (max: 14 → 17)
 - Decreased base reload time from 28s to 24.5s (reloadTimeMax: 28 → 24.5)
- **Projectile Parameters (HyFly2_Projectile):**
 - Increased base damage per projectile from 27000 to 29000 (max: 35100 → 37700)
 - Increased overall guidance
 - Increased durability from 15 to 30

HyFly-2 (Nuke)

- **Equipment Parameters (HyFly-2 (Nuke) / HyFly2Nuke):**
 - Increased base ammunition count from 8 to 9 (max: 12 → 14)
 - Decreased base reload time from 31s to 28s (reloadTimeMax: 31 → 28)
- **Projectile Parameters (HyFly2Nuke_Projectile):**
 - Increased overall speed and guidance (maxSpeed (max): 338 → 344.500, speedChange: 50 → 60)
 - Increased required flight altitude from 50 to 60
 - Increased durability from 50 to 60

RUM-139 Swarmer

- **Equipment Parameters (RUM-139 Swarmer / RUM139):**
 - Decreased base ammunition count from 17 to 15 (max: 26 → 23)
 - Decreased lock-on time from 2.2s to 1.7s (lockTimeMax: 2.2 → 1.7)
 - Decreased base reload time from 12.5s to 11.5s (reloadTimeMax: 12.5 → 11.5)
- **Missile Projectile (RUM139Missile_Projectile):**
 - Increased overall missile speed (startSpeed: 15 → 20, speedChange: 50 → 60)
 - Increased base damage per projectile from 6500 to 7500
 - Increased durability from 30 to 55
- **Torpedo Projectile (RUM139Torpedo_Projectile):**
 - Increased speed change from 7.8 Kn to 11.7 Kn
 - Increased durability from 4500 to 5000
 - Increased damage from 6500 to 7500

Type 07 SUM

- **Equipment Parameters (Type 07 SUM / Type07SUM):**
 - Decreased lock-on time from 2.6s to 2s (lockTimeMax: 2.6 → 2)

- Decreased base reload time from 11.3s to 10s (reloadTimeMax: 11.3 → 10)
- **Missile Projectile (Type07SUMMissile_Projectile):**
 - Increased overall missile speed (startSpeed: 15 → 25, speedChange: 50 → 60)
 - Increased base damage per projectile from 9500 to 11000
 - Increased durability from 50 to 80
- **Torpedo Projectile (Type07SUMTorpedo_Projectile):**
 - Increased speed change from 9.7 Kn to 13.6 Kn
 - Increased durability from 6000 to 6500
 - Increased damage from 9500 to 11000

YU-8

- **Equipment Parameters (YU-8 / YU8):**
 - Increased base ammunition count from 15 to 16 (max: 23 → 24)
 - Decreased lock-on time from 2s to 1.5s (lockTimeMax: 2 → 1.5)
 - Decreased base reload time from 13s to 12s (reloadTimeMax: 13 → 12)
- **Missile Projectile (YU8Missile_Projectile):**
 - Increased overall missile speed (startSpeed: 15 → 25, speedChange: 60 → 70)
 - Increased base damage per projectile from 21000 to 23000
 - Increased durability from 100 to 150
- **Torpedo Projectile (YU8Torpedo_Projectile):**
 - Increased speed change from 7.8 Kn to 11.7 Kn
 - Increased durability from 7000 to 13000
 - Increased damage from 21000 to 23000

Red Shark (324mm)

- **Equipment Parameters (Red Shark (324mm) / RedShark):**
 - Increased base ammunition count from 20 to 22 (max: 30 → 33)
 - Decreased base reload time from 9s to 8s (reloadTimeMax: 9 → 8)
- **Missile Projectile (RedSharkMissile_Projectile):**
 - Increased durability from 50 to 150
- **Torpedo Projectile (RedSharkTorpedo_Projectile):**
 - Increased speed change from 9.7 Kn to 13.6 Kn
 - Increased durability from 6500 to 12500

Seasentry (324mm)

- **Torpedo Projectile (ASMSeasentryTorpedo_Projectile):**
 - Increased speed change from 9.7 Kn to 13.6 Kn

UUM-125 Sea Lance

- **Equipment Parameters (UUM-125 Sea Lance):**
 - Increased base ammunition count from 11 to 16 (max: 16.500 → 24)
- **Missile Projectile (UUM125SeaLanceMissile_Projectile):**
 - Increased base damage per projectile from 12500 to 14000
 - Increased durability from 80 to 100
- **Torpedo Projectile (UUM125SeaLanceTorpedo_Projectile):**
 - Increased speed change from 13.6 Kn to 17.5 Kn

91RE1 Otvet

- **Equipment Parameters (91RE1 Otvet / PLRKOtvet):**
 - Increased base ammunition count from 15 to 22 (max: 23 → 33)
 - Decreased base reload time from 9.5s to 8.5s (reloadTimeMax: 9.5 → 8.5)
- **Missile Projectile (PLRKOtvetMissile_Projectile):**
 - Increased durability from 70 to 150
- **Torpedo Projectile (PLRKOtvetTorpedo_Projectile):**
 - Increased speed change from 5.8 Kn to 9.7 Kn
 - Increased durability from 4000 to 12500

Cannons

Mark-45 Mod 4B (127 mm)

- **Equipment Parameters (Mark45Mod4):**
 - Increased base firing range from 8.7 km to 9.3 km (fireRange: 1300 → 1400)
 - Increased base reload time from 2s to 4s (reloadTimeMax: 2 → 4)
- **Projectile Parameters (Mark45Mod4_Projectile):**
 - Increased base damage per projectile from 1730 to 3600 (max: 2249 → 4680)
 - Critical hit chance removed (criticalDamageChance: 0.2 → 0)
 - Increased max speed from 584 Kn to 681 Kn (maxSpeed (max): 390 → 455)

AK-130 (130 mm)

- **Equipment Parameters (AK130):**
 - Increased projectiles per salvo from 6 to 7 (lauchCnt: 6 → 7)
 - Decreased delay between projectile launches from 0.2s to 0.19s (lauchDelayMax: 0.2 → 0.19)
 - Increased base firing range from 8.7 km to 9.3 km (fireRange: 1300 → 1400)
 - Increased base reload time from 4s to 4.5s (reloadTimeMax: 4 → 4.5)
- **Projectile Parameters (AK130_Projectile):**
 - Ricochet ability at acute angle removed (ricochetAllowed: true → false)
 - Decreased base damage per projectile from 2200 to 2100 (max: 2860 → 2730)

- Increased max speed from 584 Kn to 681 Kn (maxSpeed (max): 390 → 455)
- Decreased projectile spread (spread: 0.005 → 0.004)

HPJ-38 (130 mm)

- **Equipment Parameters (HPJ38):**
 - Increased base firing range from 7.3 km to 8 km (fireRange: 1100 → 1200)
 - Increased base reload time from 3s to 3.5s (reloadTimeMax: 3 → 3.5)
- **Projectile Parameters (HPJ38_Projectile):**
 - Ricochet ability at acute angle removed (ricochetAllowed: true → false)
 - Increased base damage per projectile from 2300 to 3100 (max: 2990 → 4030)
 - Critical hit chance removed (criticalDamageChance: 0.2 → 0)
 - Increased max speed from 642 Kn to 739 Kn (maxSpeed (max): 429 → 494)

OTO Leonardo (127 mm)

- **Equipment Parameters (OTOLEonardo):**
 - Increased projectiles per salvo from 4 to 5 (lauchCnt: 4 → 5)
 - Increased base firing range from 10 km to 10.7 km (fireRange: 1500 → 1600)
- **Projectile Parameters (OTOLEonardo_Projectile):**
 - Decreased base damage per projectile from 3000 to 2700 (max: 3900 → 3510)
 - Increased max speed from 584 Kn to 681 Kn (maxSpeed (max): 390 → 455)

Mark 51 AGS (155 mm)

- **Equipment Parameters (Railgun as Proxy for Mark 51 AGS):**
 - Decreased preparation time before firing from 0.8s to 0.7s (preparingToFireDelayMax: 0.8 → 0.7 for Railgun)
 - Decreased base reload time from 6s to 5.8s (reloadTimeMax: 6 → 5.8 for Railgun)

A-192 Armat (130 mm)

- **Projectile Parameters (A192_Projectile):**
 - Increased max speed from 730 Kn to 778 Kn (maxSpeed (max): 487.500 → 520)
 - Decreased projectile spread

Koalitsiya-F (152 mm)

- **Projectile Parameters (Koalitsiya_Projectile):**
 - Increased base damage per projectile from 6250 to 6500 (max: 8125 → 8450)

Oerlikon GDF-4 (35 mm)

- **Projectile Parameters (OerlikonGDF4_Projectile):**
 - Increased base damage per projectile from 1000 to 1400 (max: 1300 → 1820)
 - Critical hit chance removed (criticalDamageChance: 0.4 → 0)
 - Added explosion damage +25 per hit (explosionDamage (max): 0 → 32.500)
 - Set explosion radius to 66.7m

Erlik-2050 (127 mm)

- **Equipment Parameters (UFSA2050):**
 - Decreased base reload time from 7.8s to 7.5s (reloadTimeMax: 7.8 → 7.5)

Sahi-209 Block-II

- **Equipment Parameters (Sahi209):**
 - Set to automatic fire instead of manual fire (lauchCnt: 1 → 5, clipSize: 5 → 1)
 - Decreased delay between projectile launches from 0.4s to 0.35s (lauchDelayMax: 0.4 → 0.35)
 - Decreased base reload time from 8.6s to 8s (reloadTimeMax: 8.6 → 8)
 - Increased overall accuracy (accuracyPerRotation: 0.1 → 0.06)
- **Projectile Parameters (Sahi209_Projectile):**
 - Increased base damage per projectile from 5000 to 5500 (max: 6500 → 7150)

Shogun (203mm)

- **Projectile Parameters (Shogun_Projectile):**
 - Increased detonation radius from 0 to 2 (detonateRadius: 0 → 2)
 - Added explosion damage from 0 to 1000 (explosionDamage (max): 0 → 1300)
 - Added explosion radius from 0 to 30 (explosionRadius (max): 0 → 39)

Bofors M/42 (152mm)

- **Equipment Parameters (BoforsM42):**
 - Decreased base reload time from 7.7s to 7s (reloadTimeMax: 7.7 → 7)

Centauro 155 (155 mm)

- **Equipment Parameters (Centauro155):**
 - Increased overall accuracy (accuracyPerRotation: 0.1 → 0.08)
 - Increased base reload time from 8s to 9.5s
- **Projectile Parameters (Centauro155_Projectile):**
 - Increased base damage from 18000 to 24000 (max: 23400 → 31200)

A-222 Bereg (130mm)

- **Projectile Parameters (A222Bereg_Projectile):**
 - Increased base damage per projectile from 15500 to 17000 (max: 20150 → 22100)
 - Decreased critical hit chance from 0.5 to 0.35

BAE Systems 155/39 TMF (155 mm)

- **Equipment Parameters (TFM155):**
 - Decreased delay between projectile launches from 0.7s to 0.5s (lauchDelayMax: 0.7 → 0.5)
 - Increased overall accuracy (accuracyPerFire: 0.23 → 0.2, accuracyPerRotation: 0.08 → 0.05)
- **Projectile Parameters (TFM155_Projectile):**
 - Increased base damage per projectile from 11500 to 13000 (max: 14950 → 16900)
 - Decreased critical hit chance from 0.4 to 0.25

Dana-M2 (152 mm)

- **Equipment Parameters (DanaM2):**
 - Decreased delay between projectile launches from 0.6s to 0.4s (lauchDelayMax: 0.6 → 0.4)
 - Increased overall accuracy (accuracyPerRotation: 0.08 → 0.06)
- **Projectile Parameters (DanaM2_Projectile):**
 - Increased base damage per projectile from 10500 to 11000 (max: 13650 → 14300)

H/PJ-45B

- **Equipment Parameters (HPJ45B):**
 - Increased base firing range from 7 km to 7.3 km (fireRange: 1050 → 1100)
- **Projectile Parameters (HPJ45B_Projectile):**
 - Increased base damage per projectile from 2150 to 2550 (max: 2795 → 3315)
 - Added explosion damage +50 per hit (explosionDamage (max): 0 → 65)
 - Set explosion radius to 66.7m
 - Increased detonation radius to target from 13.3m to 26.7m
 - Increased max speed from 681 Kn to 778 Kn (maxSpeed (max): 455 → 520)

A-220M (57mm)

- **Equipment Parameters (A220M):**
 - Increased base firing range from 6 km to 6.7 km (fireRange: 900 → 1000)
 - Increased overall accuracy (accuracyPerFire: 0.085 → 0.075)
- **Projectile Parameters (A220M_Projectile):**
 - Added explosion damage +75 per hit (explosionDamage (max): 0 → 97.500)

- Set explosion radius to 66.7m

H/PJ-29 (76mm)

- **Equipment Parameters (HPJ29):**
 - Decreased magazine size from 150 to 50 (clipSize: 150 → 50)
 - Decreased base reload time from 22s to 18s (reloadTimeMax: 22 → 18)
- **Projectile Parameters (HPJ29_Projectile):**
 - Increased base damage per projectile from 1100 to 1800 (max: 1430 → 2340)
 - Decreased critical hit chance from 0.3 to 0.25
 - Set detonation radius to target to 20m

JRVG-1 (76 mm)

- **Equipment Parameters (JRVG1):**
 - Decreased magazine size from 100 to 50 (clipSize: 100 → 50)
 - Decreased base reload time from 15.5s to 13s (reloadTimeMax: 15.5 → 13)
 - Increased projectile spread (accuracyPerFire: 0.1 → 0.12)
- **Projectile Parameters (JRVG1_Projectile):**
 - Increased base damage per projectile from 1150 to 1850 (max: 1495 → 2340)
 - Added explosion damage +25 per hit (explosionDamage (max): 0 → 32.500)
 - Set explosion radius to 66.7m

Mark 42 (127 mm)

- **Equipment Parameters (Mark42):**
 - Decreased base reload time from 17s to 14s (reloadTimeMax: 17 → 14)

RG-32 Mk1 (150mm)

- **Projectile Parameters (RG32_Projectile):**
 - Increased base damage per projectile from 30000 to 36000 (max: 39000 → 46800)
 - Critical hit chance removed (criticalDamageChance: 0.2 → 0)

MONARC (155 mm)

- **Projectile Parameters (Monarc_Projectile):**
 - Increased base damage per projectile from 22000 to 26000 (max: 28600 → 33800)

Cupid Railgun (155mm)

- **Projectile Parameters (CupidRailgun_Projectile):**
 - Increased base damage per projectile from 18000 to 21000 (max: 23400 → 27300)

EDU Railgun (155 mm)

- **Projectile Parameters (EDURailgun_Projectile):**
 - Increased base damage per projectile from 7500 to 7800 (max: 9750 → 10140)
 - Set critical hit chance from 0 to 0.2 (criticalDamageChance: 0 → 0.2)

Mark-71 (203 mm)

- **Equipment Parameters (Mark71):**
 - Increased base firing range from 10 km to 10.7 km (fireRange: 1500 → 1600)

EMRG Konig (180 mm)

- **Projectile Parameters (MRPGKonigEMRG_Projectile):**
 - Increased base damage per projectile from 23000 to 26500 (max: 29900 → 34450)
 - Decreased explosion damage per hit from 750 to 500 (explosionDamage (max): 975 → 650)

Mark 45 Mod 5 Dual (127 mm)

- **Equipment Parameters (Mark45Mod5Dual):**
 - Increased base firing range from 9.7 km to 10 km (fireRange: 1450 → 1500)
 - Decreased base reload time from 7.2s to 7s (reloadTimeMax: 7.2 → 7)
- **Projectile Parameters (Mark45Mod5Dual_Projectile):**
 - Set critical hit chance from 0 to 0.2 (criticalDamageChance: 0 → 0.2)

MKE 76 (76 mm)

- **Equipment Parameters (MKE76):**
 - Set to automatic fire instead of manual fire (lauchCnt: 15 → 1)
 - Decreased projectiles per salvo from 15 to 1 (*already covered by lauchCnt change*)
 - Increased magazine size from 5 to 50 (clipSize: 5 → 50)
 - Increased base firing range from 6 km to 7.3 km (fireRange: 900 → 1100)
 - Decreased base reload time from 19s to 17s (reloadTimeMax: 19 → 17)
 - Decreased weapon overhear (overheatPerShot: 0.0667 → 0.05, overheatCooling: 4 → 3)
 - Decreased overall accuracy (accuracyPerRotation: 0.06 → 0.065)
- **Projectile Parameters (MKE76_Projectile):**
 - Increased base damage per projectile from 1000 to 1850 (max: 1300 → 2405)
 - Critical hit chance removed (criticalDamageChance: 0.3 → 0)
 - Increased explosion damage from 50 to 100 (max: 65 → 130)

EMRG (120 mm)

- **Equipment Parameters (EMRG):**
 - Increased overall accuracy (accuracyStabilizationSpeed: 0.4 → 0.5, accuracyPerRotation: 0.04 → 0.02)
- **Projectile Parameters (EMRG_Projectile):**
 - Increased max speed from 894.9 Kn to 972.8 Kn (maxSpeed (max): 598 → 650)

Grenade Launchers

All Torpedo Launchers (applies to grenade launchers that can fire torpedoes, like RUM-139 etc.):

- Increased base durability – on average, it is now harder to destroy torpedoes with a single salvo from a grenade launcher.
- Increased speed change and start speed.
- Decreased base reload time by an average of 1 second.

RUR-5B ASROC

- **Equipment Parameters (RUR5BSROC):**
 - Decreased base reload time from 9s to 8.5s (reloadTimeMax: 9 → 8.5)
 - Increased overall accuracy (accuracyStabilizationSpeed: 0.35 → 0.38)

RBU-2500 (212 mm)

- **Equipment Parameters (RBU2500):**
 - Increased base ammunition count from 17 to 23 (max: 25.500 → 34.500)
 - Increased base firing range from 6 km to 6.7 km (fireRange: 900 → 1000)
- **Projectile Parameters (RBU2500_Projectile):**
 - Increased base damage per projectile from 950 to 1100 (max: 1235 → 1430)
 - Decreased explosion radius from 25 to 15 (explosionRadius (max): 32.500 → 19.500)

RUR-5C ASROC

- **Equipment Parameters (RUR-5C ASROC / RUR5CASROC):**
 - Increased base ammunition count from 18 to 20 (max: 27 → 30)
 - Decreased delay between projectile launches from 0.24s to 0.22s (lauchDelayMax: 0.24 → 0.22)

A-22 (140 mm)

- **Equipment Parameters (A22):**
 - Increased base ammunition count from 13 to 17
- **Projectile Parameters (A22_Projectile):**

- Can now target underwater targets (destroyInWater: true → false)
- Critical hit chance removed (criticalDamageChance: 0.2 → 0)

FQF-6000

- **Equipment Parameters (FQF-6000 / FQF6000):**
 - Increased base ammunition count from 15 to 17 (max: 22.500 → 25.500)
 - Increased overall accuracy (accuracyStabilizationSpeed: 0.45 → 0.5)

H/JJ30-8-300 (300 mm)

- **Equipment Parameters (H/JJ30-8-300 / HJJ30):**
 - Increased base ammunition count from 8 to 10 (max: 12 → 15)
 - Increased overall accuracy (accuracyPerFire: 0.35 → 0.25, accuracyPerRotation: 0.1 → 0.07)
 - Decreased critical hit chance from 0.3 to 0.2 (*Projectile parameter*)
- **Projectile Parameters (HJJ30_Projectile):**
 - Decreased critical hit chance from 0.3 to 0.2 (criticalDamageChance: 0.3 → 0.2)

Fireworks Launcher (NYMLRS)

- **Equipment Parameters (NYMLRS):**
 - Increased overall speed 234 → 260
 - Increased projectiles per salvo from 4 to 6 (lauchCnt: 4 → 6)
 - Decreased delay between projectile launches from 0.5s to 0.45s (lauchDelayMax: 0.5 → 0.45)
 - Decreased base ammunition count from 14 to 12 (max: 21 → 18)
 - Increased base firing range from 6.7 km to 7.3 km (fireRange: 1000 → 1100)
 - Decreased base reload time from 9.5s to 9s (reloadTimeMax: 9.5 → 9)
- **Projectile Parameters (NYMLRS_Projectile):**
 - Increased durability from 20 to 40

Type 726-4A

- **Equipment Parameters (Type7264A):**
 - Increased base ammunition count from 13 to 14
 - Increased overall accuracy (accuracyPerRotation: 0.1 → 0.08)

Roketsan ASW

- **Equipment Parameters (Roketsan ASW):**
 - Increased base ammunition count from 23 to 24

CH-901

- **Equipment Parameters (CH-901 / CH901Launcher):**
 - Decreased delay between projectile launches from 0.35s to 0.3s (lauchDelayMax: 0.35 → 0.3)
 - Increased base ammunition count from 12 to 14 (max: 18 → 21)
 - Decreased base reload time from 11.5s to 10.5s (reloadTimeMax: 11.5 → 10.5)
 - Increased base firing range from 6.7 km to 7.3 km (fireRange: 1000 → 1100)
- **Projectile Parameters (CH901Drone_Projectile):**
 - Increased base damage per projectile from 7000 to 9000
 - Increased durability from 40 to 100

Pumpkin Launcher (375pm)

- **Equipment Parameters (Pumpkin Launcher / PumpkinLauncher):**
 - Increased base ammunition count from 17 to 21 (max: 25.500 → 31.500)
 - Decreased base reload time from 7.2s to 7s (reloadTimeMax: 7.2 → 7)
- **Projectile Parameters (PumpkinLauncher_Projectile):**
 - Increased base damage per projectile from 3500 to 3750 (max: 4550 → 4875)

RPK-1 Vikhr

- **Equipment Parameters (RPK-1 Vikhr / RPK1Vihr):**
 - Decreased base reload time from 14.5s to 11s (reloadTimeMax: 14.5 → 11)
 - Increased base ammunition count from 10 to 11 (max: 15 -> 16.500)
- **Projectile Parameters (RPK1Vihr_Projectile):**
 - Increased base damage per projectile from 11500 to 17000 (max: 14950 → 22100)
 - Increased durability from 100 to 125

M270 MLRS (270mm)

- **Equipment Parameters (M270 MLRS / M270Launcher):**
 - Increased projectiles per salvo from 4 to 6 (lauchCnt: 4 → 6)
 - Decreased lock-on time from 1.5s to 1.25s (lockTimeMax: 1.5 → 1.25)
 - Decreased base reload time from 10.5s to 10s (reloadTimeMax: 10.5 → 10)
- **Projectile Parameters (M270Launcher_Projectile):**
 - Increased base damage per projectile from 4500 to 5000 (max: 5850 → 6500)
 - Increased detonation radius to target from 20m to 26.7m
 - Increased overall speed (maxSpeed (max): 201.500 → 214.500)

C-AS

- **Equipment Parameters (C-AS / CAS):**
 - Decreased delay between projectile launches from 0.35s to 0.3s (lauchDelayMax: 0.35 → 0.3)
 - Decreased lock-on time from 1.4s to 0.8s (lockTimeMax: 1.4 → 0.8)
 - Increased base ammunition count from 14 to 16 (max: 21 → 24)
- **Projectile Parameters (CAS_Projectile):**
 - Increased base damage per projectile from 10500 to 11500 (max: 13650 → 14950)
 - Increased overall speed (startSpeed: 20 → 30, maxSpeed (max): 240.500 → 260, speedChange: 60 → 70)
 - Increased durability from 60 to 120

PKX-B (130mm)

- **Equipment Parameters (LIGNex1 as Proxy):**
- **Projectile Parameters (LIGNex1_Projectile as Proxy):**
 - Increased base damage per projectile from 6500 to 8000 (max: 8450 → 10400)
 - Increased overall speed (startSpeed: 8 → 15, maxSpeed (max): 208 → 234)
 - Increased durability from 30 to 60

SR-5 122/300

- **Equipment Parameters (SR-5 122/300 / SR5_122 or SR5_300):**
 - Increased base ammunition count from 12 to 14 (max: 18 → 21 for SR-5 122/300 Weapon)
- **SR5_122_Projectile:**
 - Can now target underwater targets (destroyInWater: true → false)
- **SR5_300_Projectile:**
 - Increased base damage per projectile from 4000 to 4500 (max: 5200 → 5850)
 - Increased durability from 50 to 80
 - Can now target underwater targets (destroyInWater: true → false)

Astros II MK6

- **Equipment Parameters (Astros II MK6 / AstrosIIMK6):**
 - Increased base ammunition count from 11 to 16 (max: 16.500 → 24)
 - Decreased base reload time from 11.5s to 8.5s (reloadTimeMax: 11.5 → 8.5)
- **Projectile Parameters (AstrosIIMK6_Projectile):**
 - Increased base damage per projectile from 5250 to 5750 (max: 6825 → 7475)
 - Increased overall speed (maxSpeed (max): 221 → 247, speedChange: 65 → 80)
 - Increased durability from 35 to 60

TRG-230 (230 mm)

- **Equipment Parameters (TRG-230):**
 - Increased base ammunition count from 10 to 11 (max: 15 → 17)

Fire Dragon 480

- **Equipment Parameters (Fire Dragon 480 / FireDragon480):**
 - Set to automatic fire instead of manual fire (lauchCnt: 1 → 2, clipSize: 2 → 1)
 - Decreased lock-on time from 1.7s to 1.5s (lockTimeMax: 1.7 → 1.5)
 - Decreased base ammunition count from 12 to 11 (max: 18 → 16.500)
 - Increased base firing range from 10 km to 10.7 km (fireRange: 1500 → 1600)
 - Decreased base reload time from 13s to 10.5s (reloadTimeMax: 13 → 10.5)
- **Projectile Parameters (FireDragon480_Projectile):**
 - Increased overall speed (startSpeed: 10 → 15, maxSpeed (max): 351 → 377)

Ikara (324mm)

- **Equipment Parameters (Ikara (324mm) / Ikara):**
 - Increased base ammunition count from 18 to 19 (max: 27 → 28.500)
 - Increased base firing range from 6 km to 6.7 km (fireRange: 900 → 1000)
 - Decreased base reload time from 10s to 9.5s (reloadTimeMax: 10 → 9.5)
- **Missile Projectile (IkaraMissile_Projectile):**
 - Increased overall missile speed (startSpeed: 20 → 30, speedChange: 45 → 50)
 - Increased base damage per projectile from 16000 to 18000
 - Increased missile durability from 100 to 150
- **Torpedo Projectile (IkaraTorpedo_Projectile):**
 - Increased speed change from 7.8 Kn to 11.7 Kn
 - Increased durability from 6000 to 12500
 - Increased damage from 16000 to 18000

RBU-10000 (300 mm)

- **Equipment Parameters (RBU-10000 (300 mm)):**
 - Increased base ammunition count from 13 to 14 (max: 19.500 → 21)
- **Torpedo Projectile (RBU10000Torpedo_Projectile):**
 - Increased speed change from 9.7 Kn to 13.6 Kn
 - Increased durability from 1000 to 4000
 - Increased damage from 7000 to 8000

Torpedo Launchers

All Torpedo Launchers:

- Increased base durability – on average, it is now harder to destroy torpedoes with a single salvo from a grenade launcher.
- Increased speed change and start speed.
- Decreased base reload time by an average of 1 second.

53-65K (533 mm)

- **Equipment Parameters (TA5365 as Proxy):**
 - Decreased reload time from 16.5s to 14s (reloadTimeMax: 16.5 → 14)
- **Projectile Parameters (TA5365_Projectile):**
 - Increased max speed from 87.5 Kn to 97.3 Kn (maxSpeed (max): 58.500 → 65)
 - Increased base damage per projectile from 24000 to 24500 (max: 31200 → 31850)
 - Increased start speed from 5 to 6
 - Increased speed change from 3 to 5
 - Increased durability from 9000 to 17000

Mark 48 (533 mm)

- **Equipment Parameters (Mark48):**
 - Decreased reload time from 12s to 10s (reloadTimeMax: 12 → 10)
- **Projectile Parameters (Mark48_Projectile):**
 - Increased max speed from 97.3 Kn to 107 Kn (maxSpeed (max): 65 → 71.500)
 - Increased start speed from 5 to 6
 - Increased speed change from 3 to 5
 - Increased durability from 9000 to 17000

A244 SLWT (324 mm)

- **Equipment Parameters (A244SLWT):**
 - Increased base ammunition count from 22 to 24 (max: 33 → 36)
 - Decreased lock-on time from 1.5s to 1.3s (lockTimeMax: 1.5 → 1.3)
 - Increased base firing range from 7.3 km to 8 km (fireRange: 1100 → 1200)
 - Decreased reload time from 9.5s to 7.5s
- **Projectile Parameters (A244SLWT_Projectile):**
 - Increased detonation radius to target from 13.3m to 20m
 - Increased start speed from 5 to 6
 - Increased speed change from 5 to 7
 - Increased durability from 6000 to 18500

Type 12 SSM (U)

- **Equipment Parameters (Type12):**

- Decreased lock-on time from 1.7s to 1.5s (lockTimeMax: 1.7 → 1.5)
- Increased base firing range from 8.3 km to 8.7 km (fireRange: 1250 → 1300)
- Decreased reload time from 11s to 9s
- **Projectile Parameters (Type12_Projectile):**
 - Increased base damage per projectile from 8500 to 9500 (max: 11050 → 12350)
 - Increased detonation radius to target from 13.3m to 20m
 - Increased start speed from 6 to 7
 - Increased speed change from 6 to 8

Yu-7 (324 mm)

- **Equipment Parameters (YU-7 / YU7):**
 - Increased base ammunition count from 16 to 17 (max: 24 → 25.500)
 - Decreased reload time from 13.5s to 10.5s
- **Projectile Parameters (YU7_Projectile):**
 - Increased detonation radius to target from 13.3m to 20m
 - Increased speed change from 4 to 7
 - Increased durability from 6000 to 9500

UGST Futlyar (533 mm)

- **Equipment Parameters (UGSTPhysic):**
 - Decreased lock-on time from 3s to 2.5s (lockTimeMax: 3 → 2.5)
 - Increased base firing range from 8 km to 9.3 km (fireRange: 1200 → 1400)
 - Decreased reload time from 18s to 15s
- **Projectile Parameters (UGSTPhysic_Projectile):**
 - Increased base damage per projectile from 28000 to 28500 (max: 36400 → 37050)
 - Increased start speed from 4 to 5
 - Increased speed change from 6 to 8
 - Increased durability from 10000 to 18500

Spearfish (533 mm)

- **Equipment Parameters (Spearfish):**
 - Decreased lock-on time from 2.5s to 2s (lockTimeMax: 2.5 → 2)
 - Decreased reload time from 20s to 17.5s
- **Projectile Parameters (Spearfish_Projectile):**
 - Increased start speed from 4 to 5
 - Increased speed change from 4 to 6
 - Increased durability from 12000 to 19000

Black Shark

- **Equipment Parameters (BlackShark):**
 - Decreased delay between projectile launches from 0.8s to 0.6s (lauchDelayMax: 0.8 → 0.6)
 - Decreased lock-on time from 2.8s to 2.3s (lockTimeMax: 2.8 → 2.3)
 - Decreased reload time from 17s to 14s
- **Projectile Parameters (BlackShark_Projectile):**
 - Increased start speed from 3 to 4
 - Increased speed change from 8 to 10
 - Increased durability from 8500 to 9500

Akya (533mm)

- **Equipment Parameters (Akya):**
 - Increased base ammunition count from 13 to 17 (max: 20 → 26)
 - Decreased reload time from 14.5s to 13s
- **Projectile Parameters (Akya_Projectile):**
 - Increased start speed from 3 to 4
 - Increased durability from 12500 to 18000

Mark-45 ASTOR (483mm)

- **Equipment Parameters (Mark-45 ASTOR / Mark45Astor):**
 - Increased base ammunition count from 9 to 10 (max: 14 → 15)
 - Decreased lock-on time from 2.5s to 2s (lockTimeMax: 2.5 → 2)
 - Decreased reload time from 21.5s to 18s
- **Projectile Parameters (Mark45Astor_Projectile):**
 - Increased base damage per projectile from 38000 to 39000 (max: 49400 → 50700)
 - Increased start speed from 2 to 3
 - Increased speed change from 5 to 7
 - Increased durability from 15000 to 20000

Torped 62 (533 mm)

- **Equipment Parameters (Torped 62 / Torped62):**
 - Increased base ammunition count from 11 to 13 (max: 17 → 20)
 - Decreased reload time from 15s to 14s
- **Projectile Parameters (Torped62_Projectile):**
 - Increased start speed from 8 to 9
 - Increased speed change from 10 to 11

Poison Torpedo

- **Equipment Parameters (Poison Torpedo / PoisonTorpedo):**
 - Increased base ammunition count from 16 to 18 (max: 24 → 27)
 - Decreased reload time from 12.5s to 11.5s
- **Projectile Parameters (PoisonTorpedo_Projectile):**
 - Increased start speed from 6 to 7
 - Increased speed change from 6 to 8
 - Increased durability from 11000 to 20000

Autocannons

MK-46 (30 mm)

- **Equipment Parameters (MK46):**
 - Increased base firing range from 4.7 km to 5.3 km (fireRange: 700 → 800)

Oerlikon Millennium (35 mm)

- **Equipment Parameters (OerlikonMillenium):**
 - Increased base firing range from 4 km to 4.7 km (fireRange: 600 → 700)

OTO Marlin 40 (40 mm)

- **Equipment Parameters (OTOMarlin):**
 - Decreased base reload time from 6s to 5s (reloadTimeMax: 6 → 5)

3M-47 Gibka (Anti-Tank)

- **Projectile Parameters (GibkaNPK_Projectile):**
 - Increased max speed from 389.1 Kn to 583.7 Kn

H/PJ-17 (30 mm)

- **Equipment Parameters (HPJ17):**
 - Decreased delay between projectile launches from 0.5s to 0.45s (lauchDelayMax: 0.5 → 0.45)
 - Increased base firing range from 4.8 km to 5.7 km (fireRange: 720 → 850)
 - Increased overall accuracy (accuracyPerFire: 0.1 → 0.08)
- **Projectile Parameters (HPJ17_Projectile):**
 - Increased max speed from 486.4 Kn to 680.9 Kn
 - Increased start speed from 250 to 350

Seahawk Sigma (30 mm)

- **SeahawkSigma_Cannon:**

- Increased overall accuracy (accuracyPerFire: 0.1 → 0.08)

RAPIDFire (40 mm)

- **Projectile Parameters (RapidFire_Projectile):**
 - Increased base damage per projectile from 130 to 150 (max: 169 → 195)

Type 30 JEAG Block1 (40 mm)

- **Equipment Parameters (Type30JEAGBlock1):**
 - Increased base firing range from 3 km to 3.3 km (fireRange: 450 → 500)
 - Increased overall accuracy (accuracyPerFire: 0.1 → 0.08)

Bofors 40/L70 Mk.3 (40 mm)

- **Projectile Parameters (BoforsL70MK3_Projectile):**
 - Increased base damage per projectile from 275 to 325 (max: 357.500 → 422.500)

Oerlikon Skyranger Buckshot

- **Projectile Parameters (OerlikonSkyrangerBuckshot_Projectile):**
 - Increased base damage per projectile from 65 to 75 (max: 84.500 → 97.500)

Anti-Aircraft

All AA Cannons and Lasers:

- Decreased projectile spread.

All AA Cannons:

- Increased base firing range.

All AA Missiles:

- Adjusted guidance power.

Type 730C

- **Type730C_Cannon:**
 - Decreased magazine size from 100 to 75 (clipSize: 100 → 75)
 - Increased base firing range from 300 to 350
- **Projectile Parameters (Type730C_Projectile):**
 - Increased base damage per projectile from 22 to 42 (max: 28.600 → 54.600)
 - Decreased spread from 0.15 to 0.13

- **Type730C_Missile:**

- Increased overall speed (startSpeed: 90 → 80, maxSpeed (max): 169 → 208, speedChange: 50 → 60)
- Increased base damage per projectile from 425 to 500 (max: 552.500 → 650)
- Increased detonation radius to target from 13.3m to 16.7m
- Decreased base reload time from 7.5s to 6.5s (reloadTimeMax: 7.5 → 6.5)
- Adjusted guidance power (bulletGuidanceSpeed: 40 → 30, bulletGuidanceSearchTargetCone: 0.8 → 0.9)

Garpun (30mm) (ZRKGarpun)

- **ZRKGarpun_Cannon:**

- Decreased magazine size from 75 to 50 (clipSize: 75 → 50)
- Increased base firing range from 350 to 400

- **Projectile Parameters (ZRKGarpun_Projectile):**

- Increased max speed from 680.9 Kn to 729.6 Kn (maxSpeed (max): 455 → 487.500)
- Increased base damage per projectile from 30 to 40 (max: 39 → 52)
- Increased detonation radius from 16.7m to 20m
- Decreased spread from 0.15 to 0.12

- **ZRKGarpun_Missiles (ZRKGarpun_Missile_Projectile):**

- Increased base damage per projectile from 325 to 600
- Adjusted guidance power (bulletGuidanceSpeed: 50 → 30, bulletGuidanceSearchTargetCone: 0.8 → 0.9)

Pantsir-M (30 mm)

- **PantsirM_Cannon:**

- Decreased magazine size from 100 to 75 (clipSize: 100 → 75)
- Increased base firing range from 300 to 350

- **Projectile Parameters (PantsirM_Projectile):**

- Increased base damage per projectile from 24 to 44 (max: 31.200 → 57.200)
- Decreased spread from 0.15 to 0.13

- **PantsirM_Missiles (PantsirM_Missile_Projectile):**

- Increased overall speed (maxSpeed: 140 → 150, speedChange: 40 → 70)
- Increased base damage per projectile from 550 to 800
- Increased detonation radius to target from 13.3m to 16.7m
- Decreased base reload time from 9s to 5.5s (reloadTimeMax: 9 → 5.5)
- Increased base firing range from 2.7 km to 2.8 km
- Adjusted guidance power (bulletGuidanceSpeed: 40 → 30, bulletGuidanceSearchTargetCone: 0.8 → 0.92)

Kashtan-M (30 mm)

- **KashtanM_Cannon:**
 - Decreased magazine size from 100 to 75 (clipSize: 100 → 75)
 - Increased base firing range from 350 to 380
- **Projectile Parameters (KashtanM_Projectile):**
 - Increased base damage per projectile from 19 to 32 (max: 25 → 42)
 - Decreased spread from 0.3 to 0.14
- **KashtanM_Missiles (KashtanM_Missile_Projectile):**
 - Increased overall speed (maxSpeed: 120 → 130)
 - Increased base damage per projectile from 500 to 800
 - Increased base firing range from 2.3 km to 2.7 km
 - Decreased detonation radius from 2 to 1
 - Adjusted guidance power (bulletGuidanceSearchTargetCone: 0.8 → 0.92)

JRNG-6 CIWS

- **JRNG6_Cannon:**
 - Decreased magazine size from 100 to 75 (clipSize: 100 → 75)
 - Decreased base reload time from 6s to 4.5s (reloadTimeMax: 6 → 4.5)
 - Increased base firing range from 330 to 380
- **Projectile Parameters (JRNG6_Projectile):**
 - Increased base damage per projectile from 24 to 40 (max: 31.200 → 52)
 - Decreased spread from 0.15 to 0.13
- **JRNG6_Missiles (JRNG6_Missile_Projectile):**
 - Increased base damage per projectile from 340 to 350
 - Decreased base reload time from 6s to 5s (reloadTimeMax: 6 → 5)
 - Decreased detonation radius from 2.5 to 2
 - Adjusted guidance power (bulletGuidanceSearchTargetCone: 0.8 → 0.9)

H/PJ-11 (30 mm) ^hpj-11

- **Equipment Parameters (Type1130):**
 - Decreased magazine size from 200 to 150 (clipSize: 200 → 150)
- **Projectile Parameters (Type1130_Projectile):**
 - Increased max speed from 632.3 Kn to 680.9 Kn (maxSpeed (max): 422.500 → 455)
 - Increased base damage per projectile from 25 to 40 (max: 32.500 → 52)
 - Decreased spread from 0.25 to 0.14

Type 1130 AESA (30 mm)

- **Equipment Parameters (Type1130AESA):**
 - Decreased magazine size from 200 to 175 (clipSize: 200 → 175)
- **Projectile Parameters (Type1130AESA_Projectile):**
 - Increased max speed from 680.9 Kn to 729.6 Kn (maxSpeed (max): 455 → 487.500)
 - Increased base damage per projectile from 25 to 40 (max: 32.500 → 52)
 - Decreased spread from 0.15 to 0.13

3M89 Palash (30 mm) (ZRAKPalash)

- **Equipment Parameters (ZRAKPalash_Cannon):**
 - Decreased magazine size from 125 to 100 (clipSize: 125 → 100)
 - Increased base firing range from 350 to 375
- **Projectile Parameters (ZRAKPalash_Projectile):**
 - Increased max speed from 680.9 Kn to 729.6 Kn (maxSpeed (max): 455 → 487.500)
 - Increased base damage per projectile from 34 to 58 (max: 44.200 → 75.400)
 - Decreased spread from 0.15 to 0.13

CIWS-II (30mm) (LIGNex1CIWS2)

- **Equipment Parameters (LIGNex1CIWS2):**
 - Decreased magazine size from 100 to 75 (clipSize: 100 → 75)
 - Increased base firing range from 340 to 375
- **Projectile Parameters (LIGNex1CIWS2_Projectile):**
 - Increased max speed from 739.3 Kn to 778.2 Kn (maxSpeed (max): 494 → 520)
 - Increased base damage per projectile from 29 to 37 (max: 37.700 → 48.100)
 - Decreased spread from 0.15 to 0.13

Type 2030 (30 mm)

- **Equipment Parameters (Type2030):**
 - Decreased magazine size from 175 to 150 (clipSize: 175 → 150)
 - Increased base firing range from 330 to 350
- **Projectile Parameters (Type2030_Projectile):**
 - Increased base damage per projectile from 25 to 33 (max: 32.500 → 42.900)
 - Decreased spread from 0.15 to 0.13

JM61-RFS Dual (20 mm)

- **Equipment Parameters (JM61RFSDual):**
 - Decreased magazine size from 150 to 125 (clipSize: 150 → 125)

- Increased base firing range from 375 to 400
- **Projectile Parameters (JM61RFSDual_Projectile):**
 - Increased base damage per projectile from 32 to 35 (max: 41.600 → 45.500)
 - Decreased spread from 0.2 to 0.13

Silent Hunter

- **Equipment Parameters (SilentHunter):**
 - Decreased magazine size from 200 to 175 (clipSize: 200 → 175)
 - Decreased base reload time from 9s to 8s (reloadTimeMax: 9 → 8)
- **Projectile Parameters (SilentHunter_Projectile):**
 - Decreased spread from 0.15 to 0.09

Helios Laser

- **Projectile Parameters (HeliosLaser_Projectile):**
 - Increased base damage per projectile from 35 to 40 (max: 45.500 → 52)
 - Increased detonation radius to target from 13.3m to 16.7m
 - Decreased spread from 0.15 to 0.09

ANSEQ-3

- **Equipment Parameters (ANSEQ3):**
 - Decreased magazine size from 200 to 175 (clipSize: 200 → 175)
- **Projectile Parameters (ANSEQ3_Projectile):**
 - Increased base damage per projectile from 30 to 32 (max: 39 → 41.600)
 - Decreased spread from 0.15 to 0.1

THEL

- **Equipment Parameters (THEL):**
 - Decreased magazine size from 125 to 100 (clipSize: 125 → 100)
- **Projectile Parameters (THEL_Projectile):**
 - Increased base damage per projectile from 26 to 38 (max: 33.800 → 49.400)
 - Decreased spread from 0.15 to 0.09

Excalibur PERHEL (ExcaliburLaser)

- **Equipment Parameters (ExcaliburLaser):**
 - Decreased magazine size from 175 to 150 (clipSize: 175 → 150)
 - Decreased base reload time from 4.5s to 4s (reloadTimeMax: 4.5 → 4)
- **Projectile Parameters (ExcaliburLaser_Projectile):**
 - Increased base damage per projectile from 24 to 40 (max: 31.200 → 52)

- Increased detonation radius to target from 13.3m to 20m
- Decreased spread from 0.15 to 0.08

Oerlikon HEL

- **Projectile Parameters (OerlikonHEL_Projectile):**
 - Increased base damage per projectile from 42 to 52 (max: 54.600 → 67.600)
 - Decreased spread from 0.15 to 0.09

HELMA-P

- **Projectile Parameters (HELMAP_projectile):**
 - Increased base damage per projectile from 50 to 51
 - Decreased spread from 0.125 to 0.09

Myriad CIWS (25 mm)

- **Equipment Parameters (Myriad):**
 - Decreased magazine size from 100 to 75 (clipSize: 100 → 75)
- **Projectile Parameters (Myriad_Projectile):**
 - Decreased spread from 0.17 to 0.13

Sea RAM

- **Equipment Parameters (SeaRAM):**
 - Decreased base reload time from 5s to 4s (reloadTimeMax: 5 → 4)
 - Increased base firing range from 2.5 km to 2.7 km (fireRange: 370 → 400)
- **Projectile Parameters (SeaRAM_Projectile):**
 - Increased overall speed (maxSpeed (max): 143 → 169)
 - Increased base damage per projectile from 500 to 550 (max: 650 → 715)
 - Decreased detonation radius from 2 to 1
 - Adjusted guidance power (bulletGuidanceSpeed: 50 → 30, bulletGuidanceSearchTargetCone: 0.8 → 0.95)

RIM-7 Sea Sparrow

- **Equipment Parameters (RIM7):**
 - Decreased base reload time from 6.5s to 6s (reloadTimeMax: 6.5 → 6)
 - Increased base firing range from 2.8 km to 3 km (fireRange: 420 → 450)
- **Projectile Parameters (RIM7_Projectile):**
 - Increased base damage per projectile from 1200 to 1500 (max: 1560 → 1950)
 - Decreased detonation radius from 2 to 1
 - Adjusted guidance power (bulletGuidanceSearchTargetCone: 0.8 → 0.92)

M-22 Uragan

- **Equipment Parameters (Uragan):**
 - Increased base firing range from 2.8 km to 3 km (fireRange: 420 → 450)
- **Projectile Parameters (Uragan_Projectile):**
 - Decreased detonation radius from 2 to 1.5
 - Adjusted guidance power (bulletGuidanceSearchTargetCone: 0.8 → 0.95)

HQ-10 (FL-3000N)

- **Equipment Parameters (HHQ10):**
 - Decreased base reload time from 4.5s to 3.5s (reloadTimeMax: 4.5 → 3.5)
 - Increased base firing range from 2.7 km to 2.8 km (fireRange: 400 → 425)
- **Projectile Parameters (HHQ10_Projectile):**
 - Increased base damage per projectile from 825 to 950 (max: 1072.500 → 1235)
 - Adjusted guidance power (bulletGuidanceSpeed: 40 → 30, bulletGuidanceSearchTargetCone: 0.8 → 0.95)

Crotale R440

- **Equipment Parameters (CrotaleR440):**
 - Decreased base reload time from 6.3s to 5.5s (reloadTimeMax: 6.3 → 5.5)
 - Increased base firing range from 2.7 km to 2.8 km (fireRange: 400 → 425)
- **Projectile Parameters (CrotaleNG_Projectile as Proxy for R440):** (*CrotaleNG is the more modern version*)
 - Adjusted guidance power (bulletGuidanceSpeed: 40 → 30, bulletGuidanceSearchTargetCone: 0.8 → 0.86)

Sea Dart

- **Equipment Parameters (SeaDart):**
 - Decreased delay between projectile launches from 0.35s to 0.3s (lauchDelayMax: 0.35 → 0.3)
 - Decreased base reload time from 6s to 5.5s (reloadTimeMax: 6 → 5.5)
- **Projectile Parameters (SeaDart_Projectile):**
 - Increased base damage per projectile from 800 to 850 (max: 1040 → 1105)
 - Decreased detonation radius from 3.5 to 3
 - Adjusted guidance power (bulletGuidanceSpeed: 90 → 35, bulletGuidanceSearchTargetCone: 0.8 → 0.9)

Roland 2

- **Projectile Parameters (Roland2_Projectile):**

- Increased base damage per projectile from 800 to 1100 (max: 1040 → 1430)
 - Decreased detonation radius from 2.5 to 2
 - Adjusted guidance power (bulletGuidanceSpeed: 40 → 35, bulletGuidanceSearchTargetCone: 0.8 → 0.9)
-

Ekranoplan

RF Loon (Project-903)

- **Unit Parameters:**
 - Can now perform a slow turn in place (thrusters: 0 → 0.6)

Pan Spatial Argonas

- **Unit Parameters:**
 - Can now perform a slow turn in place (thrusters: 0 → 0.3)
-

Changes and errors excepted.