List of Changes/Updates:

**1) Modified Units Gfx and fixed Civilopedia Large and Small icons as well as unit 32 file as follows**:

FOOT UNITS (NON COMBAT)

-Vietcong Settler is Vietnamese Settler by Plotinus

-Vietcong Signal Engineer is Vietnamese worker by Plotinus

-Civil Engineer is (Civilian) Generic worker by Navy DAWG

-Prisoner of War (both versions) are Chaingang worker by Plotinus

FOOT UNITS (COMBAT)

-NVA Home Guard Bn is NVA Infantry by Gary Childress

-NVA Rifle Company is NVA Infantry by Gary Childress

-NVA Sapper Company is Jungle Fighter by Gary Childress

-NVA Heavy Weapons Plt is Mortar Infantry by Crist2000

-Vietcong Rifle Company is Vietcong AK-47(v2) by Gary Childress

-Vietcong Sapper Company is Vietcong AK-47(v1) by Gary Childress

-Vietcong Regional Force Company is NVA Infantry by Sween32 with civ colors removed by wolf\_66

-US Infantry Company is US Army Rifle Coy by Gary Childress

-US Airborne Infantry Company is US Army Rifle Coy (No Flak Vest) by Gary Childress

-US Green Beret Company is Green Beret Coy by Gary Childress

-US Ranger Fireteam (LRRP) is LRRP Det by Gary Childress

-USMC Rifle Company is USMC Rifle Coy by Gary Childress

-Combat Engineer Company is a combination of Military Engineer by Navy DAWG and Modern Infantry by Balou with civ colors removed by wolf\_66

-USAF Security is US jeep by Wyrmshadow

-CIA Operative Team is modern (Turkish) infantry by Gary Childress

-ARVN Rifle Company (M1) is US Rifleman by Firaxis with civ colors removed by wolf\_66

-ARVN Rifle Company (M16) is ARVN Rifle Coy by Gary Childress

-ARVN Paratroop Company is ARVN Para Coy by Gary Childress

-ARVN Ranger Company is ARVN Ranger Coy by Gary Childress

-Popular Force Rifle Platoon is a modified version (creator unknown) of Parachutiste by Balou

-Regional Force Rifle Co is Peacekeeper by Balou with helmet color modified by wolf\_66

-RVN Marine Rifle Company is Marine by Firaxis with civ colors removed by wolf\_66

-ROKMC Rifle Company is RoK Marine Coy by Gary Childress

-ANZAC Rifle Company is Modern Infantry by Balou (Tan version) with civ colors removed by wolf\_66

VEHICLES

-BTR-40 APC is BTR-40 (green) by Wyrmshadow

-BTR-50PK is BTR-50 (green) by Wyrmshadow

-BTR-60PB APC is BTR-60 (green) by Wyrmshadow

-BTR-152 APC is BTR-152 (green) by Wyrmshadow

-JSU-122 Assault Tank is JSU-122 by Wyrmshadow

-PT-76 Amphibious Tank is PT-76 (green) by Wyrmshadow

-T-34-85 MBT is T-34-85 (green) by Wyrmshadow

-T-54 MBT is T-54-55 by Wyrmshadow

-T-55 MBT is T-55 (v2 green) by Wyrmshadow

-Type 63 APC is PT-76 (green) by Wyrmshadow

-Type 63 Light Tank PT-76 (green) by Wyrmshadow

-Type 59 MBT is Type 59 by Wyrmshadow

-SU-76 Antitank is SU-76 by Ripptide

-Armed jeep (used as USAF security) by Wyrmshadow

-M113ACAV by Wyrmshadow

-M41A3 is M24 by Wyrmshadow

-M48A3 is M48A5 by Ripptide with civ colors removed by wolf\_66

-M551 is M551 by Wyrmshadow, recolored by Ares de Borg

-Centurion Mk5 MBT is Centurion by Wyrmshadow

AA ARTILLERY

-37mm Flak Emplacement/Battery is Zis 23mm AA Truck by Wyrmshadow

-57mm Flak Emplacement/Battery ZSU57 Flak is ZSU-57 by Wyrmshadow

-88-100mm Flak Emplacement/Battery is 88mm AT Gun by Wyrmshadow

-SA-2 Battery is SA-2 by Wyrmshadow

FIELD ARTILLERY

-VC base Camp is MG Bunker (creator unknown)

-Vietcong 107mm Rockets is Nebelwefer by Wyrmshadow

-Vietcong 122mm Rockets is BM-13 Katyusha v2 (Green) by Wyrmshadow

-Vietcong 140mm Rockets is BM-21 Grad (Green) by Wyrmshadow

-75mm pack gun Battery is Zis3 76mm by Wyrmshadow

-122mm field gun battery is D-30 122mm (towed version) by Gwendoline

-130mm howitzer battery is 152mm howitzer (v2) by Wyrmshadow

-M102 105mm Howitzer battery is M102 (towed version) by Gwendoline

-M115 155mm mm Howitzer battery is 155mm Long Tom by Wyrmshadow

-M107 is M12 SP field arty by Wyrmshadow

PLANES & HELICOPTERS

-NVAF MiG-15 is J-2 (Chinese copy of MiG-15) by Wyrmshadow

-NVAF MiG-17 is J-5 (Chinese copy of MiG-17) by Wyrmshadow

-NVAF MiG-19 is J-6 (Chinese copy of MiG-19) by Wyrmshadow

-NVAF MiG-21 is MiG-21 by Wyrmshadow

-NVAF Il-28 is H-5 (Chinese coy of Il-28) by Wyrmshadow

-A-1H (USAF-VNAF)) is A-1 (Air Force) by Wyrmshadow

-A-1H (USN) is A-1 (Navy) by Wyrmshadow

-A-1J (USN) is A-1 (Navy) by Wyrmshadow

-A-4C (USN) is A-4E (Navy) by Wyrmshadow

-A-4E (USN) is A-4E (Navy) by Wyrmshadow

-A-4F (USN) is A-4E (Navy) by Wyrmshadow

-A-6A (USN) is A-6 by Wyrmshadow

-A-6B (USN) is A-6 by Wyrmshadow

-A-6C (USN) is A-6 by Wyrmshadow

-A-7A (USN) is A-7 (Navy- early) by Wyrmshadow

-A-7B (USN) is A-7 (Navy- early) by Wyrmshadow

-A-7E (USN) is A-7 (Navy- late, camo 1) by Wyrmshadow

-A-37A (USAF-VNAF) is A-37 by Wyrmshadow

-A-37B (USAF-VNAF) is A-37 by Wyrmshadow

-AC-47 (USAF-VNAF) is AC-47 by Wyrmshadow

-AC-130 (USAF) is AC-130 by Wyrmshadow

-B-52 (USAF) is B-52 (SE camo) by Wyrmshadow

-C-130 (USAF-VNAF) is C-130 (SE camo) by Wyrmshadow

-F-4B (USN) is F-4B by Wyrmshadow

-F-4C (USAF) is F-4E (2nd version) by Wyrmshadow

-F-4E (USAF) is F-4E (1st version) by Wyrmshadow

-F-4G (USAF) is RF-4C by Wyrmshadow

-F-4J(USN) is F-4J by Wyrmshadow

-EF-4C (USAF) is RF-4C by Wyrmshadow

-F-5C (USAF-VNAF) is F-5E aggressor by Wyrmshadow

-F-8C (USN) is F-8E by Wyrmshadow

-F-8D (USN) is F-8E by Wyrmshadow

-F-8E (USN) is F-8E by Wyrmshadow

-F-8H (USN) is F-8J by Wyrmshadow

-F-8J (USN) is F-8J by Wyrmshadow

-F-100D (USAF)is F-100D by Wyrmshadow

-F-100F (USAF) is F-100D by Wyrmshadow

-F-105D (USAF) is F-105D by Wyrmshadow

-EF-105F (USAF) is F-105D by Wyrmshadow

-F-105G (USAF) is F-105D by Wyrmshadow

-T-28 (VNAF) is AT-28 by Wyrmshadow

-AH-1 Gunship is AH-1W by Ripptide with civ colors removed by wolf\_66

-CH-47 is ACH-47 by Ripptide with civ colors removed by wolf\_66

-UH-1 Gunship is UH-1 by BeBro with civ colors removed by wolf\_66

-UH-1 Slick is UH-1 by BeBro with civ colors removed by wolf\_66

-OH-6A is is AH-6 Ripptide with civ colors removed by wolf\_66

SHIPS

-Kitty Hawk class CVA is Nimitz CVN by Wyrmshadow

-Forrestal class CVA is Forrestal CV by Wyrmshadow

-Midway class CVA is Essex CVA (Modernized) by Wyrmshadow

-Essex class CVA is Essex CVA (Modernized) by Wyrmshadow

-USS Canberra is Baltimore class cruiser by Wyrmshadow

-USS Boston is Baltimore class cruiser by Wyrmshadow

-USS Saint Paul is Baltimore class cruiser by Wyrmshadow

-USS Newport News is Des Moines class cruiser by Vingrjoe

-Carrier Battle Group is a multiple unit by wolf\_66: combination of Albany CG and CF Adams DDG by Vingrjoe

-Destroyer Squadron is a multiple unit by wolf\_66: combination of 2 Fletcher DD by Wyrmshadow

-Radar Picket Escort is Destroyer Escort by Wyrmshadow

-Junk

-Trawler is Tramp Steamer by Wyrmshadow

APPARENTLY UNUSED

-Napalm Payload

-Battalion is General (v2) by Navy DAWG

**2) Other modifications and fixes**:

CIVILOPEDIA

Fixed description and link in US Airborne Company Civilopedia entry (uncorrectly reporting this unit is autoproduced by III MAF HQ)

Modified (for clarity) US Green Beret and ranger Civilopedia keys

Modified Civilopedia keys to suit new or modified units as per section 1 above

Added Civilopedia text for all wonders

TERRAIN & INTERFACE

Modified US/South Vietnam civ color to better look with ingame units

Modified terrain and terrainbuilding (detailed credits to follow)

**3) Suggestions**

-Add more 1 or 2 more A-6A at start at yankee station

-Fix A-6A production. At present A-6A can neither be produced nor auto-produced, while both A-6B and C are auto-produced. In TVW there are only 2 preplaced A-6A units on carriers at Dixie station. Historically A-6A was widely used during all the war, mostly over the North, while only 19 B and 12 C models were used.

I would recommend introducing an improvement/wonder to autoproduce A at Cam Ranh Bay and limit the B/C number by making obsolete wonders producing them after just a couple of each were spawn

-consider adding RA-5C (recon only carrier borne) move 2 with blits so to have 2 sorties per turn (Wyrmshadow produced nice gfx of Vigilante, included in my pack)

-fix bombing bug from USAF bases in Thailand. Planes always miss or at least player will bever get any message to understand whether the run was successful or not

-consider adding a NVA Pavy patrol/torpedo boat. Candidate gfx by wyrmshadow included in my pack