

## **Red Flood Changelog**

### *0.3.7.3 Two Steps Forward -> 0.3.7.4 Two Steps Forward:*

- **Bug fixes and Changes:**
  - Myriad fixes to Russian Reunification
  - Buffed Armenia, added officer corps, fixed missing minister icons
  - Fixed Sturzo and Nitti's Italy referencing Turkish territories that no longer exist
  - Gajda has his claims restored into proper operation once more
  - The Sunset Crash happens no matter if Japan is victorious or not (in case of victory, the civil war is still averted)
  - Anhui, in case of being annexed via their focus tree, doesn't always go to Mantetsu anymore
  - Kazan split has been removed, so whoever controls Siberia won't get half of Kazan for free anymore
  - Removed remaining references to the old Zheltorossiyan famine
  - Added two Zheltorossiya events to the starting chain to better explain how Bogdanov is dethroned
  - Fixed Russian Empire and Novorossiyan ministers disappearing after the civil war reconstruction tree is completed
  - Fixed Polish ministers for the military dictatorship being locked behind mutually exclusive focuses
  - Fixed "We are observing" description for faction observers (sorry)
  - Fixed various US focuses that gave factories not also giving building slots
  - Fixed Iceland being given to socialist Denmark inadvertently
  - Fixed various legacy issues for California
  - Fixed a flag issue with the US Technate
  - Fixed German release event for when Austria has conquered Germany
  - Fixed Finland events
  - Fixed Mongolian tags occasionally getting annexed randomly during unification
  - Added missing land doctrine AI triggers
  - Fixed missing France-Wallonia crisis missing world tension localisation
  - Cleaned up some requirements for UK colonial policy
  - Bandera doesn't put Kolchak in charge of Russia anymore
  - Various other bugs and fixes
- **Known Issues:**
  - AI not fully annexing countries it has defeated
  - Missing localisation
  - Some countries are missing MIOs or have specific MIO traits missing
  - Annexation events and scripted peace deals are still WIP and may have bugs
  - Stalemates/AI failing to advance
  - Edge cases where the AI declares wars on nations they cannot reach
  - Missing/bugged national spirit GFX

- Russian scripted peace deals may not trigger if the war score of two warlords on the same side is close or equal
- Californian superevents might not work properly
- Refitting ships without MtG is impossible