Version History for World Supremacy
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Version 1.09:
1. Note   - Release version.

Version 1.08 Public BETA Patch:
1. Fixed   - AI was not using bombardment.
2. Fixed   - Bombard animation should not show if the source or target region cannot be seen.
3. Fixed   - Bombard damage should not show if the target region cannot be seen.
4. Fixed   - AI was not moving units after a combat.
5. Changed - Increased Infantry damage and defense rating.
6. Fixed   - AI was not building enough land units.
7. Added   - On screen text messages at the beginning of the turn to show results of tech purchases.

Version 1.07 Public BETA Patch:
1. Fixed   - Nuclear missiles can now move over land and sea, and detonate over land and sea. Underwater vessels like submarines are not affected by nuclear explosions.
2. Fixed   - Sometimes sight would not be updated from new purchases when a player started their turn.
3. Changed - Infantry supply cost reduced to 0.5.
4. Note   - Total supply costs are always rounded up. For exmaple, a supply cost of 13.5 becomes 14.
5. Fixed   - Bombard should decrease movement or delete units at the start of the animation.
6. Fixed   - Neutron Bomb was not killing only Infantry.
7. Changed - Rebalanced hit points and damage of all units.
8. Added   - In Combat, hit points will show as current amount out of total for the top unit.
9. Fixed   - Sometimes the value of a region would not display.
10. Fixed   - Some AI improvements.

Version 1.06:
1. Fixed   - Access Violation error would occur sometimes when "Starting nations are contiguous" was unselected.
2. Fixed   - Games played with non-US settings would have strange combat effects.
3. Fixed   - The AI would sometimes process forever if it no longer had any land territories.
4. Fixed   - Game Over would occur if a player had lost all regions but still had sea units.
5. Fixed   - In a Hotseat game, the human players after the first would have more starting money.
6. Fixed   - In a Hotseat game, if a player after the first saved the game, upon reload it would be the first player's turn (and they would not be able to select any units).
7. Fixed   - In a Multiplayer game, sometimes players would not be able to see their own territories.
8. Fixed   - In a Multiplayer game, a player who did not have the selected map would not get the proper error message.
9. Fixed   - In a Multiplayer game, sometimes the game would become dissynchronous between players.
10. Added   - Added some additional window sizes for a Windowed game.

Version 1.05:
1. Changed - Increased weapon speed for torpedoes and cruise missiles.
2. Fixed   - You could sometimes have 2 Fabrication Complexes in the same region starting a game.
3. Fixed   - Added hotkeys to the help text.
4. Fixed   - Game Over window was not displaying when human player was killed.

Version 1.04:
1. Fixed   - AI would only move with AI debug log turned on.

Version 1.03:
1. Fixed   - AI Improvements.
2. Changed - Rocket Artillery now have a movement of 2.
3. Fixed   - AI was not loading Sea Transports.
4. Fixed   - AI was not always landing its planes even when they had movement remaining.

Version 1.02:
1. Fixed   - Very rare case where X symbols would show on the map.
2. Fixed   - AI Improvements.
3. Changed - Money received is now 2 times the value of the territory owned.
4. Changed - Reduced cost for cities to 50.
5. Changed - Decreased cost for tech.

Version 1.01:
1. Fixed   - Map generation lockup at 94%.
2. Note   - It is possible to have islands which cannot be landed on because they are too small.
3. Fixed   - Money for purchases was not being deducted.
4. Fixed   - Unloading units with land movement would not capture regions.
5. Changed - Increased Fighters damage against other air units.
6. Changed - Increased Air Defense System damage.
7. Changed - Increased Antiaircraft Truck damage and attack range.
8. Changed - Increased Destroyer damage against air units.

Version 1.00:
1. Note   - Release version.

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