1. I've been meaning to ask you for a while now... when you post that an Army or Group of Forces has been "updated," is it your intent that those forces REPLACE the previous ones, or are they for chronologically later versions of the game? So far I've been saving "updated" as <force designation>_NEW to differentiate.

Good question. My intent is that they replace older versions. For the most part, I have either found updated information on the OOBs or a more accurate description of the weapon systems within those units. This expansion is also driven by the desire to create units that may possibly influence or contribute to a battle. My hope is to represent as many actual (or potential) weapon systems that may have existed in a 1995ish Warsaw Pact/NATO conflict. I intend to eventually publish the MACRO-ASSAULT system while these upgrades are intended to use the newest rules and fit into that system. Fundamentally, the units really do not change that much. I have been breaking out the Airborne/Airmobile units into their own category, i.e. VDV; and am doing the same with the Warsaw Pact Air Forces. Once I complete the revamp of the Warsaw Pact, I will do NATO (which I do not think will be as intensive a project). I am also updating the graphics when I locate information and photography of equipment (the newer versions of Pact EW ground units for example). I still have the older versions on thumb drives if needed. I hope this answers your question.