

## Mods Compatible with LW2 Rev.1.7

Mod	Steam Workshop Link	Mod Author	Deacon's Notes
[beta] XCOM 2 EW	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=718776109">https://steamcommunity.com/sharedfiles/filedetails/?id=718776109</a>	rulingpeak 446	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
[Overwatch] Genji Voice Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=776789824">https://steamcommunity.com/sharedfiles/filedetails/?id=776789824</a>	Kobl	Compatible with LW2
30 Ability Icons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=694455263">https://steamcommunity.com/sharedfiles/filedetails/?id=694455263</a>	bg	This mod has a similar function to a mechanic built into LW2
A Better ADVENT 2	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=793861140">https://steamcommunity.com/sharedfiles/filedetails/?id=793861140</a>	DerBK	Highlander / Overhaul / Meta. Most likely not compatible with LW2 pod jobs out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing - 01/17 DI
A Better Arsenal	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=815789798">https://steamcommunity.com/sharedfiles/filedetails/?id=815789798</a>	Scuba Steve	Should be compatible with some tweaks
A Better Rookie	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=815380892">https://steamcommunity.com/sharedfiles/filedetails/?id=815380892</a>	Scuba Steve	Should be compatible with some tweaks
A Better Shell	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=743155119">https://steamcommunity.com/sharedfiles/filedetails/?id=743155119</a>	robojumper	Compatible with LW2
Accurate Swords	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=617795921">https://steamcommunity.com/sharedfiles/filedetails/?id=617795921</a>	The Iron Rose	Compatible with LW2, but could use balancing
Action Queue	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=724083904">https://steamcommunity.com/sharedfiles/filedetails/?id=724083904</a>	GrimyBunyip	Not initially compatible as far as I can tell, but needs further testing
Additional Dark Events	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626109271">https://steamcommunity.com/sharedfiles/filedetails/?id=626109271</a>	RealityMachina	Meta. With some updating should be compatible. It was hard to fully test due to time constraints, it's possible that it is compatible
Additional Dark Events: More Casual Edition	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=627339214">https://steamcommunity.com/sharedfiles/filedetails/?id=627339214</a>	RealityMachina	Meta. With some updating should be compatible. It was hard to fully test due to time constraints, it's possible that it is compatible
Additional Icons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=646244015">https://steamcommunity.com/sharedfiles/filedetails/?id=646244015</a>	GrimyBunyip	Compatible with LW2 - Requires Perfect Information which is compatible - DI
Additional Mission Types	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=647242867">https://steamcommunity.com/sharedfiles/filedetails/?id=647242867</a>	RealityMachina	Should be compatible with some tweaking. Balance? Mechanics?
Additional Tattoos and Facepaints - Asian	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620170813">https://steamcommunity.com/sharedfiles/filedetails/?id=620170813</a>	イナゴ	Compatible with LW2
Advanced Ballistics and Materials	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=650816418">https://steamcommunity.com/sharedfiles/filedetails/?id=650816418</a>	Xenioph	Seems to be broken in Vanilla, should work if updated
Advanced Modular Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626023136">https://steamcommunity.com/sharedfiles/filedetails/?id=626023136</a>	S.Flo	This mod has a similar function to a mechanic built into LW2
Advent Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=621966098">https://steamcommunity.com/sharedfiles/filedetails/?id=621966098</a>	Dor	Compatible with LW2
ADVENT Ascension	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=647242004">https://steamcommunity.com/sharedfiles/filedetails/?id=647242004</a>	Indigoblade	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Seems to be abandoned.
ADVENT Commander	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=620528981">http://steamcommunity.com/sharedfiles/filedetails/?id=620528981</a>	Farkyrie	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Advent Flashlights	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=722174182">https://steamcommunity.com/sharedfiles/filedetails/?id=722174182</a>	Vortex-Pixalation	Compatible with LW2
ADVENT Headhunter	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=710122811">http://steamcommunity.com/sharedfiles/filedetails/?id=710122811</a>	Kobl	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
ADVENT MEC : Breacher	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=647998839">https://steamcommunity.com/sharedfiles/filedetails/?id=647998839</a>	Kobl	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
ADVENT Officer - Call Reinforcements	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=626617018">http://steamcommunity.com/sharedfiles/filedetails/?id=626617018</a>	Raymans!	This mod has a similar function to a mechanic built into LW2
AK-74/m	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=763784621">https://steamcommunity.com/sharedfiles/filedetails/?id=763784621</a>	E3245	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
All Soldiers Gain XP	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=623935276">http://steamcommunity.com/sharedfiles/filedetails/?id=623935276</a>	BlueRaja	Seems to be compatible with LW2, but could use more testing and probably some balancing
Allies Unknown	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=759381732">https://steamcommunity.com/sharedfiles/filedetails/?id=759381732</a>	RealityMachina	Meta Mod. Missions will need some work. But soldiers themselves are compatible based on a couple of misisions. Some clipping issues but probably not related directly to LW2
Allies Unknown - Asari	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=765819297">https://steamcommunity.com/sharedfiles/filedetails/?id=765819297</a>	RealityMachina	Meta Mod. Missions will need some work. But soldiers themselves are compatible based on a couple of misisions. Some clipping issues but probably not related directly to LW2
Allies Unknown - Turians	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=759384778">https://steamcommunity.com/sharedfiles/filedetails/?id=759384778</a>	RealityMachina	Meta Mod. Missions will need some work. But soldiers themselves are compatible based on a couple of misisions. Some clipping issues but probably not related directly to LW2
Allies Unknown Species Mod: Salarians	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=800551853">https://steamcommunity.com/sharedfiles/filedetails/?id=800551853</a>	RealityMachina	Meta Mod. Missions will need some work. But soldiers themselves are compatible based on a couple of misisions. Some clipping issues but probably not related directly to LW2
Allies Unknown Species Mod: Twi'leks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=831030913">https://steamcommunity.com/sharedfiles/filedetails/?id=831030913</a>	RealityMachina	Meta Mod. Missions will need some work. But soldiers themselves are compatible based on a couple of misisions. Some clipping issues but probably not related directly to LW2

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Allies Unknown Species(?) Mod: HK-Series Droids	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=683192394">https://steamcommunity.com/sharedfiles/filedetails/?id=683192394</a>	RealityMachina	Meta Mod. Missions will need some work. But soldiers themselves are compatible based on a couple of missons. Some clipping issues but probably not related directly to LW2
Alternate Weapon Techs	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=683192394">https://steamcommunity.com/sharedfiles/filedetails/?id=683192394</a>	OCaptainMyCaptain	Should be compatible with some tweaks. I did not have any obvious issues, but I've not used this mod before so I'm not 100% sure what to look for.
Ammo and Vest Slots	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=674420475">https://steamcommunity.com/sharedfiles/filedetails/?id=674420475</a>	Mythrell	Probably not needed, but should be compatible if updated
Ammo as weapon mods	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=631889170">https://steamcommunity.com/sharedfiles/filedetails/?id=631889170</a>	bg	Probably not needed, but should be compatible if updated
Ammo Pocket Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=727666654">https://steamcommunity.com/sharedfiles/filedetails/?id=727666654</a>	bg	Probably not needed, but should be compatible if updated
AP Grenades	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=801012887">https://steamcommunity.com/sharedfiles/filedetails/?id=801012887</a>	RealityMachina	Should be compatible with some tweaks
Armorless Kevlar Parts	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=741333272">https://steamcommunity.com/sharedfiles/filedetails/?id=741333272</a>	Vortex-Pixalation	Compatible with LW2
ArmorVariety	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=628798650">https://steamcommunity.com/sharedfiles/filedetails/?id=628798650</a>	dave	Compatible with LW2. Note that it can be a bit buggy if you use a lot of customization mods.
AS VAL & VSS Vintorez	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=632040135">https://steamcommunity.com/sharedfiles/filedetails/?id=632040135</a>	Negativz	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Avatar Project	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=617790120">https://steamcommunity.com/sharedfiles/filedetails/?id=617790120</a>	Alafian	This mod has a similar function to a mechanic built into LW2
Avatar Project Reworked	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=622266966">https://steamcommunity.com/sharedfiles/filedetails/?id=622266966</a>	AnonymousCheese	This mod has a similar function to a mechanic built into LW2
Avatar Reflect	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=808896647">https://steamcommunity.com/sharedfiles/filedetails/?id=808896647</a>	RealityMachina	Should be compatible with some tweaks. Will need balancing.
Avatar Ruler	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=786342492">https://steamcommunity.com/sharedfiles/filedetails/?id=786342492</a>	RealityMachina	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Avatar-based Dynamic Difficulty	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=645085554">https://steamcommunity.com/sharedfiles/filedetails/?id=645085554</a>	RealityMachina	This mod has a similar function to a mechanic built into LW2
Avatars as faithful to the Canon	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=823171257">https://steamcommunity.com/sharedfiles/filedetails/?id=823171257</a>	Alterd-Rushano	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Avenger Events	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=839687769">http://steamcommunity.com/sharedfiles/filedetails/?id=839687769</a>	RealityMachina	Testing. This will require longer in-game testing
AWC & Psi Lab Scientist Requirements	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=622825943">https://steamcommunity.com/sharedfiles/filedetails/?id=622825943</a>	RealityMachina	This mod has a similar function to a mechanic built into LW2
AWC Reroll Tweak	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=643113427">https://steamcommunity.com/sharedfiles/filedetails/?id=643113427</a>	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Ayy Lmao 2: /xcg/ Boogaloo	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=623425061">http://steamcommunity.com/sharedfiles/filedetails/?id=623425061</a>	Galdiuz	FFS this is compatible with LW2 as far as I am willing to test. Will need to be updated for new text, buttons, screens
Bandanas and Headbands	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=829448794">https://steamcommunity.com/sharedfiles/filedetails/?id=829448794</a>	Stallion	Compatible with LW2
Battle Rifle Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=732321325">https://steamcommunity.com/sharedfiles/filedetails/?id=732321325</a>	Uejii	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Battle Rifle Pack Skunkworks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=739654958">https://steamcommunity.com/sharedfiles/filedetails/?id=739654958</a>	Uejii	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
BeaDown Skill	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=623809996">https://steamcommunity.com/sharedfiles/filedetails/?id=623809996</a>	Y-YATTAZO	Compatible with LW2, but could use balancing
Bestiary	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=727794431">https://steamcommunity.com/sharedfiles/filedetails/?id=727794431</a>	GrimyBunyip	Needs some updating to account for new technologies and aliens. But the mechanics work pretty well out of the gate.
Better Debug Camera	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=803411007">https://steamcommunity.com/sharedfiles/filedetails/?id=803411007</a>	robojumper	Compatible with LW2
Better Laboratory	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=681723388">https://steamcommunity.com/sharedfiles/filedetails/?id=681723388</a>	Anisotropic	This mod has a similar function to a mechanic built into LW2
Bigger SPARK Punches	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=728525359">https://steamcommunity.com/sharedfiles/filedetails/?id=728525359</a>	bg	Compatible with LW2, but could use balancing
Black Light Retribution Helmets	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=674065294">https://steamcommunity.com/sharedfiles/filedetails/?id=674065294</a>	Uncle Gunman	Compatible with LW2
Black Market Trades Intel	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=706956593">https://steamcommunity.com/sharedfiles/filedetails/?id=706956593</a>	krj12	Compatible with LW2, but could use balancing
Black Market Usage	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=648410303">https://steamcommunity.com/sharedfiles/filedetails/?id=648410303</a>	dave	Compatible with LW2, but may need updating. I think it works ok, but I'm told that there are issues. I did not use it in vanilla so I am not sure what is missing
BlackHawke's Soldier Class Mod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=771204256">https://steamcommunity.com/sharedfiles/filedetails/?id=771204256</a>	BlackeHawke	Class mods need some further checking into balance, and custom mechanics will need testing
Blademaster Throwing Axe fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=711368513">https://steamcommunity.com/sharedfiles/filedetails/?id=711368513</a>	Advent Avenger	Compatible with LW2, but could use balancing
Bladestorm Customization	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=673233237">https://steamcommunity.com/sharedfiles/filedetails/?id=673233237</a>	Advent Avenger	Seesm to work, but further testing is required
BleedOutMod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=621423047">https://steamcommunity.com/sharedfiles/filedetails/?id=621423047</a>	Melancholia	This mod has a similar function to a mechanic built into LW2
Buildable Hunter Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=687211262">https://steamcommunity.com/sharedfiles/filedetails/?id=687211262</a>	RealityMachina	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI

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Buildable Items INI Replacement	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=699538068">https://steamcommunity.com/sharedfiles/filedetails/?id=699538068</a>	Advent Avenger	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Capnbubs Accessories Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618977388">https://steamcommunity.com/sharedfiles/filedetails/?id=618977388</a>	Capnbubs	Compatible with LW2
Capped Scrolling Speed	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=772577316">https://steamcommunity.com/sharedfiles/filedetails/?id=772577316</a>	robojumper	Compatible with LW2
Carbines - Standalone	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=710399554">https://steamcommunity.com/sharedfiles/filedetails/?id=710399554</a>	Spart117MC	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Cautious VIPs	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=697373180">https://steamcommunity.com/sharedfiles/filedetails/?id=697373180</a>	Advent Avenger	Compatible with LW2. I did not test this in the late game, or with rebels, so there may be some tweaking needed
Character Pool Final Mission	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=838265208">http://steamcommunity.com/sharedfiles/filedetails/?id=838265208</a>	bg	Testing. Someone wil lhave to finish a Final Mission with this enabled to be 100% sure
Choosable AWC Perks	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=625272665">http://steamcommunity.com/sharedfiles/filedetails/?id=625272665</a>	tyblaid	This mod has a similar function to a mechanic built into LW2
Classmod	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=617067798">http://steamcommunity.com/sharedfiles/filedetails/?id=617067798</a>	Stiltman	This mod has a similar function to a mechanic built into LW2
Clean Cinematic	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=629028571">https://steamcommunity.com/sharedfiles/filedetails/?id=629028571</a>	tjnome	Compatible with LW2
Collateral Demolition	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=648913363">https://steamcommunity.com/sharedfiles/filedetails/?id=648913363</a>	Divine Lucubration	This mod has a similar function to a mechanic built into LW2. May be abandoned
Colored Item Names	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=708565860">http://steamcommunity.com/sharedfiles/filedetails/?id=708565860</a>	GrimyBunyip	Bug in Black Market text, which can't handle html (JL)
Commander's Choice	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=688405905">https://steamcommunity.com/sharedfiles/filedetails/?id=688405905</a>	sq_paradox	Needs some updating, to include new classes, otherwise the mechanic works (I can choose any soldier from the drop down)
Configurable Mission Timers	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618055274">https://steamcommunity.com/sharedfiles/filedetails/?id=618055274</a>	wasteland_ghost	This mod has a similar function to a mechanic built into LW2 (JL)
Corrupt Avatar	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=702143276">https://steamcommunity.com/sharedfiles/filedetails/?id=702143276</a>	Raze	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Corrupt Avatar- Chryssalid Infest Psionic	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=838574425">http://steamcommunity.com/sharedfiles/filedetails/?id=838574425</a>	Alterd-Rushano	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Cost Based Ability Colors	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=651306416">https://steamcommunity.com/sharedfiles/filedetails/?id=651306416</a>	infectedm	This mod has a similar function to a mechanic built into LW2
Cover Damage Reduction	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=657637369">https://steamcommunity.com/sharedfiles/filedetails/?id=657637369</a>	Anisotropic	Most likely compatibale with some updating
CovertOps Gear (Silencer)	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=735931361">https://steamcommunity.com/sharedfiles/filedetails/?id=735931361</a>	Musashi	The covert mechanic may need tweaking and balancing. All Class Mods will liely need to be balanced. The mechanics in Musashi's mods are compatible. Tested load out and a mission, and soldiers can be selected (and promoted) and equipped with the mod's weapons. The suspicion window is working, not sure whether it is WAD in the code - 1/16 DI
Craft Loot	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=643812550">http://steamcommunity.com/sharedfiles/filedetails/?id=643812550</a>	Chewy	This mod has a similar function to a mechanic built into LW2
Custom Ammo Choice	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=665088597">https://steamcommunity.com/sharedfiles/filedetails/?id=665088597</a>	Advent Avenger	Mechanics will need some tweaking to mesh with LW2. Ammo in general should be compatible
Custom Face Paints	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=619525059">https://steamcommunity.com/sharedfiles/filedetails/?id=619525059</a>	Replikant	Compatible with LW2
Customizable Secondary Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=775863632">https://steamcommunity.com/sharedfiles/filedetails/?id=775863632</a>	robojumper	Compatible with LW2
Customize all Abilities	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=652994881">http://steamcommunity.com/sharedfiles/filedetails/?id=652994881</a>	Advent Avenger	Needs more testing, if it worked with the LWPP it shoudl work with LW2
Cut Content Ammo	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=629253419">http://steamcommunity.com/sharedfiles/filedetails/?id=629253419</a>	GrimyBunyip	Mod has a similar function to mechanics built into LW2.
CVWeaponPackv2	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=673813380">https://steamcommunity.com/sharedfiles/filedetails/?id=673813380</a>	Krakah	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
CVWeaponPackv2 Assets	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=673821085">https://steamcommunity.com/sharedfiles/filedetails/?id=673821085</a>	Krakah	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Darker Night Sky Tweak	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=823843637">https://steamcommunity.com/sharedfiles/filedetails/?id=823843637</a>	Natural Causes	I tied it and it seemed to bug out, but mor etesting is needed
Delayed Ruler Entrances	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=720106834">https://steamcommunity.com/sharedfiles/filedetails/?id=720106834</a>	RealityMachina	This mod has a similar function to a mechanic built into LW2
Desert Eagle Pistol	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=625162110">http://steamcommunity.com/sharedfiles/filedetails/?id=625162110</a>	YardPL	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Desert Eagle XIX - Redux Edition	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=755206093">http://steamcommunity.com/sharedfiles/filedetails/?id=755206093</a>	E3245	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Destroyer's Female Face Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=755415350">https://steamcommunity.com/sharedfiles/filedetails/?id=755415350</a>	Destroyer1101	Compatible with LW2
Destroyer's Female Hair Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=661304203">https://steamcommunity.com/sharedfiles/filedetails/?id=661304203</a>	Destroyer1101	Compatible with LW2
Destroyer's Male Hair Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=677715908">https://steamcommunity.com/sharedfiles/filedetails/?id=677715908</a>	Destroyer1101	Compatible with LW2

## Mods Compatible with LW2 Rev.1.7

Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Disable Any Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=656267587">https://steamcommunity.com/sharedfiles/filedetails/?id=656267587</a>	Divine Lucubration	Will need testing. It doesn't seem broken, but might be abandoned.
Disable More VO	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=655124816">https://steamcommunity.com/sharedfiles/filedetails/?id=655124816</a>	GrimyBunyip	Compatible with LW2
DLC Dark Event Rulers Regain HP	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=683156300">https://steamcommunity.com/sharedfiles/filedetails/?id=683156300</a>	RealityMachina	This should be compatible, if you hate life :)
Dor's Helmets	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=645139000">http://steamcommunity.com/sharedfiles/filedetails/?id=645139000</a>	Dor	Compatible with LW2
Draco	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=658622878">https://steamcommunity.com/sharedfiles/filedetails/?id=658622878</a>	OCaptainMyCaptain	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Dragon's Wilderness PCPs	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=754041985">https://steamcommunity.com/sharedfiles/filedetails/?id=754041985</a>	Dragonsdoom	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
Drimakus War Gear	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=647126269">https://steamcommunity.com/sharedfiles/filedetails/?id=647126269</a>	Drimakus	Compatible with LW2
Easy Unit Customizer	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=652684985">http://steamcommunity.com/sharedfiles/filedetails/?id=652684985</a>	bg	Should work with LW2, unsue if it needs anything
Edited Ragdoll Physics	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=765379187">https://steamcommunity.com/sharedfiles/filedetails/?id=765379187</a>	Vortex-Pixalation	Should be compatible with some tweaks
Eldritch Facepaints v1.2	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=690430714">https://steamcommunity.com/sharedfiles/filedetails/?id=690430714</a>	[RQ]StudballZ	Compatible with LW2
Electrothermal-Chemical Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=731859374">https://steamcommunity.com/sharedfiles/filedetails/?id=731859374</a>	RealityMachina	This mod has a similar function to a mechanic built into LW2
Elirium Grounds	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=624294299">https://steamcommunity.com/sharedfiles/filedetails/?id=624294299</a>	Janah	Should be compatible with some tweaking
Elite Viper	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=634377972">https://steamcommunity.com/sharedfiles/filedetails/?id=634377972</a>	Kobl	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
EnemyLoot: Expanded Loot Drops	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620445360">https://steamcommunity.com/sharedfiles/filedetails/?id=620445360</a>	Hoolio 'Stretch' Redwood	This mod has a similar function to a mechanic built into LW2
Enhanced Perk Tree	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=621327373">http://steamcommunity.com/sharedfiles/filedetails/?id=621327373</a>	forgotenland	Not comaptible out of the box, but there is a lot of possibility here
Enhanced Recruitment List	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=718878303">http://steamcommunity.com/sharedfiles/filedetails/?id=718878303</a>	krj12	Should be compatible with some tweaks
Escalation Classes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=652910710">https://steamcommunity.com/sharedfiles/filedetails/?id=652910710</a>	Divine Lucubration	Class mods need some further checking into balance, and custom mechanics will need testing. Appears to be abandoned
EU Aim Rolls	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=624799134">https://steamcommunity.com/sharedfiles/filedetails/?id=624799134</a>	bg	This mod has a similar function to a mechanic built into LW2
Evac All	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618669868">https://steamcommunity.com/sharedfiles/filedetails/?id=618669868</a>	tracktwo	Compatible with LW2
Evac Delay	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=728521039">https://steamcommunity.com/sharedfiles/filedetails/?id=728521039</a>	Charmed	This mod has a similar function to a mechanic built into LW2
Even More Maps Suffer!	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=703734451">https://steamcommunity.com/sharedfiles/filedetails/?id=703734451</a>	McDenny's 09	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
Even More Maps!	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=771147826">https://steamcommunity.com/sharedfiles/filedetails/?id=771147826</a>	McDenny's 09	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
Even More PCPs	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=811937009">https://steamcommunity.com/sharedfiles/filedetails/?id=811937009</a>	McDenny's 09	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
Ever Vigilant FOW Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=701195143">https://steamcommunity.com/sharedfiles/filedetails/?id=701195143</a>	Advent Avenger	Compatible with LW2
EW MEC Ports	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=716906004">https://steamcommunity.com/sharedfiles/filedetails/?id=716906004</a>	Dor	Compatible with LW2
Expanded Callsigns and Nicknames	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620814881">https://steamcommunity.com/sharedfiles/filedetails/?id=620814881</a>	Lyrae	Compatible with LW2
Expanded Lexicon	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=708743075">https://steamcommunity.com/sharedfiles/filedetails/?id=708743075</a>	Lyrae	Compatible with LW2
Explosions Destroy Corpses	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=664420932">https://steamcommunity.com/sharedfiles/filedetails/?id=664420932</a>	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Extended Dark Events	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=652169373">https://steamcommunity.com/sharedfiles/filedetails/?id=652169373</a>	AltSk0P	Should be compatible with some tweaking. Balance will need tweaking. Mechanics will need review to mesh with LW2 mission structures?
Extract Corpse	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=766512413">https://steamcommunity.com/sharedfiles/filedetails/?id=766512413</a>	Maluco Marinero	Should be compatible with some tweaks
Fallout Ranger Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=720818415">https://steamcommunity.com/sharedfiles/filedetails/?id=720818415</a>	Condensed Turtle Flesh	Compatible with LW2
Fixed Facility Pips	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=807973360">https://steamcommunity.com/sharedfiles/filedetails/?id=807973360</a>	robojumper	Should not be necessary with Long War 2 (JL)
Fixed Unit Flags	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=765772475">https://steamcommunity.com/sharedfiles/filedetails/?id=765772475</a>	robojumper	Compatible with LW2
Flashbang Friendly Fire	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=748756564">https://steamcommunity.com/sharedfiles/filedetails/?id=748756564</a>	Vortex-Pixalation	Compatible with LW2, but could use balancing
Flawless	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=729580495">https://steamcommunity.com/sharedfiles/filedetails/?id=729580495</a>	krj12	Compatible with LW2
FN P90	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=721312498">http://steamcommunity.com/sharedfiles/filedetails/?id=721312498</a>	Apathy Enrage	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Free Camera Rotation	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=616359783">http://steamcommunity.com/sharedfiles/filedetails/?id=616359783</a>	wasteland_ghost	Compatible with LW2 RC -DI
Free Reload Anytime	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=670217680">https://steamcommunity.com/sharedfiles/filedetails/?id=670217680</a>	bg	Compatible, but glitched in tactical when used
Free Soldier	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=802106761">https://steamcommunity.com/sharedfiles/filedetails/?id=802106761</a>	Brother DeJonge	Compatible with LW2
Free The Hood	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=625349228">https://steamcommunity.com/sharedfiles/filedetails/?id=625349228</a>	Lex	Compatible with LW2



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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Friendly AI part 1	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=770754650">http://steamcommunity.com/sharedfiles/filedetails/?id=770754650</a>	fireborn	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Friendly AI part 2	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=770759016">http://steamcommunity.com/sharedfiles/filedetails/?id=770759016</a>	fireborn	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Fucking New Guy	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=690155065">https://steamcommunity.com/sharedfiles/filedetails/?id=690155065</a>	GrimyBunyip	This could potentially work. More testing is needed
Full Character Customization from the start	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620530611">https://steamcommunity.com/sharedfiles/filedetails/?id=620530611</a>	Deukat	This mod has a similar function to a mechanic built into LW2
Game Of The Week	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=823461813">https://steamcommunity.com/sharedfiles/filedetails/?id=823461813</a>	robojumper	Users Mod Achievement System
Genji's Blades (Overwatch)	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=772500923">http://steamcommunity.com/sharedfiles/filedetails/?id=772500923</a>	E3245	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
GeoscApps	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=701921959">https://steamcommunity.com/sharedfiles/filedetails/?id=701921959</a>	Zyxpilson	UI Mods need some tweaking to become compatible, but doesn't break anything
Gonzo's 3d models	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=732005361">https://steamcommunity.com/sharedfiles/filedetails/?id=732005361</a>	Bond Spacesuit	Compatible with LW2
Gotcha (Flank Preview Evolved)	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=629910798">https://steamcommunity.com/sharedfiles/filedetails/?id=629910798</a>	MachDelta	Compatible with LW2
Gremlins Grab Loot	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=675346883">https://steamcommunity.com/sharedfiles/filedetails/?id=675346883</a>	GrimyBunyip	Needs Perfect Information. Compatible with LW2. Updated 1/17 DI
Grenade Damage Falloff	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626050983">https://steamcommunity.com/sharedfiles/filedetails/?id=626050983</a>	bg	This mod has a similar function to a mechanic built into LW2
Grenade Throwing Tweaks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=629228359">https://steamcommunity.com/sharedfiles/filedetails/?id=629228359</a>	bg	This mod has a similar function to a mechanic built into LW2
Grenadier and Gunner Class Separation	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=662424686">https://steamcommunity.com/sharedfiles/filedetails/?id=662424686</a>	bg	This mod has a similar function to a mechanic built into LW2
Grey Smoke Grenade	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=742478385">https://steamcommunity.com/sharedfiles/filedetails/?id=742478385</a>	robojumper	Compatible with LW2
Grimy's Attrition Mode	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=669212530">https://steamcommunity.com/sharedfiles/filedetails/?id=669212530</a>	GrimyBunyip	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Grimy's Bruiser Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=659582342">https://steamcommunity.com/sharedfiles/filedetails/?id=659582342</a>	GrimyBunyip	Class mods need some further checking into balance, and custom mechanics will need testing
Grimy's Class Rebalance	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=693319658">https://steamcommunity.com/sharedfiles/filedetails/?id=693319658</a>	GrimyBunyip	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Grimy's Console Commands	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=693790751">https://steamcommunity.com/sharedfiles/filedetails/?id=693790751</a>	GrimyBunyip	Should be compatible with some tweaking
Grimy's Fury Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=682736717">https://steamcommunity.com/sharedfiles/filedetails/?id=682736717</a>	GrimyBunyip	Class mods need some further checking into balance, and custom mechanics will need testing
Grimy's Headhunter	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=678149207">https://steamcommunity.com/sharedfiles/filedetails/?id=678149207</a>	GrimyBunyip	Class mods need some further checking into balance, and custom mechanics will need testing
Grimy's Highlander Mod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=658305112">https://steamcommunity.com/sharedfiles/filedetails/?id=658305112</a>	GrimyBunyip	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Grimy's Hotkeys	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=667641397">https://steamcommunity.com/sharedfiles/filedetails/?id=667641397</a>	GrimyBunyip	Not compatible with LWTB, but may be compatible with LW2 -Needs testing - 1/17 DI
Grimy's Loot Mod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=650277509">https://steamcommunity.com/sharedfiles/filedetails/?id=650277509</a>	GrimyBunyip	Mostly compatible, a few minor issues came up, but overall it works pretty well
Grimy's Loot Mod - Alien Rulers Expansion	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=685391337">https://steamcommunity.com/sharedfiles/filedetails/?id=685391337</a>	GrimyBunyip	Wasn't compatible with LWTB, but the changes in LW2 might open it up to compatibility
Grimy's Loot Mod -PCS	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=698792377">https://steamcommunity.com/sharedfiles/filedetails/?id=698792377</a>	GrimyBunyip	Wasn't compatible with LWTB, but the changes in LW2 might open it up to compatibility
Grimy's Morale Mod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=722853433">https://steamcommunity.com/sharedfiles/filedetails/?id=722853433</a>	GrimyBunyip	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
GTS Perks for Spark Units	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=726633556">https://steamcommunity.com/sharedfiles/filedetails/?id=726633556</a>	krj12	Needs testing. Should be compatible with some tweaking
Guerrilla War	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=669383499">https://steamcommunity.com/sharedfiles/filedetails/?id=669383499</a>	Maluco Marinero	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
H2 RIFLE	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=678345933">https://steamcommunity.com/sharedfiles/filedetails/?id=678345933</a>	han11132	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Hack Plus	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=639884488">https://steamcommunity.com/sharedfiles/filedetails/?id=639884488</a>	codem01	Steam discussion leads me to believe that it is broken in Vanilla. If fixed should work.

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Halo Customizable Armors	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=660597695">https://steamcommunity.com/sharedfiles/filedetails/?id=660597695</a>	Nigal Thornberry	Compatible with LW2
Halo ODST Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=690106744">https://steamcommunity.com/sharedfiles/filedetails/?id=690106744</a>	Uncle Gunman	Compatible with LW2
Halo Reach Helmets	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=635150344">https://steamcommunity.com/sharedfiles/filedetails/?id=635150344</a>	Nigal Thornberry	Compatible with LW2
Halo Reach Marines Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=698237992">https://steamcommunity.com/sharedfiles/filedetails/?id=698237992</a>	Uncle Gunman	Compatible with LW2
Halo Reach Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=641554054">https://steamcommunity.com/sharedfiles/filedetails/?id=641554054</a>	Nigal Thornberry	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Halo Reach: MJOLNIR Spartan Armor Variants	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=659977908">https://steamcommunity.com/sharedfiles/filedetails/?id=659977908</a>	Eternal	Compatible with LW2
Halo Reach: Noble Squad Set	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=664380089">https://steamcommunity.com/sharedfiles/filedetails/?id=664380089</a>	Condensed Turtle Flesh	Compatible with LW2
Handy Heavy Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=673329698">https://steamcommunity.com/sharedfiles/filedetails/?id=673329698</a>	HandyVac	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Heal Grenade Updated	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=738103726">https://steamcommunity.com/sharedfiles/filedetails/?id=738103726</a>	Neon	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Hide Squad Select Health Bars	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=718281467">https://steamcommunity.com/sharedfiles/filedetails/?id=718281467</a>	robojumper	Need to test
Historical Camo Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=640328382">https://steamcommunity.com/sharedfiles/filedetails/?id=640328382</a>	RoWar	Compatible with LW2
HK416 and HK417 Variants	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=627081021">https://steamcommunity.com/sharedfiles/filedetails/?id=627081021</a>	YardPL	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
HK416 Assault Rifle	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=624282634">https://steamcommunity.com/sharedfiles/filedetails/?id=624282634</a>	YardPL	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Homefriendly Andromedons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=727887667">https://steamcommunity.com/sharedfiles/filedetails/?id=727887667</a>	Advent Avenger	There were some changes in LW2 to these enemies, so further testing will be required to ensure compatibility
Hostile Territory	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=665546898">http://steamcommunity.com/sharedfiles/filedetails/?id=665546898</a>	dave	Meta. Probably not compatible without significant work.
HunkerDownMod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=621389964">https://steamcommunity.com/sharedfiles/filedetails/?id=621389964</a>	Melancholia	Compatible with LW2.
Hunter Instinct Fix	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=727080319">http://steamcommunity.com/sharedfiles/filedetails/?id=727080319</a>	bg	This mod has a similar function to a mechanic built into LW2
Hunters Instinct for Swords	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=627968794">http://steamcommunity.com/sharedfiles/filedetails/?id=627968794</a>	GrimyBunyip	Compatible with LW2
Improved AI v1.47	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618390218">https://steamcommunity.com/sharedfiles/filedetails/?id=618390218</a>	Paradox Song	This mod has a similar function to a mechanic built into LW2
Individual Arms	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=705122565">https://steamcommunity.com/sharedfiles/filedetails/?id=705122565</a>	Spart117MC	Seems to be compatible if a little glitchy, but that may be in vanilla too.
Infiltrator Sneaksuits	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=822759463">https://steamcommunity.com/sharedfiles/filedetails/?id=822759463</a>	ObelixDk	Compatible with LW2
Ink and paint	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620051852">https://steamcommunity.com/sharedfiles/filedetails/?id=620051852</a>	Asshole Maddox	Compatible with LW2
Insanity Mind Control Duration Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=682744588">https://steamcommunity.com/sharedfiles/filedetails/?id=682744588</a>	Advent Avenger	This mod has a similar function to a mechanic built into LW2 (as of LW2 1.1) (JL)
Inspire Targeting Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=732207881">https://steamcommunity.com/sharedfiles/filedetails/?id=732207881</a>	Advent Avenger	Inspire is not in Long War 2, so this is not needed. (JL)
Instant Avenger Menus	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=628187112">https://steamcommunity.com/sharedfiles/filedetails/?id=628187112</a>	Ketchi	Compatible with LW2
Intimidating Looking Sectopods	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=726788799">https://steamcommunity.com/sharedfiles/filedetails/?id=726788799</a>	Vortex-Pixalation	Compatible with LW2
Investigation Mission: Shimada Woes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=804755350">https://steamcommunity.com/sharedfiles/filedetails/?id=804755350</a>	RealityMachina	Meta. Should be compatible with some tweaks. Adds new missions
Investigation Mission: Tracking Tracer	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=767179686">https://steamcommunity.com/sharedfiles/filedetails/?id=767179686</a>	RealityMachina	Meta. Should be compatible with some tweaks. Adds new missions
Invisible Heads	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=646749278">https://steamcommunity.com/sharedfiles/filedetails/?id=646749278</a>	SliWhist	Compatible with LW2
It's Just A Scratch V2	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=783066416">https://steamcommunity.com/sharedfiles/filedetails/?id=783066416</a>	robojumper	Compatible with LW2
It's Raining Mecha	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=691717015">https://steamcommunity.com/sharedfiles/filedetails/?id=691717015</a>	Natural Causes	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Jsleezy's Repurposed Gear	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=650809111">https://steamcommunity.com/sharedfiles/filedetails/?id=650809111</a>	Jsleezy	Compatible with LW2
Juggernaut	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=634831620">https://steamcommunity.com/sharedfiles/filedetails/?id=634831620</a>	bg	Class mods need some further checking into balance, and custom mechanics will need testing
Katana Pack Reloaded	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=698579656">https://steamcommunity.com/sharedfiles/filedetails/?id=698579656</a>	Musashi	The covert mechanic may need tweaking and balancing. All Class Mods will likely need to be balanced. The mechanics in Musashi's mods are compatible. Tested load out and a mission, and soldiers can be selected (and promoted) and equipped with the mod's weapons. The suspicion window is working, not sure whether it is WAD in the code - 1/16 DI
Killzone unleashed	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=693821550">https://steamcommunity.com/sharedfiles/filedetails/?id=693821550</a>	Advent Avenger	Compatible with LW2, but could use balancing

## Mods Compatible with LW2 Rev.1.7

Mod	Steam Workshop Link	Mod Author	Deacon's Notes
L115 Sniper Rifle	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=628912930">https://steamcommunity.com/sharedfiles/filedetails/?id=628912930</a>	YardPL	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
LAByrinth	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=726644031">https://steamcommunity.com/sharedfiles/filedetails/?id=726644031</a>	Zyxpilson	Needs complete rebuild to work with new LW2 data
Landed UFOs on Day 1	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=646132789">https://steamcommunity.com/sharedfiles/filedetails/?id=646132789</a>	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Larger Spawn points	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=637375137">https://steamcommunity.com/sharedfiles/filedetails/?id=637375137</a>	bg	This mod has a similar function to a mechanic built into LW2
Liberty Prime SPARK Voice Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=724359299">https://steamcommunity.com/sharedfiles/filedetails/?id=724359299</a>	Maya Software Render	Compatible with LW2
LifeTimeStats	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=634754304">http://steamcommunity.com/sharedfiles/filedetails/?id=634754304</a>	Kosmo	Compatible with LW2
Lighter Base	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=832482972">https://steamcommunity.com/sharedfiles/filedetails/?id=832482972</a>	Trieve	Potentially compatible, but it's a balance mod, so I can't be sure
Load Replay	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=617434458">https://steamcommunity.com/sharedfiles/filedetails/?id=617434458</a>	zx64	Compatible with LW2
Lone Wolf	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=699011611">https://steamcommunity.com/sharedfiles/filedetails/?id=699011611</a>	Raze	Should be compatible with some tweaks
Long War Alien Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=577474474">https://steamcommunity.com/sharedfiles/filedetails/?id=577474474</a>	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Laser Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=712967878">https://steamcommunity.com/sharedfiles/filedetails/?id=712967878</a>	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Leader Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=577517577">https://steamcommunity.com/sharedfiles/filedetails/?id=577517577</a>	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Perk Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=719109968">https://steamcommunity.com/sharedfiles/filedetails/?id=719109968</a>	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War SMG Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=577409322">https://steamcommunity.com/sharedfiles/filedetails/?id=577409322</a>	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Toolbox	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=674832831">https://steamcommunity.com/sharedfiles/filedetails/?id=674832831</a>	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Two	-	Pavonis Interactive	Long War 2
Long War Voices	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=634813287">https://steamcommunity.com/sharedfiles/filedetails/?id=634813287</a>	Plumse	Compatible with LW2
Longer Campaign	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=641794739">https://steamcommunity.com/sharedfiles/filedetails/?id=641794739</a>	S.Flo	This mod has a similar function to a mechanic built into LW2
LOS Preview	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=636724652">https://steamcommunity.com/sharedfiles/filedetails/?id=636724652</a>	bg	Works, but is a little glitchy (might have been my test)
Lucubrations Infantry Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=632648555">https://steamcommunity.com/sharedfiles/filedetails/?id=632648555</a>	Divine Lucubration	Class mods need some further checking into balance, and custom mechanics will need testing. Appears to be abandoned
Lucubrations Sniper Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=658531225">https://steamcommunity.com/sharedfiles/filedetails/?id=658531225</a>	Divine Lucubration	Class mods need some further checking into balance, and custom mechanics will need testing. Appears to be abandoned
LW ADVENT Reinforcements	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=770169637">http://steamcommunity.com/sharedfiles/filedetails/?id=770169637</a>	a8a	This mod has a similar function to a mechanic built into LW2
LW Gun Slinger Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=724730318">https://steamcommunity.com/sharedfiles/filedetails/?id=724730318</a>	xrp1000	Class mods need some further checking into balance, and custom mechanics will need testing
LW Mec Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=734118536">https://steamcommunity.com/sharedfiles/filedetails/?id=734118536</a>	bg	Compatible with LW2
LW Mecs as SPARKS	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=731540200">https://steamcommunity.com/sharedfiles/filedetails/?id=731540200</a>	bg	Compatible with LW2
LW Psi Rookies	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=804756952">https://steamcommunity.com/sharedfiles/filedetails/?id=804756952</a>	Alterd-Rushano	Not sure about Psi mechanics, so further testing is required
LW Richard's Classes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=763647854">https://steamcommunity.com/sharedfiles/filedetails/?id=763647854</a>	Richard	Class mods need some further checking into balance, and custom mechanics will need testing
LW Samurai Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=722685127">https://steamcommunity.com/sharedfiles/filedetails/?id=722685127</a>	Musashi	The covert mechanic may need tweaking and balancing. All Class Mods will liely need to be balanced. The mechanics in Musashi's mods are compatible. Tested load out and a mission, and soldiers can be selected (and promoted) and equipped with the mod's weapons. The suscpicion window is working, not sure whether it is WAD in the code - 1/16 DI
LW Shock Trooper	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=744114681">https://steamcommunity.com/sharedfiles/filedetails/?id=744114681</a>	a8a	Class mods need some further checking into balance, and custom mechanics will need testing
LW SpecOps Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=721031946">https://steamcommunity.com/sharedfiles/filedetails/?id=721031946</a>	Musashi	The covert mechanic may need tweaking and balancing. All Class Mods will liely need to be balanced. The mechanics in Musashi's mods are compatible. Tested load out and a mission, and soldiers can be selected (and promoted) and equipped with the mod's weapons. The suscpicion window is working, not sure whether it is WAD in the code - 1/16 DI
LW Tank Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=722393922">https://steamcommunity.com/sharedfiles/filedetails/?id=722393922</a>	Phantom	Class mods need some further checking into balance, and custom mechanics will need testing
M1911 Pistol	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=624086638">https://steamcommunity.com/sharedfiles/filedetails/?id=624086638</a>	YardPL	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
M23 KATANA	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=772263566">https://steamcommunity.com/sharedfiles/filedetails/?id=772263566</a>	AoD_lexandro	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
M55 ARGUS	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=765915670">https://steamcommunity.com/sharedfiles/filedetails/?id=765915670</a>	AoD_lexandro	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
M60E4 :: Call of Duty 4: Modern Warfare Remastered	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=800500004">https://steamcommunity.com/sharedfiles/filedetails/?id=800500004</a>	E3245	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
M96 MATTOCK	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=757257838">https://steamcommunity.com/sharedfiles/filedetails/?id=757257838</a>	AoD_lexandro	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
M98 WIDOW	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=773538706">https://steamcommunity.com/sharedfiles/filedetails/?id=773538706</a>	AoD_lexandro	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Magnetic Carbines - Dependent	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=712630457">https://steamcommunity.com/sharedfiles/filedetails/?id=712630457</a>	Spart117MC	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Make Heals Persist	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=690713958">https://steamcommunity.com/sharedfiles/filedetails/?id=690713958</a>	krj12	Seems to be compatible, might need some further testing
Make Neutralize All Enemies Objective Optional	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=643394152">https://steamcommunity.com/sharedfiles/filedetails/?id=643394152</a>	HazyAssaulter	This mod has a similar function to a mechanic built into LW2
Make PCs and Weapon Upgrades Available Buttons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=734892507">https://steamcommunity.com/sharedfiles/filedetails/?id=734892507</a>	Neon	Buttons seem to be compatible, but I did not fully test functionality
Maps by Vozati	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=655847458">https://steamcommunity.com/sharedfiles/filedetails/?id=655847458</a>	Vozati	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
Marathon - Commander	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=632806302">https://steamcommunity.com/sharedfiles/filedetails/?id=632806302</a>	Djackdau	This mod has a similar function to a mechanic built into LW2
Marathon - Veteran	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=642208616">https://steamcommunity.com/sharedfiles/filedetails/?id=642208616</a>	Djackdau	This mod has a similar function to a mechanic built into LW2
Marathon: A Longer Campaign with More Missions	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=649645807">https://steamcommunity.com/sharedfiles/filedetails/?id=649645807</a>	Djackdau	This mod has a similar function to a mechanic built into LW2
Marvel Squadmate - Deadpool	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=815460837">http://steamcommunity.com/sharedfiles/filedetails/?id=815460837</a>	ObelixDK	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested. Requires "Invisible Head" mod
Marvel Squadmate - Spider-Man	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=817128098">http://steamcommunity.com/sharedfiles/filedetails/?id=817128098</a>	ObelixDK	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested. Requires "Invisible Head" mod
Mass Effect's Jack Appearance Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620289907">https://steamcommunity.com/sharedfiles/filedetails/?id=620289907</a>	Seth Norris	Compatible with LW2.
ME 3 Cat-6 Mercenaries Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=802021350">https://steamcommunity.com/sharedfiles/filedetails/?id=802021350</a>	Uncle Gunman	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Garrus Squadmate	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=737776349">http://steamcommunity.com/sharedfiles/filedetails/?id=737776349</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Grunt Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=772640904">https://steamcommunity.com/sharedfiles/filedetails/?id=772640904</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Jack Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=735971169">https://steamcommunity.com/sharedfiles/filedetails/?id=735971169</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Kasumi Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=770731681">https://steamcommunity.com/sharedfiles/filedetails/?id=770731681</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Liara Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=762998154">https://steamcommunity.com/sharedfiles/filedetails/?id=762998154</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Miranda Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=747906259">https://steamcommunity.com/sharedfiles/filedetails/?id=747906259</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Mordin Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=785625593">https://steamcommunity.com/sharedfiles/filedetails/?id=785625593</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Palaven	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=830638454">https://steamcommunity.com/sharedfiles/filedetails/?id=830638454</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Shepard Squadmate	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=753069909">http://steamcommunity.com/sharedfiles/filedetails/?id=753069909</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Tali Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=734716688">https://steamcommunity.com/sharedfiles/filedetails/?id=734716688</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 weapons XSkin enabler	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=762443544">http://steamcommunity.com/sharedfiles/filedetails/?id=762443544</a>	ObelixDK	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
ME3 Wrex Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=755415182">https://steamcommunity.com/sharedfiles/filedetails/?id=755415182</a>	[GWJ] Kexx	Compatible with LW2
Mec Grenade Launcher Color Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=742970805">https://steamcommunity.com/sharedfiles/filedetails/?id=742970805</a>	Vortex-Pixalation	This mod has a similar function to a mechanic built into LW2
MEC voices for Sparks Light	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=757993961">https://steamcommunity.com/sharedfiles/filedetails/?id=757993961</a>	ObelixDK	Compatible with LW2



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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Mercenary Plasma Weapons	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=707170261">http://steamcommunity.com/sharedfiles/filedetails/?id=707170261</a>	Claus	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Merciful Advent	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=841080990">http://steamcommunity.com/sharedfiles/filedetails/?id=841080990</a>	bg	Should be compatible.
Metal Over Flesh: Upgradeable SPARKs	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=720053228">https://steamcommunity.com/sharedfiles/filedetails/?id=720053228</a>	RealityMachina	Meta. This will need testing appears to alter config ini
Mgee's Maps	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=819693464">https://steamcommunity.com/sharedfiles/filedetails/?id=819693464</a>	Mgee	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
MGSV BDU Soldier Customization Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=632252203">https://steamcommunity.com/sharedfiles/filedetails/?id=632252203</a>	NinjaNub	Compatible with LW2
MGSV GZ MSF Headgear	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=626608247">http://steamcommunity.com/sharedfiles/filedetails/?id=626608247</a>	NinjaNub	Compatible with LW2
Mid-Mod_Circles	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=630018775">https://steamcommunity.com/sharedfiles/filedetails/?id=630018775</a>	ecoclone	Compatible with LW2
Mid-Mod_Squares	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=633373354">https://steamcommunity.com/sharedfiles/filedetails/?id=633373354</a>	ecoclone	Compatible with LW2
Military Camouflage Patterns	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=619706632">https://steamcommunity.com/sharedfiles/filedetails/?id=619706632</a>	Bistritean	Compatible with LW2
Mission Award Variety	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=643760572">https://steamcommunity.com/sharedfiles/filedetails/?id=643760572</a>	atamize	Missing some fields, should be easily fixable
Mission Penalty Rebalance	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=674300220">https://steamcommunity.com/sharedfiles/filedetails/?id=674300220</a>	Anisotropic	This mod has a similar function to a mechanic built into LW2
Mission Time Remaining	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626589171">https://steamcommunity.com/sharedfiles/filedetails/?id=626589171</a>	bg	This mod has a similar function to a mechanic built into LW2
Mod Achievement System	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=729577219">https://steamcommunity.com/sharedfiles/filedetails/?id=729577219</a>	robojumper	Compatible with LW2
Mod Config Menu	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=667104300">https://steamcommunity.com/sharedfiles/filedetails/?id=667104300</a>	guby	Compatible with LW2
Mod Everything	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=622863565">https://steamcommunity.com/sharedfiles/filedetails/?id=622863565</a>	dev null	Reports a conflict, but may just need updating. Required for Grimy's loot mods
Mod Options Menu	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=652998069">https://steamcommunity.com/sharedfiles/filedetails/?id=652998069</a>	Divine Lucubration	Compatible with LW2, but may be abandoned
Moddable DLC Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=717783955">https://steamcommunity.com/sharedfiles/filedetails/?id=717783955</a>	RealityMachina	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Moddable Ruler Turns	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=683977672">https://steamcommunity.com/sharedfiles/filedetails/?id=683977672</a>	robojumper	This mod has a similar function to a mechanic built into LW2
More Abilities for tactical launch	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=668550498">https://steamcommunity.com/sharedfiles/filedetails/?id=668550498</a>	bg	Compatible with LW2
More After Action report	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=657278818">https://steamcommunity.com/sharedfiles/filedetails/?id=657278818</a>	bg	Needs more testing, it isn't broken, but I had a hard time testing it fully
More Armor Colors	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=629604401">https://steamcommunity.com/sharedfiles/filedetails/?id=629604401</a>	camau	Compatible with LW2
More Cities	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=666382532">https://steamcommunity.com/sharedfiles/filedetails/?id=666382532</a>	RealityMachina	Compatible with LW2 I was not able to do an exhaustive test but it seems to work ok.
More Clothes Options	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=673627042">https://steamcommunity.com/sharedfiles/filedetails/?id=673627042</a>	plasman	Compatible with LW2
More Maps Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=628668732">https://steamcommunity.com/sharedfiles/filedetails/?id=628668732</a>	DIDaz	Compatible with LW2
More Maps Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=625430712">https://steamcommunity.com/sharedfiles/filedetails/?id=625430712</a>	DIDaz	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
More Points Of Interest	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=661212980">https://steamcommunity.com/sharedfiles/filedetails/?id=661212980</a>	Advent Avenger	This mod has a similar function to a mechanic built into LW2
More Squad Size Upgrades	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=619895689">https://steamcommunity.com/sharedfiles/filedetails/?id=619895689</a>	BlueRja	Compatible with LW2, but could use balancing
More Staring Soldiers	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=643926044">https://steamcommunity.com/sharedfiles/filedetails/?id=643926044</a>	CastledCard	Compatible with LW2, but could use balancing
More Starting Supplies	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=720434134">https://steamcommunity.com/sharedfiles/filedetails/?id=720434134</a>	Numbers	Compatible with LW2, but could use balancing
More Supplies	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=618193851">http://steamcommunity.com/sharedfiles/filedetails/?id=618193851</a>	BlueRaja	Compatible with LW2, but could use balancing
Music Modding System	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=757398474">https://steamcommunity.com/sharedfiles/filedetails/?id=757398474</a>	robojumper	Compatible with LW2
Muton Demolisher	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=637434617">https://steamcommunity.com/sharedfiles/filedetails/?id=637434617</a>	Kobl	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
MW Armor Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=772019443">https://steamcommunity.com/sharedfiles/filedetails/?id=772019443</a>	Uncle Gunman	Compatible with LW2
MWR SAS	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=815223794">https://steamcommunity.com/sharedfiles/filedetails/?id=815223794</a>	Uncle Gunman	Compatible with LW2
N7 CRUSADER	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=759110116">http://steamcommunity.com/sharedfiles/filedetails/?id=759110116</a>	AoD_lexandro	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
N7 Typhoon	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=770158526">https://steamcommunity.com/sharedfiles/filedetails/?id=770158526</a>	AoD_lexandro	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
N7 VALIANT	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=761617218">https://steamcommunity.com/sharedfiles/filedetails/?id=761617218</a>	AoD_lexandro	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Necromancer Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626805128">https://steamcommunity.com/sharedfiles/filedetails/?id=626805128</a>	Ekscom	Class mods need some further checking into balance, and custom mechanics will need testing

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Nice Drop Ship Briefing	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=638033072">https://steamcommunity.com/sharedfiles/filedetails/?id=638033072</a>	Uglu_Muglu	Compatible with LW2
No Hunter's Lodge	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=789269933">https://steamcommunity.com/sharedfiles/filedetails/?id=789269933</a>	robojumper	Compatible with LW2
No Rank Up Throttling	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=785522241">https://steamcommunity.com/sharedfiles/filedetails/?id=785522241</a>	robojumper	Compatible with LW2, but could use balancing
No Thanks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=649830981">https://steamcommunity.com/sharedfiles/filedetails/?id=649830981</a>	Hawkie	Compatible with LW2
Nobody Saw That	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=753971312">https://steamcommunity.com/sharedfiles/filedetails/?id=753971312</a>	ivancsy.gabor	Needs more testing, it doesn't seem broken, but i'm unsure if it is WAD
nTex 2	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=831372093">https://steamcommunity.com/sharedfiles/filedetails/?id=831372093</a>	Neonin	Compatible with LW2. I did not do exhaustive testing but the icons showed up in the barracks and soldier load out screens
Numeric Health Display	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=621376448">https://steamcommunity.com/sharedfiles/filedetails/?id=621376448</a>	Reewi	Compatible with LW2
Oblivion Cannon	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=722142270">https://steamcommunity.com/sharedfiles/filedetails/?id=722142270</a>	Apathy Enrage	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Overwatch - Genji Squadmate	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=772656597">http://steamcommunity.com/sharedfiles/filedetails/?id=772656597</a>	Aelanna	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Overwatch - Tracer Voice Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=660180741">https://steamcommunity.com/sharedfiles/filedetails/?id=660180741</a>		Compatible with LW2
Overwatch accessories	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=739751718">http://steamcommunity.com/sharedfiles/filedetails/?id=739751718</a>	Satu	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Overwatch All/others	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=621695447">https://steamcommunity.com/sharedfiles/filedetails/?id=621695447</a>	whoknew	Compatible with LW2
Overwatch Tracer Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=741549683">https://steamcommunity.com/sharedfiles/filedetails/?id=741549683</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Paladin Class for LWP	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=811716896">https://steamcommunity.com/sharedfiles/filedetails/?id=811716896</a>	Alterd-Rushano	Class mods need some further checking into balance, and custom mechanics will need testing
PanicMod_AlwaysHunker	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=637114099">https://steamcommunity.com/sharedfiles/filedetails/?id=637114099</a>	Melancholia	This mod has a similar function to a mechanic built into LW2
Paragon Class Rebalance - Beta	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=732939977">https://steamcommunity.com/sharedfiles/filedetails/?id=732939977</a>	harlequin565	Class mods need some further checking into balance, and custom mechanics will need testing
Partial Mission Completion	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=643910246">https://steamcommunity.com/sharedfiles/filedetails/?id=643910246</a>	RealityMachina	This mod has a similar function to a mechanic built into LW2
Partial Mission Completion - no overrides	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=653438305">https://steamcommunity.com/sharedfiles/filedetails/?id=653438305</a>	RealityMachina	This mod has a similar function to a mechanic built into LW2
Partisan War	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=645321724">https://steamcommunity.com/sharedfiles/filedetails/?id=645321724</a>	JG Baxter	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Patrol Training	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=629722935">https://steamcommunity.com/sharedfiles/filedetails/?id=629722935</a>	RealityMachina	Needs more testing, it isn't broken, but I had a hard time testing it fully
Patrol Training DM edition	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=630074091">https://steamcommunity.com/sharedfiles/filedetails/?id=630074091</a>	RealityMachina	Needs more testing, it isn't broken, but I had a hard time testing it fully
Perfect Hacker	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=644253440">https://steamcommunity.com/sharedfiles/filedetails/?id=644253440</a>	Leahn Novash	Should be compatible with a few tweaks
Perfect Information	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=625737801">https://steamcommunity.com/sharedfiles/filedetails/?id=625737801</a>	tjnome	Compatible with LW2, but cis sometimes not 100% accurate. Not sure if it is a vanilla issue
Perk Pack Remix: Gadgeteer	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=731591688">https://steamcommunity.com/sharedfiles/filedetails/?id=731591688</a>	Weebos	Class mods need some further checking into balance, and custom mechanics will need testing
Perk Pack Remix: Striker	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=734516763">https://steamcommunity.com/sharedfiles/filedetails/?id=734516763</a>	Weebos	Class mods need some further checking into balance, and custom mechanics will need testing
Permanent Dark Events	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=831863509">https://steamcommunity.com/sharedfiles/filedetails/?id=831863509</a>	robojumper	This mod has a similar function to a mechanic built into LW2
Persistent Bullet Shells	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=750413415">http://steamcommunity.com/sharedfiles/filedetails/?id=750413415</a>	vortex-pixalation	Compatible with LW2
PKM	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=737309263">https://steamcommunity.com/sharedfiles/filedetails/?id=737309263</a>	E3245	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Plasman Camos	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=645436984">http://steamcommunity.com/sharedfiles/filedetails/?id=645436984</a>	Plasman	Compatible with LW2
Playable Aliens	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=644076161">https://steamcommunity.com/sharedfiles/filedetails/?id=644076161</a>	Kriiden	This mod will require some in depth testing, as the changes occur after certain soldier levels are achived. I can't devote the time yet to get to a solid answer
Playable Aliens/Allies Unknown Patch	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=764410987">https://steamcommunity.com/sharedfiles/filedetails/?id=764410987</a>	RealityMachina	Requires Playable Aliens, so there is probably some work to be done to achive compatibility
Potentials	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=695216006">https://steamcommunity.com/sharedfiles/filedetails/?id=695216006</a>	RealityMachina	Seems to be compatible with LW2, but I am not 100% sure if how the config refresh will be affected by LW2. The pop ups work when a rookie is ranked up.
Power Ammo	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=821799888">https://steamcommunity.com/sharedfiles/filedetails/?id=821799888</a>	Triev	Ammo mods wil lneed some tweaking, but should be compatible
Powered Armor Immunities	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=739273164">https://steamcommunity.com/sharedfiles/filedetails/?id=739273164</a>	krj12	Compatible with LW2, but could use balancing
Progressive Armor Less Anarchy	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=648789483">https://steamcommunity.com/sharedfiles/filedetails/?id=648789483</a>	The PM	Should be compatible with LW2 but I don't have that DLC installed to fully test.

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Psi Bomb Change	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=799350291">https://steamcommunity.com/sharedfiles/filedetails/?id=799350291</a>	robojumper	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
Psi Lab Trains Multiple Classes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=717567622">https://steamcommunity.com/sharedfiles/filedetails/?id=717567622</a>	Celestus of Borg	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
PSI Rookies	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=621630722">https://steamcommunity.com/sharedfiles/filedetails/?id=621630722</a>	Pegazul	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
Psi Rookies Rebalanced	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=731848502">https://steamcommunity.com/sharedfiles/filedetails/?id=731848502</a>	Malidictus	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
PsiRebalance	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=672100679">https://steamcommunity.com/sharedfiles/filedetails/?id=672100679</a>	LeaderEnemyBoss	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
Quick Reload	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=643302414">https://steamcommunity.com/sharedfiles/filedetails/?id=643302414</a>	bg	Compatible with LW2
Quick Soldier Info	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=642371502">https://steamcommunity.com/sharedfiles/filedetails/?id=642371502</a>	bg	Compatible with LW2
qUick_FIX	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=704556288">https://steamcommunity.com/sharedfiles/filedetails/?id=704556288</a>	Zyxpilson	Compatible with LW2. Will need some tweaking to mesh properly in the UI
qUick_FLO	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=698635602">https://steamcommunity.com/sharedfiles/filedetails/?id=698635602</a>	Zyxpilson	Compatible with LW2. Will need some tweaking to mesh properly in the UI
Rage Helmet	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=763045721">https://steamcommunity.com/sharedfiles/filedetails/?id=763045721</a>	Claus	Compatible with LW2
Raidey's Class Overhaul	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=663914425">https://steamcommunity.com/sharedfiles/filedetails/?id=663914425</a>	Raidey	Class mods need some further checking into balance, and custom mechanics will need testing
Random Appearance Button	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=634268994">http://steamcommunity.com/sharedfiles/filedetails/?id=634268994</a>	thade	Compatible with LW2
Rapid Reinforcements	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=704728657">https://steamcommunity.com/sharedfiles/filedetails/?id=704728657</a>	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Ravenmores Digital Camo	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620371808">https://steamcommunity.com/sharedfiles/filedetails/?id=620371808</a>	Ravenmore	Compatible with LW2
Ready Up	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=660288613">http://steamcommunity.com/sharedfiles/filedetails/?id=660288613</a>	bg	This mod has a similar function to a mechanic built into LW2
Real Assorted Loot	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=666071371">https://steamcommunity.com/sharedfiles/filedetails/?id=666071371</a>	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Recovery Turn System	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=685702241">https://steamcommunity.com/sharedfiles/filedetails/?id=685702241</a>	Maluco Marinero	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Reinforcement Missions	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=766511505">https://steamcommunity.com/sharedfiles/filedetails/?id=766511505</a>	Maluco Marinero	This mod has a similar function to a mechanic built into LW2
Reliable Smoke	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=650751923">https://steamcommunity.com/sharedfiles/filedetails/?id=650751923</a>	Anisotropic	This mod has a similar function to a mechanic built into LW2
Remove Equipment Mods	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=658977800">https://steamcommunity.com/sharedfiles/filedetails/?id=658977800</a>	dev null	This mod has a similar function to a mechanic built into LW2
Remove Missing Mods	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=641394554">https://steamcommunity.com/sharedfiles/filedetails/?id=641394554</a>	sq_paradox	Compatible with LW2
Remove Rage Shaking Cam	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=690138729">https://steamcommunity.com/sharedfiles/filedetails/?id=690138729</a>	Advent Avenger	Functionality included in LW2 -- JL
Remove Unique Restrictions	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=730990240">https://steamcommunity.com/sharedfiles/filedetails/?id=730990240</a>	ObelixDk	Compatible with LW2
Resource Cache Customization	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=743362749">https://steamcommunity.com/sharedfiles/filedetails/?id=743362749</a>	Advent Avenger	Functionality Included in LW2
Restored Avenger Navigation	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=822941627">https://steamcommunity.com/sharedfiles/filedetails/?id=822941627</a>	robojumper	Compatible with LW2
ReticleMod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=756315744">https://steamcommunity.com/sharedfiles/filedetails/?id=756315744</a>	robojumper	Compatible with LW2
Reusable Hunter's Axe	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=728432028">https://steamcommunity.com/sharedfiles/filedetails/?id=728432028</a>	bg	Compatible with LW2, but could use balancing
Revival Protocol and Restoration Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=821147079">https://steamcommunity.com/sharedfiles/filedetails/?id=821147079</a>	RealityMachina	Compatible with LW2
Reward Decks Refresher	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=665435869">https://steamcommunity.com/sharedfiles/filedetails/?id=665435869</a>	bg	Compatible with LW2
Riftkeeper	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=653666446">https://steamcommunity.com/sharedfiles/filedetails/?id=653666446</a>	LeaderEnemyBoss	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Road to Ruin - Armors	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=792888446">https://steamcommunity.com/sharedfiles/filedetails/?id=792888446</a>	13laCk_OuT	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Road to Ruin - Mod Armory	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=836500233">http://steamcommunity.com/sharedfiles/filedetails/?id=836500233</a>	13laCk_OuT	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Road to Ruin - Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=792886164">https://steamcommunity.com/sharedfiles/filedetails/?id=792886164</a>	13laCk_OuT	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
robojumper's various speed ups	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=746389497">https://steamcommunity.com/sharedfiles/filedetails/?id=746389497</a>	robojumper	Compatible with LW2
Rogue Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618036260">https://steamcommunity.com/sharedfiles/filedetails/?id=618036260</a>	Isms	Class mods need some further checking into balance, and custom mechanics will need testing
Roulette All - Wonderchild	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=725334456">http://steamcommunity.com/sharedfiles/filedetails/?id=725334456</a>	DerBK	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Safer Cosmetic Transitions	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=767471263">https://steamcommunity.com/sharedfiles/filedetails/?id=767471263</a>	RealityMachina	Needs testing
Save Game List Order Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=657373295">https://steamcommunity.com/sharedfiles/filedetails/?id=657373295</a>	bg	Compatible with LW2
Scaling Protect Device	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=634352787">https://steamcommunity.com/sharedfiles/filedetails/?id=634352787</a>	bg	This may be compatible with some tweaking. Devices in LW2 are different than vanilla so it may affect balance
Scanning Protocol AOE Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=718573070">https://steamcommunity.com/sharedfiles/filedetails/?id=718573070</a>	Advent Avenger	Compatible with LW2
Scanning Sites Plus	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=665703787">https://steamcommunity.com/sharedfiles/filedetails/?id=665703787</a>	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Scorpion Class [LW perks]	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=721759784">https://steamcommunity.com/sharedfiles/filedetails/?id=721759784</a>	Vexcord	Class mods need some further checking into balance, and custom mechanics will need testing
Second Wave Reborn Expanded	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=667691437">https://steamcommunity.com/sharedfiles/filedetails/?id=667691437</a>	EladDv	A minor conflict on the Mission setup screen, not sure about functionality. Some options included in LW2
Sectoid Commander	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=655821827">https://steamcommunity.com/sharedfiles/filedetails/?id=655821827</a>	Farkyrie	This mod has a similar function to a mechanic built into LW2
Select Soldier Icons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=630391471">https://steamcommunity.com/sharedfiles/filedetails/?id=630391471</a>	Zfail	Compatible with LW2
Shadow Ops LW	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=790582498">http://steamcommunity.com/sharedfiles/filedetails/?id=790582498</a>	xyllthixim	Covert mechanic needs testing Class mods need some further checking into balance, and custom mechanics will need testing - DI
Shens Legacy	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=635598252">http://steamcommunity.com/sharedfiles/filedetails/?id=635598252</a>	Teh T	Meta. Possibly compatible, but further testing is required
Show Enemies on Mission Planning	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=635257372">https://steamcommunity.com/sharedfiles/filedetails/?id=635257372</a>	AlexF	Mostly compatible, the UI overrides can get wonky but i'm guessing that it will work with some tweaks
Show Health Values	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=617015579">https://steamcommunity.com/sharedfiles/filedetails/?id=617015579</a>	bg	Compatible with LW2
Show More Buffs	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=709499969">https://steamcommunity.com/sharedfiles/filedetails/?id=709499969</a>	bg	Should be compatible with some tweaks. UI overlapping is minor
ShowMeTheSkills	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=632397344">https://steamcommunity.com/sharedfiles/filedetails/?id=632397344</a>	?	Not compatible. It doesn't show up at all in the Squad Select screens - 1/17 DI
ShowMeTheSkillsUpdated	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=727367694">https://steamcommunity.com/sharedfiles/filedetails/?id=727367694</a>	resonansER	Not compatible. It doesn't show up at all in the Squad Select screens - 1/17 DI
Skulljack Feedback Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=636893854">https://steamcommunity.com/sharedfiles/filedetails/?id=636893854</a>	bg	Compatible with LW2
Slower Avatar Project Progression	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618254897">https://steamcommunity.com/sharedfiles/filedetails/?id=618254897</a>	ChadSexington	This mod has a similar function to a mechanic built into LW2
Smart Overwatch	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=714941290">https://steamcommunity.com/sharedfiles/filedetails/?id=714941290</a>	Isms	Compatible with LW2, but may need balancing
SMG Rapid Fire	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=732105995">https://steamcommunity.com/sharedfiles/filedetails/?id=732105995</a>	Advent Avenger	Needs more testing. I think that it will work.
Smoke Grants Concealment	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=738751056">https://steamcommunity.com/sharedfiles/filedetails/?id=738751056</a>	HandyVac	This may be compatible with some tweaking. The vanilla smoke bugs were fixed in LW2, so thesmoek mechanics may need to be updated.
Soldier Fatigue Updated	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=694223407">https://steamcommunity.com/sharedfiles/filedetails/?id=694223407</a>	Numbers	This mod has a similar function to a mechanic built into LW2
Some More Mod Achievements	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=729582723">https://steamcommunity.com/sharedfiles/filedetails/?id=729582723</a>	robojumper	Compatible with LW2
SPARK Ammo Slot	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=732643968">https://steamcommunity.com/sharedfiles/filedetails/?id=732643968</a>	Advent Avenger	Requires Ammo Pocket Fix mod
SPARK Custom Class Support	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=729610025">https://steamcommunity.com/sharedfiles/filedetails/?id=729610025</a>	bg	Needs Testing
Spark Progressive Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=740724049">https://steamcommunity.com/sharedfiles/filedetails/?id=740724049</a>	Vexcord	Needs Testing
SPARK Pugilist Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=732838044">https://steamcommunity.com/sharedfiles/filedetails/?id=732838044</a>	Emong	Needs Testing
Spart's Kitbashes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=693945557">https://steamcommunity.com/sharedfiles/filedetails/?id=693945557</a>	Spart117MC	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Spart's SPARKbashes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=721261179">https://steamcommunity.com/sharedfiles/filedetails/?id=721261179</a>	Spart117MC	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Spartan Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=637340321">https://steamcommunity.com/sharedfiles/filedetails/?id=637340321</a>	Uncle Gunman	Compatible with LW2
Spartan-II Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=808175375">https://steamcommunity.com/sharedfiles/filedetails/?id=808175375</a>	NafNaf_95	Compatible with LW2
SpecOps Combat Knives	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=677573817">https://steamcommunity.com/sharedfiles/filedetails/?id=677573817</a>	Musashi	Class Mods need to be balanced. Mechanics need testing. Covert mechanics need work, but overall they are pretty close, some UI overrides
Spectrum Green - Open Alpha Build: 0010b	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=785405763">http://steamcommunity.com/sharedfiles/filedetails/?id=785405763</a>	Yzaxtol	Highlander / Overhaul. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing Note: I ran LW2 and Spectrum alone with no other mods and was able to equip soldiers with both mods weapons and, choose classes from both mods, and faced enemies from both mods.
Spectrum: Aegis Division	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=725196351">https://steamcommunity.com/sharedfiles/filedetails/?id=725196351</a>	Yzaxtol	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Spectrum: Codebreaker Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=666723734">https://steamcommunity.com/sharedfiles/filedetails/?id=666723734</a>	Yzaxtol	Class mods need some further checking into balance, and custom mechanics will need testing



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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Spectrum: Complete (Yellow v1.06)	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=637300728">http://steamcommunity.com/sharedfiles/filedetails/?id=637300728</a>	Yzaxtol	Highlander / Overhaul. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing Note: I ran LW2 and Spectrum alone with no other mods and was able to equip soldiers with both mods weapons and, choose classes from both mods, and faced enemies from both mods.
Spectrum: Yellow Enemies only	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=667025720">https://steamcommunity.com/sharedfiles/filedetails/?id=667025720</a>	Yzaxtol	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Squad Cohesion	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=660665065">https://steamcommunity.com/sharedfiles/filedetails/?id=660665065</a>	RealityMachina	This mod adds some mecahnics but should be compatible with LW2 squads some tweaking
Squad Notoriety	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=677096274">https://steamcommunity.com/sharedfiles/filedetails/?id=677096274</a>	RealityMachina	This mod adds some mecahnics but should be compatible with LW2 squads some tweaking
Squad Select Fix for 7 soldiers	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=723994500">https://steamcommunity.com/sharedfiles/filedetails/?id=723994500</a>	bg	This mod has a similar function to a mechanic built into LW2
Squad Size Upgrades for LW Toolbox	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=734106349">http://steamcommunity.com/sharedfiles/filedetails/?id=734106349</a>	sq_paradox	This mod has a similar function to a mechanic built into LW2
Stabilize Me!	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=654174276">https://steamcommunity.com/sharedfiles/filedetails/?id=654174276</a>	Sgt Nutcracker	Seems like it could work with LW2, but it was broken in Vanilla for me.
Stacking Suppression	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=705791225">http://steamcommunity.com/sharedfiles/filedetails/?id=705791225</a>	bg	I couldn't determine if this was working, but it doesn't break anything. LW2 has a lot of fixes, and supression in LW2 is much inmproved over vanilla so this mod may not be needed
Star Wars Helmets	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=625481548">https://steamcommunity.com/sharedfiles/filedetails/?id=625481548</a>	Platoon	Compatible with LW2
Starcraft II Kerrigan Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=743788691">https://steamcommunity.com/sharedfiles/filedetails/?id=743788691</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Starcraft II Nova Squadmate	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=804174001">https://steamcommunity.com/sharedfiles/filedetails/?id=804174001</a>	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Start Your Own Missions	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=646124583">https://steamcommunity.com/sharedfiles/filedetails/?id=646124583</a>	RealityMachina	This will require some tweaking, but I can't think of a reason that it wouldn't be compatible. clearly more testing is required
Starting Soldiers	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=683306035">https://steamcommunity.com/sharedfiles/filedetails/?id=683306035</a>	GrimyBunyip	Compatible with LW2. Need balanacing
Steady Weapon	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626609469">https://steamcommunity.com/sharedfiles/filedetails/?id=626609469</a>	The forgotten crouton	This mod has a similar function to a mechanic built into LW2
Stealth Grenades	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=754065680">https://steamcommunity.com/sharedfiles/filedetails/?id=754065680</a>	Phantom	This mod has a similar function to a mechanic built into LW2
Stench fury Modular Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=729351665">https://steamcommunity.com/sharedfiles/filedetails/?id=729351665</a>	Stenchfury	Compatible with LW2
Stench fury Modular Helmets	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=636400624">https://steamcommunity.com/sharedfiles/filedetails/?id=636400624</a>	Stenchfury	Compatible with LW2
Stop Wasting My Time	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620600092">https://steamcommunity.com/sharedfiles/filedetails/?id=620600092</a>	BlueRaja	Compatible with LW2
Strip Primary Weapons	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618504171">https://steamcommunity.com/sharedfiles/filedetails/?id=618504171</a>	wasteland_ghost	This mod has a similar function to a mechanic built into LW2
Super Shield	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=822456738">https://steamcommunity.com/sharedfiles/filedetails/?id=822456738</a>	Trieve	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Suppressible targeting abilities	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=638860768">https://steamcommunity.com/sharedfiles/filedetails/?id=638860768</a>	bg	This mod has a similar function to a mechanic built into LW2
SW Alien Head Pack 01: Twi'leks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=815484526">https://steamcommunity.com/sharedfiles/filedetails/?id=815484526</a>	DrDCB	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
SW Alien Head Pack Extra: Base Heads	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=822021367">https://steamcommunity.com/sharedfiles/filedetails/?id=822021367</a>	DrDCB	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Swapping	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=694875779">https://steamcommunity.com/sharedfiles/filedetails/?id=694875779</a>	Zyxpilson	Compatible with LW2 (conflicts with other mods though)
SWR Full Crew Avenger	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=654623819">https://steamcommunity.com/sharedfiles/filedetails/?id=654623819</a>	Meritus	Compatible with LW2
Tactical Co-Op (Official)	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=792693587">https://steamcommunity.com/sharedfiles/filedetails/?id=792693587</a>	Team Dragonpunk	Testing
Tactical Flyover	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=657304953">http://steamcommunity.com/sharedfiles/filedetails/?id=657304953</a>	Chewy	Compatible with LW2
Tactical Force	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=736203674">https://steamcommunity.com/sharedfiles/filedetails/?id=736203674</a>	James	Class mods need some further checking into balance, and custom mechanics will need testing
Tactical HUD Tweaks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=640402081">https://steamcommunity.com/sharedfiles/filedetails/?id=640402081</a>	GrimyBunyip	Included in Pefect Information
Tactical Rigging	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=736664411">https://steamcommunity.com/sharedfiles/filedetails/?id=736664411</a>	Siven	This mod has a similar function to a mechanic built into LW2
Tech Tree	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=630693520">http://steamcommunity.com/sharedfiles/filedetails/?id=630693520</a>	AlexF	Will need an update to add new LW2 items / techs
Textile Armor Patterns	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=668652144">https://steamcommunity.com/sharedfiles/filedetails/?id=668652144</a>	Mantid	Compatible with LW2
TheAxeMod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=718190620">https://steamcommunity.com/sharedfiles/filedetails/?id=718190620</a>	Musashi	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Tier 1.5 Lasers: an Alternate Weapon Techs mod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=726585885">https://steamcommunity.com/sharedfiles/filedetails/?id=726585885</a>	RealityMachina	This mod has a similar function to a mechanic built into LW2

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Tier III Greandes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=818046676">https://steamcommunity.com/sharedfiles/filedetails/?id=818046676</a>	Farkyrie	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Timer Tweaks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=616857663">https://steamcommunity.com/sharedfiles/filedetails/?id=616857663</a>	Shaska	May be compatible, but further testing further along in teh game is necessary
Titanfall Gear	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=650731226">https://steamcommunity.com/sharedfiles/filedetails/?id=650731226</a>	Dor	Compatible with LW2
Titanfall Sparks	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=812942004">https://steamcommunity.com/sharedfiles/filedetails/?id=812942004</a>	Uncle Gunman	Compatible with LW2
Total Advent Weaponry	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=682156617">https://steamcommunity.com/sharedfiles/filedetails/?id=682156617</a>	CMDBob	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Training Roulette	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=665132402">http://steamcommunity.com/sharedfiles/filedetails/?id=665132402</a>	GrimyBunyip	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Trooper Class	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618090572">https://steamcommunity.com/sharedfiles/filedetails/?id=618090572</a>	chocolategarcon	Class mods need some further checking into balance, and custom mechanics will need testing
True Concealment	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=618077830">https://steamcommunity.com/sharedfiles/filedetails/?id=618077830</a>	Takeru Shirrogane	This mod has a similar function to a mechanic built into LW2
True retroactive AWC	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=620586407">https://steamcommunity.com/sharedfiles/filedetails/?id=620586407</a>	bg	This mod has a similar function to a mechanic built into LW2
Turret Bulwark (Even When Dead)	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=718133656">https://steamcommunity.com/sharedfiles/filedetails/?id=718133656</a>	Advent Avenger	I think that thsi is compatible, but it needs further testing
Uniforms Manager	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626291285">https://steamcommunity.com/sharedfiles/filedetails/?id=626291285</a>	Falcon	Compatible with LW2
Unit Selection Order	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=839670497">http://steamcommunity.com/sharedfiles/filedetails/?id=839670497</a>	robojumper	Wil lbe compatible with LW2 after patch 1 - @TT
Units Gain More XP	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=618218355">http://steamcommunity.com/sharedfiles/filedetails/?id=618218355</a>	BlueRaja	This mod has a similar function to a mechanic built into LW2
Unlock All Region Links	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=685419275">https://steamcommunity.com/sharedfiles/filedetails/?id=685419275</a>	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Unrelenting Berserkers	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=680389539">http://steamcommunity.com/sharedfiles/filedetails/?id=680389539</a>	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Update Carried Units	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=698881748">https://steamcommunity.com/sharedfiles/filedetails/?id=698881748</a>	thegrimsqueaker72	Seems to be compatible with LW2, fixes a vanilla bug
Upgrade Reminder	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=624726628">https://steamcommunity.com/sharedfiles/filedetails/?id=624726628</a>	tracktwo	Compatible with LW2 - 1/17 DI
Use My Class	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=684929720">http://steamcommunity.com/sharedfiles/filedetails/?id=684929720</a>	krj12	I think that this is working, it didn't break anything, but my results were not definitive
Utility slot Sidearms	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=688644689">https://steamcommunity.com/sharedfiles/filedetails/?id=688644689</a>	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Vahlen Explosive Kill VO	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=784260898">https://steamcommunity.com/sharedfiles/filedetails/?id=784260898</a>	robojumper	Compatible with LW2
Vanilla Customization for Alien Armors	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=744790570">https://steamcommunity.com/sharedfiles/filedetails/?id=744790570</a>	robojumper	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
Various Suppression Fixes	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=710204395">https://steamcommunity.com/sharedfiles/filedetails/?id=710204395</a>	Advent Avenger	Functionality is possibly built into LW2. Testing required
Venator Enemy	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=687067268">https://steamcommunity.com/sharedfiles/filedetails/?id=687067268</a>	LeaderEnemyBoss	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
VIPs Grab Loot	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=720485713">https://steamcommunity.com/sharedfiles/filedetails/?id=720485713</a>	GrimyBunyip	Compatible with LW2
Vivid Hair Color	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=646260472">https://steamcommunity.com/sharedfiles/filedetails/?id=646260472</a>	GothicaGeist	Compatible with LW2
Vivid Hair Color Extended	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=797403710">https://steamcommunity.com/sharedfiles/filedetails/?id=797403710</a>	GothicaGeist	Compatible with LW2
WA'sCustomGear	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=653902466">https://steamcommunity.com/sharedfiles/filedetails/?id=653902466</a>	Wastedalmond	Compatible with LW2
WAR Suit Provides Bulwark	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=723297194">http://steamcommunity.com/sharedfiles/filedetails/?id=723297194</a>		Seems compatible, will require late game testing
Wave Com	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=679975280">https://steamcommunity.com/sharedfiles/filedetails/?id=679975280</a>	Maluco Marinero	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Wave Com RulerWaves	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=690849228">http://steamcommunity.com/sharedfiles/filedetails/?id=690849228</a>	Maluco Marinero	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
Weapon Sidegrade	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=651888661">https://steamcommunity.com/sharedfiles/filedetails/?id=651888661</a>	bg	This mod has a similar function to a mechanic built into LW2
Weapon upgrade Indicators	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=691741580">https://steamcommunity.com/sharedfiles/filedetails/?id=691741580</a>	krj12	Not compatible. It doesn't show up at all in the Squad Select screens - 1/17 DI
Wider Field of View	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=695546876">http://steamcommunity.com/sharedfiles/filedetails/?id=695546876</a>	grimybunyip	Compatible with LW2
Working Scientists	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=634166008">https://steamcommunity.com/sharedfiles/filedetails/?id=634166008</a>	dev null	This mod has a similar function to a mechanic built into LW2
World Expansion Project: ADVENT	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=626303273">https://steamcommunity.com/sharedfiles/filedetails/?id=626303273</a>	Beacon	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
X2DebugItem Fix	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=670715540">https://steamcommunity.com/sharedfiles/filedetails/?id=670715540</a>	bg	Compatible with LW2

## Mods Compatible with LW2 Rev.1.7

Mod	Steam Workshop Link	Mod Author	Deacon's Notes
XCOM 2: Intel Market	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=779395701">https://steamcommunity.com/sharedfiles/filedetails/?id=779395701</a>	Team Dragonpunk	Compatible with LW2. I was not able to dive into the mechanics to verify that the items purchased provided all of the benefits, but my first pass indicated that it did not conflict with LW2
XCOM Energy Shields	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=623434810">http://steamcommunity.com/sharedfiles/filedetails/?id=623434810</a>	Someone	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
XCOM EU/EW Pod Reveal Stings	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=812449702">https://steamcommunity.com/sharedfiles/filedetails/?id=812449702</a>	robojumper	Compatible with LW2
XCOM EU/EW Ports Extras	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=696566464">https://steamcommunity.com/sharedfiles/filedetails/?id=696566464</a>	Mr KablammOfish	Compatible with LW2
XCOM EU/EW Ports Helmets	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=648432638">https://steamcommunity.com/sharedfiles/filedetails/?id=648432638</a>	Mr KablammOfish	Compatible with LW2
XCOM EU/EW Ports T1 Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=722333931">https://steamcommunity.com/sharedfiles/filedetails/?id=722333931</a>	Mr KablammOfish	Compatible with LW2
XCOM EU/EW Ports T1 Weaponry	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=699275116">https://steamcommunity.com/sharedfiles/filedetails/?id=699275116</a>	Mr KablammOfish	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
XCOM EU/EW Ports T2 Armor	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=660878813">https://steamcommunity.com/sharedfiles/filedetails/?id=660878813</a>	Mr KablammOfish	Compatible with LW2
XCOM EU/EW Ports T3 Armor	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=660521897">http://steamcommunity.com/sharedfiles/filedetails/?id=660521897</a>	Mr KablammOfish	Compatible with LW2
XCom EW helmets for SPARK's	<a href="http://steamcommunity.com/sharedfiles/filedetails/?id=777683461">http://steamcommunity.com/sharedfiles/filedetails/?id=777683461</a>	ObelixDk	Compatible with LW2
XCOM International Voices	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=623812197">https://steamcommunity.com/sharedfiles/filedetails/?id=623812197</a>	Seth Norris	Compatible with LW2
XCOM Old War Heros Voicepack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=689697999">https://steamcommunity.com/sharedfiles/filedetails/?id=689697999</a>	ObelixDk	Compatible with LW2
XCOM2 OG mod	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=722131988">https://steamcommunity.com/sharedfiles/filedetails/?id=722131988</a>	Pendra37	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
XCOM2 OG Mod CONTENT PACK	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=760919973">https://steamcommunity.com/sharedfiles/filedetails/?id=760919973</a>	Pendra37	Highlander / Overhaul / Meta. Most likely not compatible with LW2 out of the box. But I don't fully understand the changes to the mechanics and this might work even better with LW2. Needs testing
XComPistols_Enhanced	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=770772247">https://steamcommunity.com/sharedfiles/filedetails/?id=770772247</a>	E3245	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Requires "Mod Everything" which is compatible - 1/17 DI
XModBase	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=702822001">https://steamcommunity.com/sharedfiles/filedetails/?id=702822001</a>	xlthixim	xlthixim's mods are compatible - Updated 1/17 DI
XSkin System	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=707548632">https://steamcommunity.com/sharedfiles/filedetails/?id=707548632</a>	robojumper	Weapon (and possibly Armor) Slots need to be updated for LW2. Schematics changes will require some tweaking. Mainly weapons need to start with 3 slots. Modded weapons work as intended in the tactical game. Updated 1/16 DI
XXL Tattoo Pack	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=723546573">https://steamcommunity.com/sharedfiles/filedetails/?id=723546573</a>	Mantid	Compatible with LW2
Xylth's Debugging Tools	<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=692278276">https://steamcommunity.com/sharedfiles/filedetails/?id=692278276</a>	xlthixim	Compatible with LW2