

Mods Compatible with LW2 Rev.1.7

Mod	Steam Workshop Link	Mod Author	Deacon's Notes
[beta] XCOM 2 EW	https://steamcommunity.com/sharedfiles/filedetails/?id=718776109	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	https://steamcommunity.com/sharedfiles/filedetails/?id=776789824	Kobl	Compatible with LW2
30 Ability Icons	https://steamcommunity.com/sharedfiles/filedetails/?id=694455263	bg	This mod has a similar function to a mechanic built into LW2
A Better ADVENT 2	https://steamcommunity.com/sharedfiles/filedetails/?id=793861140	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	https://steamcommunity.com/sharedfiles/filedetails/?id=815789798	Scuba Steve	Should be compatible with some tweaks
A Better Rookie	https://steamcommunity.com/sharedfiles/filedetails/?id=815380892	Scuba Steve	Should be compatible with some tweaks
A Better Shell	https://steamcommunity.com/sharedfiles/filedetails/?id=743155119	robojumper	Compatible with LW2
Accurate Swords	https://steamcommunity.com/sharedfiles/filedetails/?id=617795921	The Iron Rose	Compatible with LW2, but could use balancing
Action Queue	https://steamcommunity.com/sharedfiles/filedetails/?id=724083904	GrimyBunyip	Not initially compatible as far as I can tell, but needs further testing
Additional Dark Events	https://steamcommunity.com/sharedfiles/filedetails/?id=626109271	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	https://steamcommunity.com/sharedfiles/filedetails/?id=627339214	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	https://steamcommunity.com/sharedfiles/filedetails/?id=646244015	GrimyBunyip	Compatible with LW2 - Requires Perfect Information which is compatible - DI
Additional Mission Types	https://steamcommunity.com/sharedfiles/filedetails/?id=647242867	RealityMachina	Should be compatible with some tweaking. Balance? Mechanics?
Additional Tattoos and Facepaints - Asian	https://steamcommunity.com/sharedfiles/filedetails/?id=620170813	イナゴ	Compatible with LW2
Advanced Ballistics and Materials	https://steamcommunity.com/sharedfiles/filedetails/?id=650816418	Xenioph	Seems to be broken in Vanilla, should work if updated
Advanced Modular Weapons	https://steamcommunity.com/sharedfiles/filedetails/?id=626023136	S.Flo	This mod has a similar function to a mechanic built into LW2
Advent Armor	https://steamcommunity.com/sharedfiles/filedetails/?id=621966098	Dor	Compatible with LW2
ADVENT Ascension	https://steamcommunity.com/sharedfiles/filedetails/?id=647242004	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	http://steamcommunity.com/sharedfiles/filedetails/?id=620528981	Farkyrie	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Advent Flashlights	https://steamcommunity.com/sharedfiles/filedetails/?id=722174182	Vortex-Pixalation	Compatible with LW2
ADVENT Headhunter	http://steamcommunity.com/sharedfiles/filedetails/?id=710122811	Kobl	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
ADVENT MEC : Breacher	https://steamcommunity.com/sharedfiles/filedetails/?id=647998839	Kobl	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
ADVENT Officer - Call Reinforcements	http://steamcommunity.com/sharedfiles/filedetails/?id=626617018	Raymans!	This mod has a similar function to a mechanic built into LW2
AK-74/m	https://steamcommunity.com/sharedfiles/filedetails/?id=763784621	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	http://steamcommunity.com/sharedfiles/filedetails/?id=623935276	BlueRaja	Seems to be compatible with LW2, but could use more testing and probably some balancing
Allies Unknown	https://steamcommunity.com/sharedfiles/filedetails/?id=759381732	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	https://steamcommunity.com/sharedfiles/filedetails/?id=765819297	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	https://steamcommunity.com/sharedfiles/filedetails/?id=759384778	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	https://steamcommunity.com/sharedfiles/filedetails/?id=800551853	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	https://steamcommunity.com/sharedfiles/filedetails/?id=831030913	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	https://steamcommunity.com/sharedfiles/filedetails/?id=683192394	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	https://steamcommunity.com/sharedfiles/filedetails/?id=683192394	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	https://steamcommunity.com/sharedfiles/filedetails/?id=674420475	Mythrell	Probably not needed, but should be compatible if updated
Ammo as weapon mods	https://steamcommunity.com/sharedfiles/filedetails/?id=631889170	bg	Probably not needed, but should be compatible if updated
Ammo Pocket Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=727666654	bg	Probably not needed, but should be compatible if updated
AP Grenades	https://steamcommunity.com/sharedfiles/filedetails/?id=801012887	RealityMachina	Should be compatible with some tweaks
Armorless Kevlar Parts	https://steamcommunity.com/sharedfiles/filedetails/?id=741333272	Vortex-Pixelation	Compatible with LW2
ArmorVariety	https://steamcommunity.com/sharedfiles/filedetails/?id=628798650	dave	Compatible with LW2. Note that it can be a bit buggy if you use a lot of customization mods.
AS VAL & VSS Vintorez	https://steamcommunity.com/sharedfiles/filedetails/?id=632040135	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	https://steamcommunity.com/sharedfiles/filedetails/?id=617790120	Alafian	This mod has a similar function to a mechanic built into LW2
Avatar Project Reworked	https://steamcommunity.com/sharedfiles/filedetails/?id=622266966	AnonymousCheese	This mod has a similar function to a mechanic built into LW2
Avatar Reflect	https://steamcommunity.com/sharedfiles/filedetails/?id=808896647	RealityMachina	Should be compatible with some tweaks. Will need balancing.
Avatar Ruler	https://steamcommunity.com/sharedfiles/filedetails/?id=786342492	RealityMachina	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Avatar-based Dynamic Difficulty	https://steamcommunity.com/sharedfiles/filedetails/?id=645085554	RealityMachina	This mod has a similar function to a mechanic built into LW2
Avatars as faithful to the Canon	https://steamcommunity.com/sharedfiles/filedetails/?id=823171257	Alterd-Rushano	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Avenger Events	http://steamcommunity.com/sharedfiles/filedetails/?id=839687769	RealityMachina	Testing. This will require longer in-game testing
AWC & Psi Lab Scientist Requirements	https://steamcommunity.com/sharedfiles/filedetails/?id=622825943	RealityMachina	This mod has a similar function to a mechanic built into LW2
AWC Reroll Tweak	https://steamcommunity.com/sharedfiles/filedetails/?id=643113427	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Ayy Lmao 2: /xcg/ Boogaloo	http://steamcommunity.com/sharedfiles/filedetails/?id=623425061	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	https://steamcommunity.com/sharedfiles/filedetails/?id=829448794	Stallion	Compatible with LW2
Battle Rifle Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=732321325	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	https://steamcommunity.com/sharedfiles/filedetails/?id=739654958	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	https://steamcommunity.com/sharedfiles/filedetails/?id=623809996	Y-YATTAZO	Compatible with LW2, but could use balancing
Bestiary	https://steamcommunity.com/sharedfiles/filedetails/?id=727794431	GrimyBunyip	Needs some updating to account for new technologies and aliens. But the mechanics work pretty well out of the gate.
Better Debug Camera	https://steamcommunity.com/sharedfiles/filedetails/?id=803411007	robojumper	Compatible with LW2
Better Laboratory	https://steamcommunity.com/sharedfiles/filedetails/?id=681723388	Anisotropic	This mod has a similar function to a mechanic built into LW2
Bigger SPARK Punches	https://steamcommunity.com/sharedfiles/filedetails/?id=728525359	bg	Compatible with LW2, but could use balancing
Black Light Retribution Helmets	https://steamcommunity.com/sharedfiles/filedetails/?id=674065294	Uncle Gunman	Compatible with LW2
Black Market Trades Intel	https://steamcommunity.com/sharedfiles/filedetails/?id=706956593	krj12	Compatible with LW2, but could use balancing
Black Market Usage	https://steamcommunity.com/sharedfiles/filedetails/?id=648410303	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	https://steamcommunity.com/sharedfiles/filedetails/?id=771204256	BlackeHawke	Class mods need some further checking into balance, and custom mechanics will need testing
Blademaster Throwing Axe fix	https://steamcommunity.com/sharedfiles/filedetails/?id=711368513	Advent Avenger	Compatible with LW2, but could use balancing
Bladestorm Customization	https://steamcommunity.com/sharedfiles/filedetails/?id=673233237	Advent Avenger	Seem to work, but further testing is required
BleedOutMod	https://steamcommunity.com/sharedfiles/filedetails/?id=621423047	Melancholia	This mod has a similar function to a mechanic built into LW2
Buildable Hunter Weapons	https://steamcommunity.com/sharedfiles/filedetails/?id=687211262	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	https://steamcommunity.com/sharedfiles/filedetails/?id=699538068	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	https://steamcommunity.com/sharedfiles/filedetails/?id=618977388	Capnbubs	Compatible with LW2
Capped Scrolling Speed	https://steamcommunity.com/sharedfiles/filedetails/?id=772577316	robojumper	Compatible with LW2
Carbines - Standalone	https://steamcommunity.com/sharedfiles/filedetails/?id=710399554	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	https://steamcommunity.com/sharedfiles/filedetails/?id=697373180	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	http://steamcommunity.com/sharedfiles/filedetails/?id=838265208	bg	Testing. Someone wil have to finish a Final Mission with this enabled to be 100% sure
Choosable AWC Perks	http://steamcommunity.com/sharedfiles/filedetails/?id=625272665	tyblaidd	This mod has a similar function to a mechanic built into LW2
Classmod	http://steamcommunity.com/sharedfiles/filedetails/?id=617067798	Stiltman	This mod has a similar function to a mechanic built into LW2
Clean Cinematic	https://steamcommunity.com/sharedfiles/filedetails/?id=629028571	tjnome	Compatible with LW2
Collateral Demolition	https://steamcommunity.com/sharedfiles/filedetails/?id=648913363	Divine Lucubration	This mod has a similar function to a mechanic built into LW2. May be abandoned
Colored Item Names	http://steamcommunity.com/sharedfiles/filedetails/?id=708565860	GrimyBunyip	Bug in Black Market text, which can't handle html (JL)
Commander's Choice	https://steamcommunity.com/sharedfiles/filedetails/?id=688405905	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	https://steamcommunity.com/sharedfiles/filedetails/?id=618055274	wasteland_ghost	This mod has a similar function to a mechanic built into LW2 (JL)
Corrupt Avatar	https://steamcommunity.com/sharedfiles/filedetails/?id=702143276	Raze	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Corrupt Avatar- Chrystallid Infest Psionic	http://steamcommunity.com/sharedfiles/filedetails/?id=838574425	Alterd-Rushano	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Cost Based Ability Colors	https://steamcommunity.com/sharedfiles/filedetails/?id=651306416	infectedm	This mod has a similar function to a mechanic built into LW2
Cover Damage Reduction	https://steamcommunity.com/sharedfiles/filedetails/?id=657637369	Anisotropic	Most likely compatibale with some updating
CovertOps Gear (Silencer)	https://steamcommunity.com/sharedfiles/filedetails/?id=735931361	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 suspcision window is working, not sure whether it is WAD in the code - 1/16 DI
Craft Loot	http://steamcommunity.com/sharedfiles/filedetails/?id=643812550	Chewy	This mod has a similar function to a mechanic built into LW2
Custom Ammo Choice	https://steamcommunity.com/sharedfiles/filedetails/?id=665088597	Advent Avenger	Mechanics will need some tweaking to mesh with LW2. Ammo in general should be compatible
Custom Face Paints	https://steamcommunity.com/sharedfiles/filedetails/?id=619525059	Replikant	Compatible with LW2
Customizable Secondary Weapons	https://steamcommunity.com/sharedfiles/filedetails/?id=775863632	robojumper	Compatible with LW2
Customize all Abilities	http://steamcommunity.com/sharedfiles/filedetails/?id=652994881	Advent Avenger	Needs more testing, if it worked with the LWPP it shoudl work with LW2
Cut Content Ammo	http://steamcommunity.com/sharedfiles/filedetails/?id=629253419	GrimyBunyip	Mod has a similar function to mechanics built into LW2.
CVWeaponPackv2	https://steamcommunity.com/sharedfiles/filedetails/?id=673813380	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	https://steamcommunity.com/sharedfiles/filedetails/?id=673821085	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	https://steamcommunity.com/sharedfiles/filedetails/?id=823843637	Natural Causes	I tied it and it seemed to bug out, but mor etesting is needed
Delayed Ruler Entrances	https://steamcommunity.com/sharedfiles/filedetails/?id=720106834	RealityMachina	This mod has a similar function to a mechanic built into LW2
Desert Eagle Pistol	http://steamcommunity.com/sharedfiles/filedetails/?id=625162110	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	http://steamcommunity.com/sharedfiles/filedetails/?id=755206093	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	https://steamcommunity.com/sharedfiles/filedetails/?id=755415350	Destroyer1101	Compatible with LW2
Destroyer's Female Hair Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=661304203	Destroyer1101	Compatible with LW2
Destroyer's Male Hair Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=677715908	Destroyer1101	Compatible with LW2

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

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Friendly AI part 1	http://steamcommunity.com/sharedfiles/filedetails/?id=770754650	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	http://steamcommunity.com/sharedfiles/filedetails/?id=770759016	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	https://steamcommunity.com/sharedfiles/filedetails/?id=690155065	GrimyBunyip	This could potentially work. More testing is needed
Full Character Customization from the start	https://steamcommunity.com/sharedfiles/filedetails/?id=620530611	Deukat	This mod has a similar function to a mechanic built into LW2
Game Of The Week	https://steamcommunity.com/sharedfiles/filedetails/?id=823461813	robojumper	Users Mod Acheivemnt System
Genji's Blades (Overwatch)	http://steamcommunity.com/sharedfiles/filedetails/?id=772500923	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	https://steamcommunity.com/sharedfiles/filedetails/?id=701921959	Zyxpilson	UI Mods need some tweaking to become compatible, but doesn't break anything
Gonzo's 3d models	https://steamcommunity.com/sharedfiles/filedetails/?id=732005361	Bond Spacesuit	Compatible with LW2
Gotcha (Flank Preview Evolved)	https://steamcommunity.com/sharedfiles/filedetails/?id=629910798	MachDelta	Compatible with LW2
Gremlins Grab Loot	https://steamcommunity.com/sharedfiles/filedetails/?id=675346883	GrimyBunyip	Needs Perfect Information. Compatible with LW2. Updated 1/17 DI
Grenade Damage Falloff	https://steamcommunity.com/sharedfiles/filedetails/?id=626050983	bg	This mod has a similar function to a mechanic built into LW2
Grenade Throwing Tweaks	https://steamcommunity.com/sharedfiles/filedetails/?id=629228359	bg	This mod has a similar function to a mechanic built into LW2
Grenadier and Gunner Class Speration	https://steamcommunity.com/sharedfiles/filedetails/?id=662424686	bg	This mod has a similar function to a mechanic built into LW2
Grey Smoke Grenade	https://steamcommunity.com/sharedfiles/filedetails/?id=742478385	robojumper	Compatible with LW2
Grimy's Attrition Mode	https://steamcommunity.com/sharedfiles/filedetails/?id=669212530	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	https://steamcommunity.com/sharedfiles/filedetails/?id=659582342	GrimyBunyip	Class mods need some further checking into balance, and custom mechanics will need testing
Grimy's Class Rebalance	https://steamcommunity.com/sharedfiles/filedetails/?id=693319658	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	https://steamcommunity.com/sharedfiles/filedetails/?id=693790751	GrimyBunyip	Should be compatible with some tweaking
Grimy's Fury Class	https://steamcommunity.com/sharedfiles/filedetails/?id=682736717	GrimyBunyip	Class mods need some further checking into balance, and custom mechanics will need testing
Grimy's Headhunter	https://steamcommunity.com/sharedfiles/filedetails/?id=678149207	GrimyBunyip	Class mods need some further checking into balance, and custom mechanics will need testing
Grimy's Highlander Mod	https://steamcommunity.com/sharedfiles/filedetails/?id=658305112	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	https://steamcommunity.com/sharedfiles/filedetails/?id=667641397	GrimyBunyip	Not compatible with LWTB, but may be compatible with LW2 -Needs testing - 1/17 DI
Grimy's Loot Mod	https://steamcommunity.com/sharedfiles/filedetails/?id=650277509	GrimyBunyip	Mostly compatible, a few minor isseus came up, but overall it works pretty well
Grimy's Loot Mod - Alien Rulers Expansion	https://steamcommunity.com/sharedfiles/filedetails/?id=685391337	GrimyBunyip	Wasn't compatible with LWTB, but the changes in LW2 might open it up to compatibility
Grimy's Loot Mod -PCS	https://steamcommunity.com/sharedfiles/filedetails/?id=698792377	GrimyBunyip	Wasn't compatible with LWTB, but the changes in LW2 might open it up to compatibility
Grimy's Morale Mod	https://steamcommunity.com/sharedfiles/filedetails/?id=722853433	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	https://steamcommunity.com/sharedfiles/filedetails/?id=726633556	krj12	Needs testing. Should be compatible with some tweaking
Guerrilla War	https://steamcommunity.com/sharedfiles/filedetails/?id=669383499	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	https://steamcommunity.com/sharedfiles/filedetails/?id=678345933	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	https://steamcommunity.com/sharedfiles/filedetails/?id=639884488	codem01	Steam discussion leads me to beleive 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	https://steamcommunity.com/sharedfiles/filedetails/?id=660597695	Nigal Thromberry	Compatible with LW2
Halo ODST Armor	https://steamcommunity.com/sharedfiles/filedetails/?id=690106744	Uncle Gunman	Compatible with LW2
Halo Reach Helmets	https://steamcommunity.com/sharedfiles/filedetails/?id=635150344	Nigal Thromberry	Compatible with LW2
Halo Reach Marines Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=698237992	Uncle Gunman	Compatible with LW2
Halo Reach Weapons	https://steamcommunity.com/sharedfiles/filedetails/?id=641554054	Nigal Thromberry	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	https://steamcommunity.com/sharedfiles/filedetails/?id=659977908	Eternal	Compatible with LW2
Halo Reach: Noble Squad Set	https://steamcommunity.com/sharedfiles/filedetails/?id=664380089	Condensed Turtle Flesh	Compatible with LW2
Handy Heavy Weapons	https://steamcommunity.com/sharedfiles/filedetails/?id=673329698	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	https://steamcommunity.com/sharedfiles/filedetails/?id=738103726	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	https://steamcommunity.com/sharedfiles/filedetails/?id=718281467	robojumper	Need to test
Historical Camo Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=640328382	RoWar	Compatible with LW2
HK416 and HK417 Variants	https://steamcommunity.com/sharedfiles/filedetails/?id=627081021	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	https://steamcommunity.com/sharedfiles/filedetails/?id=624282634	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	https://steamcommunity.com/sharedfiles/filedetails/?id=727887667	Advent Avenger	There were some changes in LW2 to these enemies, so further testing will be required to ensure compatibility
Hostile Territory	http://steamcommunity.com/sharedfiles/filedetails/?id=665546898	dave	Meta. Probably not compatible without significant work.
HunkerDownMod	https://steamcommunity.com/sharedfiles/filedetails/?id=621389964	Melancholia	Compatible with LW2.
Hunter Instinct Fix	http://steamcommunity.com/sharedfiles/filedetails/?id=727080319	bg	This mod has a similar function to a mechanic built into LW2
Hunters Instinct for Swords	http://steamcommunity.com/sharedfiles/filedetails/?id=627968794	GrimyBunyip	Compatible with LW2
Improved AI v1.47	https://steamcommunity.com/sharedfiles/filedetails/?id=618390218	Paradox Song	This mod has a similar function to a mechanic built into LW2
Individual Arms	https://steamcommunity.com/sharedfiles/filedetails/?id=705122565	Spart117MTC	Seems to be compatible if a little glitchy, but that may be in vanilla too.
Infiltrator Sneaksuits	https://steamcommunity.com/sharedfiles/filedetails/?id=822759463	ObelixDk	Compatible with LW2
Ink and paint	https://steamcommunity.com/sharedfiles/filedetails/?id=620051852	Asshole Maddox	Compatible with LW2
Insanity Mind Control Duration Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=682744588	Advent Avenger	This mod has a similar function to a mechanic built into LW2 (as of LW2 1.1) (JL)
Inspire Targeting Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=732207881	Advent Avenger	Inspire is not in Long War 2, so this is not needed. (JL)
Instant Avenger Menus	https://steamcommunity.com/sharedfiles/filedetails/?id=628187112	Ketchi	Compatible with LW2
Intimidating Looking Sectopods	https://steamcommunity.com/sharedfiles/filedetails/?id=726788799	Vortex-Pixelation	Compatible with LW2
Investigation Mission: Shimada Woes	https://steamcommunity.com/sharedfiles/filedetails/?id=804755350	RealityMachina	Meta. Should be compatible with some tweaks. Adds new missions
Investigation Mission: Tracking Tracer	https://steamcommunity.com/sharedfiles/filedetails/?id=767179686	RealityMachina	Meta. Should be compatible with some tweaks. Adds new missions
Invisible Heads	https://steamcommunity.com/sharedfiles/filedetails/?id=646749278	SlivWhist	Compatible with LW2
It's Just A Scratch V2	https://steamcommunity.com/sharedfiles/filedetails/?id=783066416	robojumper	Compatible with LW2
It's Raining Mecha	https://steamcommunity.com/sharedfiles/filedetails/?id=691717015	Natural Causes	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Jsleezys Repurposed Gear	https://steamcommunity.com/sharedfiles/filedetails/?id=650809111	Jsleezy	Compatible with LW2
Juggernaut	https://steamcommunity.com/sharedfiles/filedetails/?id=634831620	bg	Class mods need some further checking into balance, and custom mechanics will need testing
Katana Pack Reloaded	https://steamcommunity.com/sharedfiles/filedetails/?id=698579656	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	https://steamcommunity.com/sharedfiles/filedetails/?id=693821550	Advent Avenger	Compatible with LW2, but could use balancing

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
L115 Sniper Rifle	https://steamcommunity.com/sharedfiles/filedetails/?id=628912930	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	https://steamcommunity.com/sharedfiles/filedetails/?id=726644031	Zyxpsilon	Needs complete rebuild to work with new LW2 data
Landed UFOs on Day 1	https://steamcommunity.com/sharedfiles/filedetails/?id=646132789	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Larger Spawn points	https://steamcommunity.com/sharedfiles/filedetails/?id=637375137	bg	This mod has a similar function to a mechanic built into LW2
Liberty Prime SPARK Voice Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=724359299	Maya Software Renderer	Compatible with LW2
LifeTimeStats	http://steamcommunity.com/sharedfiles/filedetails/?id=634754304	Kosmo	Compatible with LW2
Lighter Base	https://steamcommunity.com/sharedfiles/filedetails/?id=832482972	Trieve	Potentially compatible, but it's a balance mod, so I can't be sure
Load Replay	https://steamcommunity.com/sharedfiles/filedetails/?id=617434458	zx64	Compatible with LW2
Lone Wolf	https://steamcommunity.com/sharedfiles/filedetails/?id=699011611	Raze	Should be compatible with some tweaks
Long War Alien Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=577474474	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Laser Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=712967878	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Leader Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=577517577	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Perk Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=719109968	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War SMG Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=577409322	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Toolbox	https://steamcommunity.com/sharedfiles/filedetails/?id=674832831	Pavonis Interactive	Included in LW2. Do not use if you are running LW2.
Long War Two	-	Pavonis Interactive	Long War 2
Long War Voices	https://steamcommunity.com/sharedfiles/filedetails/?id=634813287	Plumse	Compatible with LW2
Longer Campaign	https://steamcommunity.com/sharedfiles/filedetails/?id=641794739	S.Flo	This mod has a similar function to a mechanic built into LW2
LOS Preview	https://steamcommunity.com/sharedfiles/filedetails/?id=636724652	bg	Works, but is a little glitchy (might have been my test)
Lucubrations Infantry Class	https://steamcommunity.com/sharedfiles/filedetails/?id=632648555	Divine Lucubration	Class mods need some further checking into balance, and custom mechanics will need testing. Appears to be abandoned
Lucubrations Sniper Class	https://steamcommunity.com/sharedfiles/filedetails/?id=658531225	Divine Lucubration	Class mods need some further checking into balance, and custom mechanics will need testing. Appears to be abandoned
LW ADVENT Reinforcements	http://steamcommunity.com/sharedfiles/filedetails/?id=770169637	a8a	This mod has a similar function to a mechanic built into LW2
LW Gun Slinger Class	https://steamcommunity.com/sharedfiles/filedetails/?id=724730318	xrp1000	Class mods need some further checking into balance, and custom mechanics will need testing
LW Mec Armor	https://steamcommunity.com/sharedfiles/filedetails/?id=734118536	bg	Compatible with LW2
LW Mecs as SPARKS	https://steamcommunity.com/sharedfiles/filedetails/?id=731540200	bg	Compatible with LW2
LW Psi Rookies	https://steamcommunity.com/sharedfiles/filedetails/?id=804756952	Alterd-Rushano	Not sure about Psi mechanics, so further testing is required
LW Richard's Classes	https://steamcommunity.com/sharedfiles/filedetails/?id=763647854	Richard	Class mods need some further checking into balance, and custom mechanics will need testing
LW Samurai Class	https://steamcommunity.com/sharedfiles/filedetails/?id=722685127	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 suspcion window is working, not sure whether it is WAD in the code - 1/16 DI
LW Shock Trooper	https://steamcommunity.com/sharedfiles/filedetails/?id=744114681	a8a	Class mods need some further checking into balance, and custom mechanics will need testing
LW SpecOps Class	https://steamcommunity.com/sharedfiles/filedetails/?id=721031946	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 suspcion window is working, not sure whether it is WAD in the code - 1/16 DI
LW Tank Class	https://steamcommunity.com/sharedfiles/filedetails/?id=722393922	Phantom	Class mods need some further checking into balance, and custom mechanics will need testing
M1911 Pistol	https://steamcommunity.com/sharedfiles/filedetails/?id=624086638	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	https://steamcommunity.com/sharedfiles/filedetails/?id=772263566	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	https://steamcommunity.com/sharedfiles/filedetails/?id=765915670	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	https://steamcommunity.com/sharedfiles/filedetails/?id=800500004	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	https://steamcommunity.com/sharedfiles/filedetails/?id=757257838	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	https://steamcommunity.com/sharedfiles/filedetails/?id=773538706	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	https://steamcommunity.com/sharedfiles/filedetails/?id=712630457	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	https://steamcommunity.com/sharedfiles/filedetails/?id=690713958	krj12	Seems to be compatible, might need some further testing
Make Neutralize All Enemies Objective Optional	https://steamcommunity.com/sharedfiles/filedetails/?id=643394152	HazyAssaulter	This mod has a similar function to a mechanic built into LW2
Make PCs and Weapon Upgrades Available Buttons	https://steamcommunity.com/sharedfiles/filedetails/?id=734892507	Neon	Buttons seem to be compatible, but I did not fully test functionality
Maps by Vozati	https://steamcommunity.com/sharedfiles/filedetails/?id=655847458	Vozati	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
Marathon - Commander	https://steamcommunity.com/sharedfiles/filedetails/?id=632806302	Djackdau	This mod has a similar function to a mechanic built into LW2
Marathon - Veteran	https://steamcommunity.com/sharedfiles/filedetails/?id=642208616	Djackdau	This mod has a similar function to a mechanic built into LW2
Marathon: A Longer Campaign with More Missions	https://steamcommunity.com/sharedfiles/filedetails/?id=649645807	Djackdau	This mod has a similar function to a mechanic built into LW2
Marvel Squadmate - Deadpool	http://steamcommunity.com/sharedfiles/filedetails/?id=815460837	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	http://steamcommunity.com/sharedfiles/filedetails/?id=817128098	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	https://steamcommunity.com/sharedfiles/filedetails/?id=620289907	Seth Norris	Compatible with LW2.
ME 3 Cat-6 Mercenaries Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=802021350	Uncle Gunman	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Garrus Squadmate	http://steamcommunity.com/sharedfiles/filedetails/?id=737776349	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Grunt Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=772640904	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Jack Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=735971169	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Kasumi Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=770731681	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Liara Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=762998154	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Miranda Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=747906259	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Mordin Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=785625593	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Palaven	https://steamcommunity.com/sharedfiles/filedetails/?id=830638454	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Shepard Squadmate	http://steamcommunity.com/sharedfiles/filedetails/?id=753069909	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 Tali Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=734716688	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
ME3 weapons XSkin enabler	http://steamcommunity.com/sharedfiles/filedetails/?id=762443544	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	https://steamcommunity.com/sharedfiles/filedetails/?id=755415182	[GWJ] Kexx	Compatible with LW2
Mec Grenade Launcher Color Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=742970805	Vortex-Pixalation	This mod has a similar function to a mechanic built into LW2
MEC voices for Sparks Light	https://steamcommunity.com/sharedfiles/filedetails/?id=757993961	ObelixDK	Compatible with LW2

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
Mercenary Plasma Weapons	http://steamcommunity.com/sharedfiles/filedetails/?id=707170261	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	http://steamcommunity.com/sharedfiles/filedetails/?id=841080990	bg	Should be compatible.
Metal Over Flesh: Upgradeable SPARKs	https://steamcommunity.com/sharedfiles/filedetails/?id=720053228	RealityMachina	Meta. This will need testing appears to alter config ini
Mgee's Maps	https://steamcommunity.com/sharedfiles/filedetails/?id=819693464	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	https://steamcommunity.com/sharedfiles/filedetails/?id=632252203	NinjaNub	Compatible with LW2
MGSV GZ MSF Headgear	http://steamcommunity.com/sharedfiles/filedetails/?id=626608247	NinjaNub	Compatible with LW2
Mid-Mod_Circles	https://steamcommunity.com/sharedfiles/filedetails/?id=630018775	ecoclone	Compatible with LW2
Mid-Mod_Squares	https://steamcommunity.com/sharedfiles/filedetails/?id=633373354	ecoclone	Compatible with LW2
Military Camouflage Patterns	https://steamcommunity.com/sharedfiles/filedetails/?id=619706632	Bistritean	Compatible with LW2
Mission Award Variety	https://steamcommunity.com/sharedfiles/filedetails/?id=643760572	atamize	Missing some fields, should be easily fixable
Mission Penalty Rebalance	https://steamcommunity.com/sharedfiles/filedetails/?id=674300220	Anisotropic	This mod has a similar function to a mechanic built into LW2
Mission Time Remaining	https://steamcommunity.com/sharedfiles/filedetails/?id=626589171	bg	This mod has a similar function to a mechanic built into LW2
Mod Achievement System	https://steamcommunity.com/sharedfiles/filedetails/?id=729577219	robojumper	Compatible with LW2
Mod Config Menu	https://steamcommunity.com/sharedfiles/filedetails/?id=667104300	guby	Compatible with LW2
Mod Everything	https://steamcommunity.com/sharedfiles/filedetails/?id=622863565	dev null	Reports a conflict, but may just need updating. Required for Grimy's loot mods
Mod Options Menu	https://steamcommunity.com/sharedfiles/filedetails/?id=652998069	Divine Lucubration	Compatible with LW2, but may be abandoned
Moddable DLC Weapons	https://steamcommunity.com/sharedfiles/filedetails/?id=717783955	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	https://steamcommunity.com/sharedfiles/filedetails/?id=683977672	robojumper	This mod has a similar function to a mechanic built into LW2
More Abilities for tactical launch	https://steamcommunity.com/sharedfiles/filedetails/?id=668550498	bg	Compatible with LW2
More After Action report	https://steamcommunity.com/sharedfiles/filedetails/?id=657278818	bg	Needs more testing, it isn't broken, but I had a hard time testing it fully
More Armor Colors	https://steamcommunity.com/sharedfiles/filedetails/?id=629604401	camau	Compatible with LW2
More Cities	https://steamcommunity.com/sharedfiles/filedetails/?id=666382532	RealityMachina	Compatible with LW2 I was not able to do an exhaustive test but it seems to work ok.
More Clothes Options	https://steamcommunity.com/sharedfiles/filedetails/?id=673627042	plasman	Compatible with LW2
More Maps Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=628668732	DIDaz	Compatible with LW2
More Maps Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=625430712	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	https://steamcommunity.com/sharedfiles/filedetails/?id=661212980	Advent Avenger	This mod has a similar function to a mechanic built into LW2
More Squad Size Upgrades	https://steamcommunity.com/sharedfiles/filedetails/?id=619895689	BlueRja	Compatible with LW2, but could use balancing
More Staring Soldiers	https://steamcommunity.com/sharedfiles/filedetails/?id=643926044	CastledCard	Compatible with LW2, but could use balancing
More Starting Supplies	https://steamcommunity.com/sharedfiles/filedetails/?id=720434134	Numbers	Compatible with LW2, but could use balancing
More Supplies	http://steamcommunity.com/sharedfiles/filedetails/?id=618193851	BlueRaja	Compatible with LW2, but could use balancing
Music Modding System	https://steamcommunity.com/sharedfiles/filedetails/?id=757398474	robojumper	Compatible with LW2
Muton Demolisher	https://steamcommunity.com/sharedfiles/filedetails/?id=637434617	Kobl	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
MW Armor Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=772019443	Uncle Gunman	Compatible with LW2
MWR SAS	https://steamcommunity.com/sharedfiles/filedetails/?id=815223794	Uncle Gunman	Compatible with LW2
N7 CRUSADER	http://steamcommunity.com/sharedfiles/filedetails/?id=759110116	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	https://steamcommunity.com/sharedfiles/filedetails/?id=770158526	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	https://steamcommunity.com/sharedfiles/filedetails/?id=761617218	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	https://steamcommunity.com/sharedfiles/filedetails/?id=626805128	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	https://steamcommunity.com/sharedfiles/filedetails/?id=638033072	Uglu_Muglu	Compatible with LW2
No Hunter's Lodge	https://steamcommunity.com/sharedfiles/filedetails/?id=789269933	robojumper	Compatible with LW2
No Rank Up Throttling	https://steamcommunity.com/sharedfiles/filedetails/?id=785522241	robojumper	Compatible with LW2, but could use balancing
No Thanks	https://steamcommunity.com/sharedfiles/filedetails/?id=649830981	Hawkie	Compatible with LW2
Nobody Saw That	https://steamcommunity.com/sharedfiles/filedetails/?id=753971312	ivancsy.gabor	Needs more testing, it doesn't seem broken, but i'm unsure if it is WAD
nTex 2	https://steamcommunity.com/sharedfiles/filedetails/?id=831372093	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	https://steamcommunity.com/sharedfiles/filedetails/?id=621376448	Reewi	Compatible with LW2
Oblivion Cannon	https://steamcommunity.com/sharedfiles/filedetails/?id=722142270	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	http://steamcommunity.com/sharedfiles/filedetails/?id=772656597		Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Overwatch - Tracer Voice Pack	https://steamcommunity.com/sharedfiles/filedetails/?id=660180741	Aelanna	Compatible with LW2
Overwatch accessories	http://steamcommunity.com/sharedfiles/filedetails/?id=739751718	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	https://steamcommunity.com/sharedfiles/filedetails/?id=621695447	whoknew	Compatible with LW2
Overwatch Tracer Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=741549683	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Paladin Class for LWP	https://steamcommunity.com/sharedfiles/filedetails/?id=811716896	Alterd-Rushano	Class mods need some further checking into balance, and custom mechanics will need testing
PanicMod_AlwaysHunker	https://steamcommunity.com/sharedfiles/filedetails/?id=637114099	Melancholia	This mod has a similar function to a mechanic built into LW2
Paragon Class Rebalance - Beta	https://steamcommunity.com/sharedfiles/filedetails/?id=732939977	harlequin565	Class mods need some further checking into balance, and custom mechanics will need testing
Partial Mission Completion	https://steamcommunity.com/sharedfiles/filedetails/?id=643910246	RealityMachina	This mod has a similar function to a mechanic built into LW2
Partial Mission Completion - no overrides	https://steamcommunity.com/sharedfiles/filedetails/?id=653438305	RealityMachina	This mod has a similar function to a mechanic built into LW2
Partisan War	https://steamcommunity.com/sharedfiles/filedetails/?id=645321724	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	https://steamcommunity.com/sharedfiles/filedetails/?id=629722935	RealityMachina	Needs more testing, it isn't broken, but I had a hard time testing it fully
Patrol Training DM edition	https://steamcommunity.com/sharedfiles/filedetails/?id=630074091	RealityMachina	Needs more testing, it isn't broken, but I had a hard time testing it fully
Perfect Hacker	https://steamcommunity.com/sharedfiles/filedetails/?id=644253440	Leahn Novash	Should be compatible with a few tweaks
Perfect Information	https://steamcommunity.com/sharedfiles/filedetails/?id=625737801	tjnome	Compatible with LW2, but cis sometimes not 100% accurate. Not sure if it is a vanilla issue
Perk Pack Remix: Gadgeteer	https://steamcommunity.com/sharedfiles/filedetails/?id=731591688	Weebos	Class mods need some further checking into balance, and custom mechanics will need testing
Perk Pack Remix: Striker	https://steamcommunity.com/sharedfiles/filedetails/?id=734516763	Weebos	Class mods need some further checking into balance, and custom mechanics will need testing
Permanent Dark Events	https://steamcommunity.com/sharedfiles/filedetails/?id=831863509	robojumper	This mod has a similar function to a mechanic built into LW2
Persistent Bullet Shells	http://steamcommunity.com/sharedfiles/filedetails/?id=750413415	vortex-pixelation	Compatible with LW2
PKM	https://steamcommunity.com/sharedfiles/filedetails/?id=737309263	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	http://steamcommunity.com/sharedfiles/filedetails/?id=645436984	Plasman	Compatible with LW2
Playable Aliens	https://steamcommunity.com/sharedfiles/filedetails/?id=644076161	Kriiden	This mod will require some in depth testing, as the changes occur after certain soldier levels are achieved. I can't devote the time yet to get to a solid answer
Playable Aliens/Allies Unknown Patch	https://steamcommunity.com/sharedfiles/filedetails/?id=764410987	RealityMachina	Requires Playable Aliens, so there is probably some work to be done to achive compatibility
Potentials	https://steamcommunity.com/sharedfiles/filedetails/?id=695216006	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	https://steamcommunity.com/sharedfiles/filedetails/?id=821799888	Trievie	Ammo mods wil lneed some tweaking, but should be compatible
Powered Armor Immunities	https://steamcommunity.com/sharedfiles/filedetails/?id=739273164	krj12	Compatible with LW2, but could use balancing
Progressive Armor Less Anarchy	https://steamcommunity.com/sharedfiles/filedetails/?id=648789483	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	https://steamcommunity.com/sharedfiles/filedetails/?id=799350291	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	https://steamcommunity.com/sharedfiles/filedetails/?id=717567622	Celestus of Borg	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
PSI Rookies	https://steamcommunity.com/sharedfiles/filedetails/?id=621630722	Pegazul	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
Psi Rookies Rebalanced	https://steamcommunity.com/sharedfiles/filedetails/?id=731848502	Malidictus	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
PsiRebalance	https://steamcommunity.com/sharedfiles/filedetails/?id=672100679	LeaderEnemyBoss	Due to changes in the Psi lab this mod will need further testing by people who understand that mechanic
Quick Reload	https://steamcommunity.com/sharedfiles/filedetails/?id=643302414	bg	Compatible with LW2
Quick Soldier Info	https://steamcommunity.com/sharedfiles/filedetails/?id=642371502	bg	Compatible with LW2
qUlck_FIX	https://steamcommunity.com/sharedfiles/filedetails/?id=704556288	Zyxpilson	Compatible with LW2. Will need some tweaking to mesh properly in the UI
qUlck_FLO	https://steamcommunity.com/sharedfiles/filedetails/?id=698635602	Zyxpilson	Compatible with LW2. Will need some tweaking to mesh properly in the UI
Rage Helmet	https://steamcommunity.com/sharedfiles/filedetails/?id=763045721	Claus	Compatible with LW2
Raidey's Class Overhaul	https://steamcommunity.com/sharedfiles/filedetails/?id=663914425	Raidey	Class mods need some further checking into balance, and custom mechanics will need testing
Random Appearance Button	http://steamcommunity.com/sharedfiles/filedetails/?id=634268994	thade	Compatible with LW2
Rapid Reinforcements	https://steamcommunity.com/sharedfiles/filedetails/?id=704728657	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Ravenmores Digital Camo	https://steamcommunity.com/sharedfiles/filedetails/?id=620371808	Ravenmore	Compatible with LW2
Ready Up	http://steamcommunity.com/sharedfiles/filedetails/?id=660288613	bg	This mod has a similar function to a mechanic built into LW2
Real Assorted Loot	https://steamcommunity.com/sharedfiles/filedetails/?id=666071371	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Recovery Turn System	https://steamcommunity.com/sharedfiles/filedetails/?id=685702241	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	https://steamcommunity.com/sharedfiles/filedetails/?id=766511505	Maluco Marinero	This mod has a similar function to a mechanic built into LW2
Reliable Smoke	https://steamcommunity.com/sharedfiles/filedetails/?id=650751923	Anisotropic	This mod has a similar function to a mechanic built into LW2
Remove Equipment Mods	https://steamcommunity.com/sharedfiles/filedetails/?id=658977800	dev null	This mod has a similar function to a mechanic built into LW2
Remove Missing Mods	https://steamcommunity.com/sharedfiles/filedetails/?id=641394554	sq_paradox	Compatible with LW2
Remove Rage Shaking Cam	https://steamcommunity.com/sharedfiles/filedetails/?id=690138729	Advent Avenger	Functionality included in LW2 -- JL
Remove Unique Restrictions	https://steamcommunity.com/sharedfiles/filedetails/?id=730990240	ObelixDk	Compatible with LW2
Resource Cache Customization	https://steamcommunity.com/sharedfiles/filedetails/?id=743362749	Advent Avenger	Functionality Included in LW2
Restored Avenger Navigation	https://steamcommunity.com/sharedfiles/filedetails/?id=822941627	robojumper	Compatible with LW2
ReticleMod	https://steamcommunity.com/sharedfiles/filedetails/?id=756315744	robojumper	Compatible with LW2
Reusable Hunter's Axe	https://steamcommunity.com/sharedfiles/filedetails/?id=728432028	bg	Compatible with LW2, but could use balancing
Revival Protocol and Restoration Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=821147079	RealityMachina	Compatible with LW2
Reward Decks Refresher	https://steamcommunity.com/sharedfiles/filedetails/?id=665435869	bg	Compatible with LW2
Riftkeeper	https://steamcommunity.com/sharedfiles/filedetails/?id=653666446	LeaderEnemyBoss	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Road to Ruin - Armors	https://steamcommunity.com/sharedfiles/filedetails/?id=792888446	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	http://steamcommunity.com/sharedfiles/filedetails/?id=836500233	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	https://steamcommunity.com/sharedfiles/filedetails/?id=792886164	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	https://steamcommunity.com/sharedfiles/filedetails/?id=746389497	robojumper	Compatible with LW2
Rogue Class	https://steamcommunity.com/sharedfiles/filedetails/?id=618036260	Isms	Class mods need some further checking into balance, and custom mechanics will need testing
Roulette All - Wonderchild	http://steamcommunity.com/sharedfiles/filedetails/?id=725334456	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	https://steamcommunity.com/sharedfiles/filedetails/?id=767471263	RealityMachina	Needs testing
Save Game List Order Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=657373295	bg	Compatible with LW2
Scaling Protect Device	https://steamcommunity.com/sharedfiles/filedetails/?id=634352787	bg	This may be compatible with some tweaking. Devices in LW2 are different than vanilla so it may affect balance
Scanning Protocol AOE Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=718573070	Advent Avenger	Compatible with LW2
Scanning Sites Plus	https://steamcommunity.com/sharedfiles/filedetails/?id=665703787	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Scorpion Class [LW perks]	https://steamcommunity.com/sharedfiles/filedetails/?id=721759784	Vexcord	Class mods need some further checking into balance, and custom mechanics will need testing
Second Wave Reborn Expanded	https://steamcommunity.com/sharedfiles/filedetails/?id=667691437	EladDv	A minor conflict on the Mission setup screen, not sure about functionality. Some options included in LW2
Sectoid Commander	https://steamcommunity.com/sharedfiles/filedetails/?id=655821827	Farkyrie	This mod has a similar function to a mechanic built into LW2
Select Soldier Icons	https://steamcommunity.com/sharedfiles/filedetails/?id=630391471	Zfail	Compatible with LW2
Shadow Ops LW	http://steamcommunity.com/sharedfiles/filedetails/?id=790582498	xyllthixim	Covert mechanic needs testing Class mods need some further checking into balance, and custom mechanics will need testing - DI
Shens Legacy	http://steamcommunity.com/sharedfiles/filedetails/?id=635598252	Teh T	Meta. Possibly compatible, but further testing is required
Show Enemies on Mission Planning	https://steamcommunity.com/sharedfiles/filedetails/?id=635257372	AlexF	Mostly compatible, the UI overrides can get wonky but i'm guessing that it will work with some tweaks
Show Health Values	https://steamcommunity.com/sharedfiles/filedetails/?id=617015579	bg	Compatible with LW2
Show More Buffs	https://steamcommunity.com/sharedfiles/filedetails/?id=709499969	bg	Should be compatible with some tweaks. UI overlapping is minor
ShowMeTheSkills	https://steamcommunity.com/sharedfiles/filedetails/?id=632397344	?	Not compatible. It doesn't show up at all in the Squad Select screens - 1/17 DI
ShowMeTheSkillsUpdated	https://steamcommunity.com/sharedfiles/filedetails/?id=727367694	resonansER	Not compatible. It doesn't show up at all in the Squad Select screens - 1/17 DI
Skulljack Feedback Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=636893854	bg	Compatible with LW2
Slower Avatar Project Progression	https://steamcommunity.com/sharedfiles/filedetails/?id=618254897	ChadSexington	This mod has a similar function to a mechanic built into LW2
Smart Overwatch	https://steamcommunity.com/sharedfiles/filedetails/?id=714941290	Isms	Compatible with LW2, but may need balancing
SMG Rapid Fire	https://steamcommunity.com/sharedfiles/filedetails/?id=732105995	Advent Avenger	Needs more testing. I think that it will lwork.
Smoke Grants Concealment	https://steamcommunity.com/sharedfiles/filedetails/?id=738751056	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	https://steamcommunity.com/sharedfiles/filedetails/?id=694223407	Numbers	This mod has a similar function to a mechanic built into LW2
Some More Mod Achievements	https://steamcommunity.com/sharedfiles/filedetails/?id=729582723	robojumper	Compatible with LW2
SPARK Ammo Slot	https://steamcommunity.com/sharedfiles/filedetails/?id=732643968	Advent Avenger	Requires Ammo Pocket Fix mod
SPARK Custom Class Support	https://steamcommunity.com/sharedfiles/filedetails/?id=729610025	bg	Needs Testing
Spark Progressive Armor	https://steamcommunity.com/sharedfiles/filedetails/?id=740724049	Vexcord	Needs Testing
SPARK Pugilist Class	https://steamcommunity.com/sharedfiles/filedetails/?id=732838044	Emong	Needs Testing
Spart's Kitbashes	https://steamcommunity.com/sharedfiles/filedetails/?id=693945557	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	https://steamcommunity.com/sharedfiles/filedetails/?id=721261179	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	https://steamcommunity.com/sharedfiles/filedetails/?id=637340321	Uncle Gunman	Compatible with LW2
Spartan-II Class	https://steamcommunity.com/sharedfiles/filedetails/?id=808175375	NafNaf_95	Compatible with LW2
SpecOps Combat Knives	https://steamcommunity.com/sharedfiles/filedetails/?id=677573817	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	http://steamcommunity.com/sharedfiles/filedetails/?id=785405763	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	https://steamcommunity.com/sharedfiles/filedetails/?id=725196351	Yzaxtol	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Spectrum: Codebreaker Class	https://steamcommunity.com/sharedfiles/filedetails/?id=666723734	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)	http://steamcommunity.com/sharedfiles/filedetails/?id=637300728	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	https://steamcommunity.com/sharedfiles/filedetails/?id=667025720	Yzaxtol	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
Squad Cohesion	https://steamcommunity.com/sharedfiles/filedetails/?id=660665065	RealityMachina	This mod adds some mechanics but should be compatible with LW2 squads some tweaking
Squad Notoriety	https://steamcommunity.com/sharedfiles/filedetails/?id=677096274	RealityMachina	This mod adds some mechanics but should be compatible with LW2 squads some tweaking
Squad Select Fix for 7 soldiers	https://steamcommunity.com/sharedfiles/filedetails/?id=723994500	bg	This mod has a similar function to a mechanic built into LW2
Squad Size Upgrades for LW Toolbox	http://steamcommunity.com/sharedfiles/filedetails/?id=734106349	sq_paradox	This mod has a similar function to a mechanic built into LW2
Stabilize Me!	https://steamcommunity.com/sharedfiles/filedetails/?id=654174276	Sgt Nutcracker	Seems like it could work with LW2, but it was broken in Vanilla for me.
Stacking Suppression	http://steamcommunity.com/sharedfiles/filedetails/?id=705791225	bg	I couldn't determine if this was working, but it doesn't break anything. LW2 has a lot of fixes, and suppression in LW2 is much improved over vanilla so this mod may not be needed
Star Wars Helmets	https://steamcommunity.com/sharedfiles/filedetails/?id=625481548	Platoon	Compatible with LW2
Starcraft II Kerrigan Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=743788691	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Starcraft II Nova Squadmate	https://steamcommunity.com/sharedfiles/filedetails/?id=804174001	[GWJ] Kexx	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Start Your Own Missions	https://steamcommunity.com/sharedfiles/filedetails/?id=646124583	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	https://steamcommunity.com/sharedfiles/filedetails/?id=683306035	GrimyBunyip	Compatible with LW2. Need balancing
Steady Weapon	https://steamcommunity.com/sharedfiles/filedetails/?id=626609469	The forgotten crouton	This mod has a similar function to a mechanic built into LW2
Stealth Grenades	https://steamcommunity.com/sharedfiles/filedetails/?id=754065680	Phantom	This mod has a similar function to a mechanic built into LW2
Stench fury Modular Armor	https://steamcommunity.com/sharedfiles/filedetails/?id=729351665	Stenchfury	Compatible with LW2
Stench fury Modular Helmets	https://steamcommunity.com/sharedfiles/filedetails/?id=636400624	Stenchfury	Compatible with LW2
Stop Wasting My Time	https://steamcommunity.com/sharedfiles/filedetails/?id=620600092	BlueRaja	Compatible with LW2
Strip Primary Weapons	https://steamcommunity.com/sharedfiles/filedetails/?id=618504171	wasteland_ghost	This mod has a similar function to a mechanic built into LW2
Super Shield	https://steamcommunity.com/sharedfiles/filedetails/?id=822456738	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	https://steamcommunity.com/sharedfiles/filedetails/?id=638860768	bg	This mod has a similar function to a mechanic built into LW2
SW Alien Head Pack 01: Twi'leks	https://steamcommunity.com/sharedfiles/filedetails/?id=815484526	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	https://steamcommunity.com/sharedfiles/filedetails/?id=822021367	DrDCB	Compatible with LW2. There are a few moving pieces with "squadmate" mods. so further testing is suggested
Swapping	https://steamcommunity.com/sharedfiles/filedetails/?id=694875779	Zyxpilson	Compatible with LW2 (conflicts with other mods though)
SWR Full Crew Avenger	https://steamcommunity.com/sharedfiles/filedetails/?id=654623819	Meritus	Compatible with LW2
Tactical Co-Op (Official)	https://steamcommunity.com/sharedfiles/filedetails/?id=792693587	Team Dragonpunk	Testing
Tactical Flyover	http://steamcommunity.com/sharedfiles/filedetails/?id=657304953	Chewy	Compatible with LW2
Tactical Force	https://steamcommunity.com/sharedfiles/filedetails/?id=736203674	James	Class mods need some further checking into balance, and custom mechanics will need testing
Tactical HUD Tweaks	https://steamcommunity.com/sharedfiles/filedetails/?id=640402081	GrimyBunyip	Included in Perfect Information
Tactical Rigging	https://steamcommunity.com/sharedfiles/filedetails/?id=736664411	Siven	This mod has a similar function to a mechanic built into LW2
Tech Tree	http://steamcommunity.com/sharedfiles/filedetails/?id=630693520	AlexF	Will need an update to add new LW2 items / techs
Textile Armor Patterns	https://steamcommunity.com/sharedfiles/filedetails/?id=668652144	Mantid	Compatible with LW2
TheAxeMod	https://steamcommunity.com/sharedfiles/filedetails/?id=718190620	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	https://steamcommunity.com/sharedfiles/filedetails/?id=726585885	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	https://steamcommunity.com/sharedfiles/filedetails/?id=818046676	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	https://steamcommunity.com/sharedfiles/filedetails/?id=616857663	Shaska	May be compatible, but further testing further along in teh game is necessary
Titanfall Gear	https://steamcommunity.com/sharedfiles/filedetails/?id=650731226	Dor	Compatible with LW2
Titanfall Sparks	https://steamcommunity.com/sharedfiles/filedetails/?id=812942004	Uncle Gunman	Compatible with LW2
Total Advent Weaponry	https://steamcommunity.com/sharedfiles/filedetails/?id=682156617	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	http://steamcommunity.com/sharedfiles/filedetails/?id=665132402	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	https://steamcommunity.com/sharedfiles/filedetails/?id=618090572	chocolategarcon	Class mods need some further checking into balance, and custom mechanics will need testing
True Concealment	https://steamcommunity.com/sharedfiles/filedetails/?id=618077830	Takeru Shirrogane	This mod has a similar function to a mechanic built into LW2
True retroactive AWC	https://steamcommunity.com/sharedfiles/filedetails/?id=620586407	bg	This mod has a similar function to a mechanic built into LW2
Turret Bulwark (Even When Dead)	https://steamcommunity.com/sharedfiles/filedetails/?id=718133656	Advent Avenger	I think that thsi is compatible, but it needs further testing
Uniforms Manager	https://steamcommunity.com/sharedfiles/filedetails/?id=626291285	Falcon	Compatible with LW2
Unit Selection Order	http://steamcommunity.com/sharedfiles/filedetails/?id=839670497	robojumper	Wil lbe compatible with LW2 after patch 1 - @TT
Units Gain More XP	http://steamcommunity.com/sharedfiles/filedetails/?id=618218355	BlueRaja	This mod has a similar function to a mechanic built into LW2
Unlock All Region Links	https://steamcommunity.com/sharedfiles/filedetails/?id=685419275	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Unrelenting Berserkers	http://steamcommunity.com/sharedfiles/filedetails/?id=680389539	Advent Avenger	This mod has a similar function to a mechanic built into LW2
Update Carried Units	https://steamcommunity.com/sharedfiles/filedetails/?id=698881748	thegrimsqueaker72	Seems to be compatible with LW2, fixes a vanilla bug
Upgrade Reminder	https://steamcommunity.com/sharedfiles/filedetails/?id=624726628	tracktwo	Compatible with LW2 - 1/17 DI
Use My Class	http://steamcommunity.com/sharedfiles/filedetails/?id=684929720	krj12	I think that this is working, it didn't break anything, but my results were not definitive
Utility slot Sidearms	https://steamcommunity.com/sharedfiles/filedetails/?id=688644689	GrimyBunyip	This mod has a similar function to a mechanic built into LW2
Vahlen Explosive Kill VO	https://steamcommunity.com/sharedfiles/filedetails/?id=784260898	robojumper	Compatible with LW2
Vanilla Customization for Alien Armors	https://steamcommunity.com/sharedfiles/filedetails/?id=744790570	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	https://steamcommunity.com/sharedfiles/filedetails/?id=710204395	Advent Avenger	Functionality is possibly built into LW2. Testing required
Venator Enemy	https://steamcommunity.com/sharedfiles/filedetails/?id=687067268	LeaderEnemyBoss	Additional Enemies need balancing and an ABA2 type of functionality to add new enemies to pods
VIPs Grab Loot	https://steamcommunity.com/sharedfiles/filedetails/?id=720485713	GrimyBunyip	Compatible with LW2
Vivid Hair Color	https://steamcommunity.com/sharedfiles/filedetails/?id=646260472	GothicaGeist	Compatible with LW2
Vivid Hair Color Extended	https://steamcommunity.com/sharedfiles/filedetails/?id=797403710	GothicaGeist	Compatible with LW2
WA'sCustomGear	https://steamcommunity.com/sharedfiles/filedetails/?id=653902466	Wastedalmond	Compatible with LW2
WAR Suit Provides Bulwark	http://steamcommunity.com/sharedfiles/filedetails/?id=723297194		Seems compatible, will require late game testing
Wave Com	https://steamcommunity.com/sharedfiles/filedetails/?id=679975280	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	http://steamcommunity.com/sharedfiles/filedetails/?id=690849228	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	https://steamcommunity.com/sharedfiles/filedetails/?id=651888661	bg	This mod has a similar function to a mechanic built into LW2
Weapon upgrade Indicators	https://steamcommunity.com/sharedfiles/filedetails/?id=691741580	krj12	Not compatible. It doesn't show up at all in the Squad Select screens - 1/17 DI
Wider Field of View	http://steamcommunity.com/sharedfiles/filedetails/?id=695546876	grimybunyip	Compatible with LW2
Working Scientists	https://steamcommunity.com/sharedfiles/filedetails/?id=634166008	dev null	This mod has a similar function to a mechanic built into LW2
World Expansion Project: ADVENT	https://steamcommunity.com/sharedfiles/filedetails/?id=626303273	Beacon	Compatible with LW2. All map mods should work, but there is no way to test 100% so conflicts may occur.
X2DebugItem Fix	https://steamcommunity.com/sharedfiles/filedetails/?id=670715540	bg	Compatible with LW2

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Mod	Steam Workshop Link	Mod Author	Deacon's Notes
XCOM 2: Intel Market	https://steamcommunity.com/sharedfiles/filedetails/?id=779395701	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	http://steamcommunity.com/sharedfiles/filedetails/?id=623434810	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	https://steamcommunity.com/sharedfiles/filedetails/?id=812449702	robojumper	Compatible with LW2
XCOM EU/EW Ports Extras	https://steamcommunity.com/sharedfiles/filedetails/?id=696566464	Mr Kablamm0fish	Compatible with LW2
XCOM EU/EW Ports Helmets	https://steamcommunity.com/sharedfiles/filedetails/?id=648432638	Mr Kablamm0fish	Compatible with LW2
XCOM EU/EW Ports T1 Armor	https://steamcommunity.com/sharedfiles/filedetails/?id=722333931	Mr Kablamm0fish	Compatible with LW2
XCOM EU/EW Ports T1 Weaponry	https://steamcommunity.com/sharedfiles/filedetails/?id=699275116	Mr Kablamm0fish	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	https://steamcommunity.com/sharedfiles/filedetails/?id=660878813	Mr Kablamm0fish	Compatible with LW2
XCOM EU/EW Ports T3 Armor	http://steamcommunity.com/sharedfiles/filedetails/?id=660521897	Mr Kablamm0fish	Compatible with LW2
XCom EW helmets for SPARK's	http://steamcommunity.com/sharedfiles/filedetails/?id=777683461	ObelixDk	Compatible with LW2
XCOM International Voices	https://steamcommunity.com/sharedfiles/filedetails/?id=623812197	Seth Norris	Compatible with LW2
XCOM Old War Heros Voicepack	https://steamcommunity.com/sharedfiles/filedetails/?id=689697999	ObelixDk	Compatible with LW2
XCOM2 OG mod	https://steamcommunity.com/sharedfiles/filedetails/?id=722131988	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	https://steamcommunity.com/sharedfiles/filedetails/?id=760919973	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	https://steamcommunity.com/sharedfiles/filedetails/?id=770772247	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	https://steamcommunity.com/sharedfiles/filedetails/?id=702822001	ylthixim	ylthixim's mods are compatible - Updated 1/17 DI
XSkin System	https://steamcommunity.com/sharedfiles/filedetails/?id=707548632	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	https://steamcommunity.com/sharedfiles/filedetails/?id=723546573	Mantid	Compatible with LW2
Xylth's Debugging Tools	https://steamcommunity.com/sharedfiles/filedetails/?id=692278276	ylthixim	Compatible with LW2