

To restore these removed factions, clear the “noEditor” tag in factions.txt for each function. However, it is unclear whether these factions will continue to function properly in custom scenarios in the future.

```
factions
130
131 [UNCLAIMED]
132 id = 15
133 noMansLand
134
135 [IMPASSABLE]
136 id = 36
137 impassable
138
139 [WAFFENSS]
140 id = 32
141 theme = germany
142
143 [IJN]
144 id = 13
145 theme = japan
146 noEditor
147
148 [REDUSA]
149 id = 14
150 theme = usa
151 noEditor
152 skirmish = free
153
154 [USARMY]
155 id = 17
156 theme = usa
157 noEditor
158
159 [RAF]
160 id = 24
161 theme = britain
162 noEditor
163
164 [KRIEGSMARINE]
165 id = 37
166 theme = kriegsmarine
167
168 [BULGARIA]
169 id = 38
170 theme = germany
171
172 [HUNGARY]
173 id = 39
174 theme = germany
175
```

These are factions that have been removed from the editors but not the game itself. They can still be used in a custom scenario but with no guarantee of viability due to possible changes made to the game in the future.